PlayStation.2

PAL

PRO EVOLUTION SOCCER 5

™

9

3+

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KONAMI

PES5 PS2

Inlay

FEATURES

• Over 3000 licensed players
• Fully Licensed Leagues and teams from Serie A, Liga Española, Eredivisie and many other club teams!
• 57 National Teams
• 80 European Club teams

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DELETE Below
" The latest and greatest soccer game of all time "Gamesmaster
" The return of the master "PSW
" The greatest football game ever made "Play

Developed by Konami Corporation
Producer: Shingo "Seabass" Takatsuka
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Precautions

● This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. ● This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. ● Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. ● When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. ● When handling the disc, do not touch the surface. Hold it by the edge. ● Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. ● Do not leave the disc near heat sources or in direct sunlight or excessive moisture. ● Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

Pan European Games Information (PEGI) Age-Rating System

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

3+ **7+** **12+** **16+** **18+**

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

For further information visit **http://www.pegi.info**

contents
pro evolution soccer 5™

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.

It is advised that you do not insert or remove accessories once the power is on.

Make sure the MAIN POWER switch (located at the back of the console) is turned ON.

Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
Place the Pro Evolution Soccer 5 disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
Follow on-screen instructions and refer to this manual for information on using the software.

Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Warning: This title uses an Autosave feature. Insertion of a memory card (8MB) (for PlayStation®2) after boot-up may result in data being overwritten.

Select your preferred language on boot-up or within the Options Menu. This title supports English, French, German and Spanish languages.

Thank you for purchasing **Pro Evolution Soccer 5** from Konami. Please read this manual thoroughly before playing the game.

Also, please keep this manual in a safe place so you can refer to it easily later. (Note: Konami does not re-issue manuals.)

Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the Purchase date.
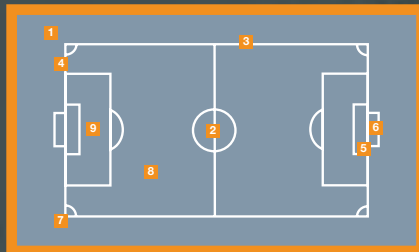
Rules are the same as in the real game of football.

Field Terminology

1. **Field**
   (the pitch and surrounding area)
2. **Centre circle**
3. **Touch line**
4. **Goal line (End line)**
5. **Goal area**
6. **Goal**
7. **Corner area**
8. **Pitch**
9. **Penalty area**

Match Time
The playing time for each match can be set to 5, 10, 15, 20, 25 or 30 minutes. Match times can be changed using the Environment Settings in each game mode.

Extra Time
Golden goal/silver goal extra time and penalty shootouts are available depending on the Game Mode. It is possible to enable/disable extra time, golden goal/silver goal extra time, and penalty shootouts for Exhibition Matches.

Extra Time Rules
Golden Goal: The team that scores first in extra time is the winner, no matter how much time remains.
Silver Goal: Play continues to the end of each 15-minute half (first or second half). If one team has more goals at the end of the half, they are declared the winner and the game ends.

Yellow Cards and Red Cards
Upon committing a foul, a player may be shown a yellow or red card by the referee. If a player is shown a red card, he must immediately leave the game. If a player is shown two yellow cards in the same match, he automatically receives a red card and is sent off. Players who receive a certain number of yellow cards over the course of a tournament, or a red card, must sit out the next match.

Offside
If, at the moment a pass is made, the receiving team-mate is upfield of the ball and has less than two opposing players between himself and the opponent's goal line, that player is declared offside. A free kick is then awarded to the defending team.

Maximum number of substitutions
For Exhibition matches, you can select from three to seven substitute players for a match. For Cup matches and League matches, the maximum number of players that you

can change will be three. In the Master League, you may have three substitutes for regular matches, but for pre-season matches, the maximum is seven.

Out of Play
"Out of play" refers to times when the game is stopped for corner kicks, free kicks, goal kicks and penalty kicks.

Injuries
You can change the settings so that players can be injured when they are tackled. Players can suffer both light and heavy injuries, indicated by the yellow or red cross icons that appear on the screen. Lightly injured players can continue to play, but their performance will be considerably hampered. Heavily injured players are no longer capable of playing and must immediately leave the pitch. In League matches, Cup matches, and the Master League, injuries require a number of matches before they heal. A player who has recently recovered from a light or heavy injury is marked with the "recovering icon". The performance of recovering players is less restricted than that of lightly injured players. The Player who has returned after an injury, could be marked with an Injury icon. This player's performance will not be lower than the lightly injured player.
Players might not realize that they have been injured right after an injury. You might see some players hurt on the pitch during a match. Usually, the ball is kicked out of play, so that the injured player can be examined for treatment. The restart of a match is normally done by the opponent returning the ball, (such as long pass) back to the opponent. This is considered as Fair Play.

Light Injury	**Heavy Injury**	**Recovering**

Drop Ball
During play, when a player is injured and unable to move, the referee might stop the match. After the treatment of the injured player, the referee starts the match by dropping the ball on the pitch.

Forfeited Game
If the number of players on a team falls below seven before or during a match, the match is declared forfeit and the team officially loses by a score of 0-3.

MULTI PLAY
When playing cooperatively or against each other, you need an additional controller and if more than 2 players, "Playstation 2" Multi Tap (sold separately). Insert the Multi Tap in either the ports of controller one or two, and connect the controllers to 1-A, 1-B, 1-C, 1-D or, 2-A, 2-B, 2-C, 2-D. You will be able to play up to 8 players.
Things you need.
1 to 2 players: Controllers
3 to 5 players: Controllers and one Multi Tap for the "Playstation 2" (sold separately)
6 to 8 players: Controllers and 2 Multi Tap for the "Playstation 2" (sold separately)

Note:
When using the Multi Tap for the "Playstation 2", make sure that the Multi Tap is connected in the controller port 1-A, and/or 2-A before connecting the other controllers to the 1-B, 1-C, 1-D, 2-B, 2-C, 2-D in this order. Controllers other than the Sony Computer Entertainment peripheral or official peripheral controllers are not recommended.

Attack! Basic Attacking Controls

Analog Controller (DUALSHOCK®2)

L2 button/Strategy

L1 button/Switch between players

Directional button/Move

Left analog stick/Move

Mode indicator/ANALOG mode button

START button/Pause

R2 button/Special Controls

R1 button/Dash

△ button/Through ball

◎ button/Cross/Long pass

⊗ button/Short pass

▣ button/Shoot

Right analog stick + R3 button/Manual pass
*The R3 button is pressed by pushing down on the right analog stick.
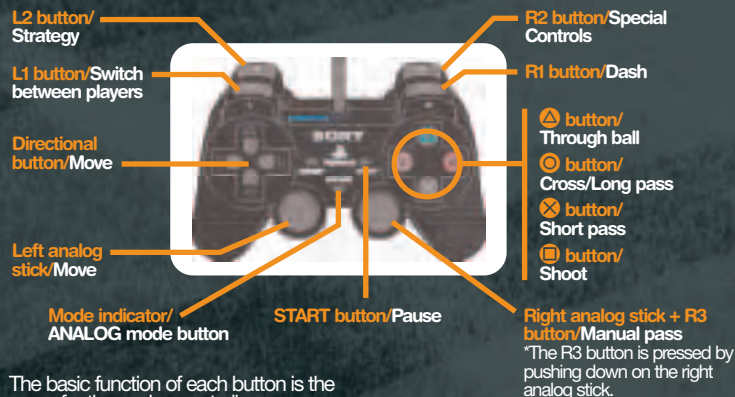
The basic function of each button is the same for the analog controller (DUALSHOCK®)

Dribbling

Dribble: Press the directional button when the ball is at your feet.
Jump: When an opponent executes a sliding tackle, press the R2 button.
Stop the Ball (1): Release the directional button and press the R1 button to stop the ball's movement when dribbling.
Stop the Ball (2): Release the directional button and press the R2 button to have the player stop the ball with his body positioned between the ball and the opponent's goal.
Maintain ball control: When the ball is at your feet, hold down the R2 button and move in the desired direction.

Send Ball Forwards
When the player has stopped with the ball at his feet, press the L1 button and R1 button together.

Changing Pace while Dribbling
Dash Dribble: Press the R1 button while dribbling.

Extend Time Between Ball Touches
While pressing the R1 button during a dribble, press the directional button two or three times. Or, you can repeatedly press the R1 button while dribbling.

High-speed dribble: Press the R2 button while dribbling. This technique is slower than the dash dribble, but allows for better ball control.
Slow Dribble: Release the directional button while dribbling to have the player dribble slowly.

Trap

Trap
When receiving a pass, press the directional button in the direction you wish to trap.

Stop the Ball
When receiving a pass, press the directional button whilst holding the R2 button to face the pressed direction whilst stopping the ball.

Stop the Ball whilst Turning to Face Goal
When receiving a pass, release the directional button and press the R2 button to turn to face the opponent's goal whilst stopping the ball.

Passing

Short Passes
Short pass
Press the ⊗ button to make a short pass, using the directional button to aim. Holding down the ⊗ button while aiming with the directional button sends the pass to a more distant player.

Heel pass
Push the directional button in the opposite direction than the player is facing and then press the ⊗ button to have him execute a heel pass.

Direct short pass
Press the ≈ button immediately before trapping the ball to execute a direct short pass in the direction the directional button is being held.

Long Passes
Long pass
Press the ◎ button to send a pass in the direction that the directional button is being held. The length of the pass depends on the length of time the ◎ button is held.

Quick long pass
Press the ◎ button just before trapping the ball to make a long pass, using the directional button to aim. You can increase the distance of the pass by holding down the ◎ button longer.

Change sides
Send a long pass to the opposite wing by holding the directional button in the desired direction and pressing the ◎ button . The length of the pass depends on the length of time the ◎ button is held.

Through Balls
Through ball
Press the △ button to send a through ball through the defence, using the directional button to aim the pass. By holding down the △ button and aiming with the directional button, you can send the pass to a player farther away.

Direct through ball
Press the △ button immediately before trapping the ball to send a through ball in the direction that the directional button is being pressed.

Fly Thru pass
While holding L1 button, press the △ button to send a chipped through ball in the direction that the directional button is being pressed.

One-Two Passes
One-two pass
Hold down the L1 button and press the ⊗ button to make a short pass, pressing the △ button immediately before your team mate receives the ball to execute a return pass.

One-two pass in the air
Press the ⊗ button while holding down the L1 button to execute a short pass, and then press the ◎ button immediately before the player traps the ball to execute a return pass.

Pass and go
Press the R2 button immediately after passing the ball to make the player who passed the ball sprint forward.

Manual Passes
Manual pass
Push the right analog stick in the desired direction and then press the R3 button to execute the pass. The strength of the pass is determined by how long the R3 button is held down.

Manual long pass:
While holding down the L1 button, push the right analog stick in the desired direction and then press the R3 button to execute the pass. The strength of the pass is determined by how long the R3 button is held down.

No Touch Reversal
When trapping, hold the R1 button and press the directional button in the direction from which ball is coming to change direction without touching the ball.

Crosses

Far Side Cross
When the player with the ball is deep in the opponent's half, press the ◎ button while aiming with the directional button to send a pass to the far wing. When there are two or more players in the direction of the pass, the ball will be crossed to the farthest player.

Short Cross
When the player with the ball is deep in the opponent's half, press the ◎ button twice while aiming with the directional button. When there are two or more players in the direction of the pass, the ball will be sent to the nearest player.

Cross along the Ground
When the player with the ball is deep in the opponent's half, press the ◎ button three times while aiming with the directional button.

High Ball
Press the R2 button while making a cross to loft the ball high into the air.

Early Cross
Press the ◎ button together with the L1 button and directional button to cross the ball from any position, not just when in the opponent's half.

Shooting

Shoot
Press the ◉ button to shoot at the goal. Holding down the button increases the height of the shot. You can also change the angle of the shot by using the directional button when the gauge is displayed.

Direct Shot
If you time it right and press the ◉ button just before trapping the ball, you can, depending on the circumstances, fire a header or volley at the goal.

Controlled Shot
Press the R2 button whilst the gauge is displayed to perform a shot with emphasis on accuracy.

Chip Shots

Chip Shot
You can chip a shot over the keeper's head by holding down the L1 button and pressing the ◉ button.

Chip Shot 2
You can kick a low chip shot by pressing the ◉ button and then pressing the R1 button while the gauge is displayed.

Feints

Feints
Step over dummy 1: Press the right analog stick twice in the direction of movement.
Step over dummy 2: Press the L1 button twice.
Step over dummy 3: Press the R2 button twice.
Kick feint 1: Press the right analog stick twice in the direction of movement.
Kick feint 2: Press the ◉ button, and while the gauge is being displayed, press the ✕ button to execute a kick feint. For best results, press the ◉ and ✕ buttons at nearly the same time.
Kick feint 3: Press the ◎ button, and while the gauge is being displayed, press the ✕ button.
Kick feint 4: Go through the motions for a cross, and just before the ball is kicked, press the ✕ button.
Kick feint 5: When dribbling the ball press the L1 or R2 button three times. Can only be used by certain players.

Kick Cancel
Kick Cancel 1: Press the ◉ button, and then press the R1 and R2 buttons while the gauge is being displayed to cancel the kick. The difference between this and a kick feint is that when cancelling, the player will not perform any kind of kick motion at all.
Kick Cancel 2: Press the ◎ button, and then press the R1 and R2 buttons while the gauge is being displayed.
Kick Cancel 3: Perform the operation for a cross and then press the R1 and R2 buttons before the player kicks the ball.

Body Feint 1
Quickly press the directional button in both diagonal directions immediately to the left and right of the direction of the run.

Body Feint 2
When stopped with the ball, quickly tap the directional button twice to the player with the ball's left or right side.

Through feint

Through feint:
Just before the ball is trapped, press and hold the R1 button without pressing the directional buttons to step over the ball and allow it to continue to another player.

Special Techniques

Marseilles Turn
Rotate the right analog stick while dribbling. The direction you rotate the right analog stick determines the direction of the turn.

Lift the Ball
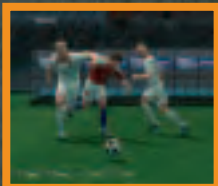Push the right analog stick down and then up.

Defend! Basic Defence Controls

Analog Controller (DUALSHOCK®2)

L2 button/Strategy

L1 button/Switch between players

Directional button/Player Movement

Left analog stick/Player Movement

Mode indicator/ANALOG mode button

START button/Pause

R2 button/Special Controls

R1 button/Dash

△ button (hold down)/Goalkeeper

○ button/Sliding tackle

✕ button/Apply pressure

▣ button (hold down)/Clearance/Pressure 2

Button assignments for the analog controller (DUALSHOCK®) are the same as above.

Defence

Pressure
Applying pressure
Press the ✕ button when an opponent is in possession of the ball to move closer to the ball or to extend a leg for a tackle. Use this together with the R1 button to dash towards the ball.
Pressure 2: Press the ▣ button when an opponent is in possession of the ball to have the team mate closest to the ball (not counting the player you are controlling) pressure the player with the ball.

Sliding tackle
Sliding tackle: Use the directional button when an opponent is in possession of the ball to move closer to the ball, and then press the ○ button to execute a sliding tackle.

Clearance
Clearance
When the ball is in your own half, press the ▣ button to clear the ball. The direction the ball is cleared varies depending on the circumstances.

Goalkeeper

Moving the goalkeeper out of the goalmouth: Press the △ button when an opposing player has possession of the ball to make the goalkeeper sprint towards the ball.

Moving the Keeper
Hold down the △ button and press the L1 button to have the player cursor appear over the keeper. You can then use the directional button to move the keeper. (This is only available when the "GK Cursor" setting is activated.)

Feeds
Drop Kick
Press the ○ button or ▣ button to boot a drop kick up field. Use the directional button to aim the kick.

Throw
When the keeper is holding the ball, press the ✕ button to throw it to a team-mate, using the directional button to aim.

Drop the Ball
Dropping the Ball
When the keeper is holding the ball, press the R1 button to have him drop it at his feet.

Common Controls Attack/Defence
Dash
Press the R1 button while running.
Super Cancel
Press the R1 and R2 buttons while a player is chasing after the ball to force the player to stop.
When ball is in the air
When the ball is in the air, press the R2 button + the directional button to control the player.

Change Player
Press the L1 button to switch the player cursor to the player closest to the ball.

Switching between players: Press the L1 button.

Activate/cancel strategies (when in Manual Mode)
L2 button + ◎ button: Activate/cancel strategies set for the ◎ button .
L2 button + ✕ button: Activate/cancel strategies set for the ✕ button.
L2 button + △ button: Activate/cancel strategies set for the △ button.
L2 button + ▣ button: Activate/cancel strategies set for the ▣ button.

Activate/cancel strategies (when in Semi-Auto Mode): Press the L2 button.

Attack/Defence Level
Press the L2 button and R1 button together to increase attack-mindedness.
Press the L2 button and R2 button together to increase defence-mindedness.

ANALOG mode button
Activates/deactivates the left and right analog sticks.

Mode Indicator
The controller defaults to Analog mode (indicator:red) on boot up. (Vibration function is not used.)

Controls for Fixed Cursor Setting
Calling for the Ball
When a team-mate has the ball, press the R2 button to call for a pass. The more you press the button, the stronger your appeal.

Moving the Player Camera
When your player is not carrying the ball, you can press and hold the L1 button to move the camera around the pitch with the directional button. You can select player camera by spending the PES you have acquired at the PES Shop.

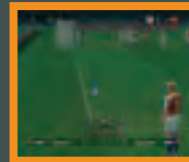**Note:** Please see the Controls section of the Training Mode to review the control system.

Set-Pieces
Corners
Taking a Corner
Press the ◎ button to kick a corner. Hold the ◎ button down to increase the distance of the kick. The path of the ball can be controlled with the following commands.

Low Cross:	Up on the directional button or R1 button + ◎ button
High Cross:	R2 button + ◎ button
Along the Ground:	Down on the directional button + ◎ button
Curl:	Left or right on the directional button + ◎ button

Short Corner
Press the ✕ button when taking a corner to send a short pass to the nearest team-mate.

Free Kicks (Passing)
Short Pass
Choose a direction with the directional button then press the ✕ button to make a short pass.

Long Pass
Choose a direction with the directional button then press the ◎ button to make a long pass. Hold the ◎ button down to increase the distance of the kick. The path of the ball can be controlled with the following commands.

Low Ball:	Up on the directional button or R1 button + ◎ button
High Ball:	R2 button + ◎ button
Along the Ground:	Down on the directional button + ◎ button
Curl:	Left or right on the directional button + ◎ button

You can also add movement to the ball after pressing the ◎ button by pushing the right analog stick to the left or right.

Through Ball
Press the △ button when taking a free kick to send a ball through the defence. Use the directional button to aim the pass.

Free Kicks (Shooting)
Shooting
Make the shot with the ▣ button. The length of the gauge affects the height of the shot, and the following operations alter its path.

Hard shot:	Up on the directional button + ▣ button
Weak shot:	Down on the directional button + ▣ button
Slightly hard shot:	Press the ?? button, and whilst the gauge is displayed press the ?? button ?? moderately strong shot
Slightly weak shot:	Press the ?? button, and whilst the gauge is displayed press the ?? button ?? moderately weak shot
Bend the shot:	Push left or right on the directional button

After pressing a button to take a shot you can adjust the direction of the shot to the left or right by pressing either the L1 or R1 button respectively.

Check button symbols??

Set-Pieces

Free Kicks with Two Players

Changing number of kickers
When the icon is shown above the Name Panel, each long press of the L2 button will switch between using one kicker or two kickers. The second kicker can also be positioned to the left or right.

Using the second kicker
Perform the free kick pass or free kick shot whilst holding the L1 button to make the second kicker positioned closest to the ball kick it.

Rolling the ball forward with the second kicker
Press the L1 and X buttons to make the second kicker roll the ball forward. The first kicker, who is positioned distant from the ball, will run toward the ball.

Free kick wall

Free kick wall
When the opposing team is executing a free kick (just as the kicker is approaching the ball), press and hold the following buttons to control the players in the defensive wall.

Controls
◎ **button:** Everyone jumps.
✖ **button:** No one jumps.
◉ **button:** One or two players break from the wall. Those that remain in the wall jump.
◉ **button +** ✖ **button:** One or two players break from the wall. Those that remain in the wall do not jump.

No buttons pressed: Some players jump and some do not jump.

Free Kick Keeper Controls

Moving Towards the Wall
When the opposing team is taking a free kick, hold down the △ button to have your keeper move towards his own defensive wall.

Set-Pieces

Throw-Ins

Short Throw-In
Press the ✖ button from a throw-in position to pass to the nearest team-mate in the direction of the throw.

Long Throw-In
Press the ◎ button to make a long throw-in in the direction the thrower is facing.

Lead Throw-In
Press the △ button to pass the ball into space ahead of a team-mate.

Penalty Kicks/Penalty Shoot-Outs

Both the kicker and the keeper choose one of six different directions.

Using the directional button
Press down and left or right at the same time on the directional button to shoot or dive towards the lower left or lower right.

Kicker: Press the ◎ button to kick the ball in the direction the directional button is being held.
Goalkeeper: Try to guess the location of the shot before it is kicked and hold down the directional button in the appropriate direction.
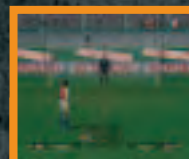
Replays

Play: ◎ button
Play (when paused): Directional button ➡
Reverse play (when paused): Directional button ⬅
Fast play/Reverse play: Right analog stick ➡/Right analog stick ⬅
Pause: △ button
Fast forward: ◎ button + directional button ➡
Rewind: ◎ button + directional button ⬅
Advance frame: △ button + directional button ➡
Rewind frame: △ button + directional button ⬅
Beginning of replay: △ button + L2 button
End of replay: ✖ button + R2 button
Change view: ✖ button/Left analog stick'.
Save: ◉ button
Controls display ON/OFF: SELECT button
End replay: START button
Rotate camera: L1/R1 buttons
Switch players: L2/R2 buttons
Zoom in: Directional button UP
Zoom out: Directional button DOWN

When a mode is selected, a Setup Screen is displayed. Use the directional button to select options, the ✕ button to enter the selection and the △ button to cancel.

Player Selection

1 You play the game.
2 The game is played with computer (COM) support.
3 The actual game is played by the computer, but you set up and execute team formation and strategy. Player settings can be changed before the game starts. Co-operative play is possible in League Mode, but it is not possible for players to compete against each other. The same applies for Cup matches played in 1-player mode. Settings are saved in the Option File. Player Settings for multi-player games in Cup Mode are only valid for the game in progress and cannot be saved.

| 1 | 2 | 3 |

Cursor Change Speed
Sets how quickly the player cursor displayed above players' heads during matches switches from one player to another.
| **Fixed:** The cursor is fixed on one player.
| **Manual:** The user controls the switching of the cursor.
| **Semi-auto:** There are 8 speeds to choose from, from I (slow) to IIIIIIII (fast). The user can also switch manually between players, even in semi-auto mode.

Goalkeeper Cursor
Sets whether or not the player cursor displayed above players' heads during matches can switch to the goalkeeper.
| **ON:** Pressing the △ button and L1 button together will switch the cursor to the goalkeeper during defence.
| **OFF:** The cursor cannot be switched to the goalkeeper.

Cursor Name Display
Set the player cursor name display to "Default", "<1>", "Player Name" or "Load".
Setup steps:
1. Press the ◉ button to enable setting of the cursor display.
2. Press the left/right directional buttons to select the display type.
3. Press the △ button or the ◉ button to finish setting the cursor display.

Default: Display the player's number (1-8).
Player Name: The player name in the game will be displayed.
User Name: Uses the User Data that is saved on the memory card (8MB)(for PlayStation®2).

Load All Settings
Loads the option files from each memory card (8M) (for PlayStation 2) corresponding to a connected controller. From the loaded option file data the player settings data, button config data and user name data will be applied to that controller. This allows all option file data from all inserted memory cards (8m) (for PlayStation 2) to be loaded and applied in one go.

Team Selection
Team Selection
Select the team that is to take part in the match. Use the ✕ button to enter the selection, the △ button to go back and the ◉ button to select the teams randomly. In Cup Mode and League Mode, the ◉ button resets all teams.

General Settings
Select Strip
Select the strip that will be worn during the match.
Use the △ button to freely alter the combination of jersey, shorts and socks. (The strip combination for representatives of Japan cannot be altered.)

Entrance Scene
Turn the entrance scene on / off.
In all modes other than Match mode there are three settings, on / off / important matches only. If "important matches only" is selected,
the players entrance scene shall only be shown prior to an important match.

Difficulty Level
Select one of five difficulty levels, from Easy (*) to Hard (* * * *). The Master League is equipped with separate Master League difficulty level settings.

Number of Substitutes
Select the number of substitutes in a match.

Injury
Select whether a player will be injured during a match or not.

Condition
Set the condition of the players for each team. Choose "?" for random.

Match time
Select the time of a match.

Extra Time Format
EX: Choose whether a match can go into extra time or not, and whether extra time golden goal or silver goal rules apply.
PK: Choose whether a tied result leads to a penalty shootout or not.

Time of Day
Choose an afternoon or evening match, or random.

Season
Choose the season from Summer, Winter, and Random.
When you select Winter, you can change the weather conditions to "Snow".

Weather
Select the weather for the match from clear / rain / random. If the season is set to winter then "snow" is also available as a type of weather.

Stadium effects
Set the effects that occur in the stadium during the game, such as the release of flares, etc. `When playing in certain stadiums, or if the Japan national team is playing, flares will not be released regardless of the "Yes/No" setting.

Stadium
Select the stadium in which the match is to be played.

Ball type
Select the type of the ball. You can add the ball in the PES-SHOP by exchanging your PES points.
*If the weather condition is "snow", the ball will automatically be an orange ball.

Ball Effect
Select to have the ball effect in the replay. You can add this feature when exchanging your PES points in the PES-SHOP.

Referee
Select the referee.

Support Stance
Home and Away   The crowd supports the home team.
Neutral   The crowd supports both teams equally.
Player   The crowd supports the player's team.
    During games against another user, support reverts to neutral.

Spectators
Set the number of home and away supporters attending the match.

Match Mode

Memorial Match
It is possible to record the results of matches against your friends.
In order to play a memorial match, memory cards (8M) (for PlayStation 2) with an option file on them are required. Two memory cards (8M) (for PlayStation 2) are required, one for you and one for the second player. The home player's memory card (8M) (for PlayStation 2) must be inserted into MEMORY CARD slot 1 (1-A) and the away player's into MEMORY CARD slot 2 (2-A).
The player setting data and button config data will be set automatically upon loading and saved automatically after the match. The match results can be viewed under Result, or under Memorial Match Data in Options, Museum.

Exhibition Match / Quick Start / Penalty Shootout
This mode allows you to choose your favourite teams for a single match competition. You can choose from 57 national teams and 138 club teams with the L1 and R1 buttons for an exhibition match. It's also possible to have a national team play against a club team. By selecting the Master League icon at the bottom rigmht of the club team screen, you can put your own Master League teams into the match. For a penalty shootout you must decide the kicking order after you select from the 57 national and 138 club teams.

P1 Quick Start
A player-versus-computer match. Go straight to match setup after choosing your teams. (skip player and environment settings)

P2 Quick Start
A player-versus-player match. Go straight to match setup after choosing your teams. (skip player and environment settings)

Master League Special Team Matches
Master League Special Team versus Master League Special Team
Load the home side Master League Special Team followed by the away side Master League Special Team.

Master League Special Team versus Existing Team
Load the home side Master League Special Team.

Existing Team versus Master League Special Team
Load the away side Master League Special Team.
*You can load other Master League data besides your Master League Special Team

Your Master League Special Team
Master League Special Team data contains only information about your own team in the Master League, without the league information itself. You can save this data at any time in Master League mode.

Difference between Master League Special Team data and Master League data
Master League Special Team data contains both team member information and team parameters at the point when you created the save. On the other hand, Master League data contains only team member information from the time of the save. The parameters will be the same as those for other existing teams (as set up in Edit Mode).

MEMORY CARD slots
MEMORY CARD slot 1 (1-A) is the default at the start of the game, but it is possible to change which slot is used when you load or save data.

League Mode

Playing with Friends
You can play with up to 20 other people in the International League. You have control over which teams take part.

Changing the League Name
You can change the league name as you wish under "Change League Name" in Edit mode. (This is the same as "Change League Name" in the Master League.)

National Leagues (Club Teams)
• Common League Rules
• Double round robin home and away matches (play the same team twice).
• Full seasons only.
• 18 registered players.
   * No limitations on foreign players
• 11 starting players and 7 reserves on the bench.)
• Maximum of 3 substitutions per match.
• Two yellow cards in one match results in a sending-off.
• No extra time or penalty shootouts.

Italia : "Serie A"	
League Rules	Total of 20 teams, 38 matches
Cumulative Cautions	Players who accumulate four yellow cards are banned from play in the next match. The number of yellow cards resulting in a ban then falls to three, two and finally one before returning back to four again.
Red Card	Ban from the next match.

German League
League Rules
Cumulative Cautions — Total of 18 teams, 34 matches
Players who accumulate three yellow cards are banned from appearing in the next match.
Red Card — Ban from the next match.

Holland : "Eredivisie"
League Rules
Cumulative Cautions — Total of 18 teams, 34 matches
Players who accumulate four yellow cards are banned from appearing in the next match. The next two yellow cards, and any subsequent single yellow card, will incur a ban from the next match.
Red Card — Ban from the next match.

French League
League Rules
Cumulative Cautions — Total of 20 teams, 38 matches
Players who accumulate three yellow cards are banned from appearing in the next match.
Red Card — Ban from the next match.

Spain : "Liga Española"
League Rules
Cumulative Cautions — Total of 20 teams, 38 matches
Players who accumulate five yellow cards are banned from appearing in the next match.
Red Card — Ban from the next match.

English League
League Rules
Cumulative Cautions — Total of 20 teams, 38 matches
Players accumulating five or eight yellow cards are banned from the next match, or the next three matches if they accumulate 12 yellow cards.
Red Card — Ban from the next three matches. Receiving two yellow cards in one match also results in a ban from the match after next.

The International League
• Common League Rules
• Participating teams can be freely picked from the national or club teams.
• Maximum of 20 teams / 20 users.
• A half season is played as a single round robin. A full season is played as a double round robin.
• 23 registered players. (11 starting players and 12 reserves on the bench.)
• Maximum of 3 substitutions per match.
• A red card results in a sending-off.
• Two yellow cards in one match results in a sending-off.
• Cumulative cautions (Two yellow cards or one red card result in a ban from the next match.)
• No extra time or penalty shootouts.

Participating Teams: Select freely from all teams, national teams and club teams. The same team can be registered twice.

The International League
Formation Setup
Before a match, you can save a formation under "Formation" in the main menu. You can also make all future matches start with the same formation by going to "Pause Menu" > "Stock Current Formation" > "Stock" during a match. This is the same as using "Stock Current Formation" on the setup menu before a match.
* When more than one person is playing the game, the "Formation" option on the main menu is not displayed.

The Information Screen
This screen shows the following statistics:

Common Icons
These are the same in League Mode, Cup Mode and in the Master League.

Victory points		Point difference
Total victories		Yellow cards
Total draws		Red cards
Total losses		Victory
Total points gained		Defeat
Total points lost		Draw

General Settings
This is where you can alter various settings relating to the game environment.

Injuries — Set whether players can suffer injuries or not.
Accumulated Fatigue — Set whether the fatigue of players who appear in a run of matches accumulates or if they fully recover between each match.
Auto-Save — Set whether game data is automatically saved after each match. (This is not an auto-save of the Option file.)
Change General Settings — Set whether environment settings can be altered after the game has started.

Cup matches during the season.
You can select if you would like to have the Cup matches during your season. (If the player is more than one, this option will automatically be "none".)
*For other settings, please refer to Other settings on page xx.

Save:
Select "Save" from the main menu if you wish to save the game.

Cup Mode

Hold a knockout or league group cup tournament.

Playing with Friends
You can play with up to 32 other people in the Konami Cup and you can choose different styles of tournament.

Register a Player
You can save your own settings (Team names, controller name display etc.) here.

Changing the Cup name
In the Edit mode, you can change the name of the Cup. Choose the "League/Cup name" to change.

The International Cup

Participating Teams	32 national teams (choose any one)
Tournament Style	A first round, consisting of 8 league groups of 4 teams each, and a second knockout round with the top two teams from each of the first round groups (total of 16 teams).
Miscellaneous	Extra time and penalties in the second round only.
	* Extra time follows the silver goal rule. For more information about the silver goal rule, see "Extra Time Rules" (page 4).

The European Cup

Participating Teams	16 European national teams (any are selectable)
Tournament Style	A first round consisting of 4 league groups of 4 teams each, and a second knockout round with the top two teams from each of the first round groups (total of 8 teams).
Miscellaneous	Extra time and penalties in the second round only.
	* Extra time follows the silver goal rule. For more information about the silver goal rule, see "Extra Time Rules" (page 4).

The Africa / America / Asia-Oceania Cups

Participating Teams	All teams from the respective areas.
Tournament Style	Knockout tournament
Miscellaneous	Extra time and penalties allowed.
	* Extra time follows the silver goal rule. For more information about the silver goal rule, see "Extra Time Rules" (page 4)).

The Konami Cup

Participating Teams	Free choice from national or club teams
Tournament Style	Choose between league groups or a knockout tournament.
Miscellaneous	Extra time and penalties follow the same format as the International Cup for a league group tournament, or as the Africa / America / Asia-Oceania Cups for a knockout tournament.

Information Screen
This screen shows schedules, rankings, team information and goal / assist rankings.

General Settings
Setup the environment in which games take place. Here you can change the group names and the names of the qualifying groups

Home and Away Format
Home and Away format means that in a knockout tournament, each round consists of one home game and one away game. You can set Home and Away format on or off for the Africa Cup, the America Cup, the Asia-Oceania Cup and the Konami Cup tournaments.
* The final round is just one game, so does not have one home and one away game.

Away Game Doubling
Away game doubling may be used in a home and away format tournament. If the outcome of both matches in a round is a draw, the points for the away games are doubled to calculate the overall point difference. If that still fails to determine a winner, then a decision is made by extra time and possibly a penalty shootout.

Master League Mode

In the Master League, you create and manage your own team with the aim of becoming the strongest team in the league. There are four leagues, each split into Division 1 (16 teams) and Division 2 (8 teams), and you compete against computer teams (called COM teams) in a round robin tournament. Teams are promoted or relegated depending on their results, and high-performing teams are invited to take part in big tournaments. The Master League never ends. You can keep playing until your team gets to the level your ambition drives it to.

The Points System

Points are allocated for a match win or draw, and for outstanding performance in league or cup tournaments. Points can be used for acquiring players from other teams and paying your own players' salaries. In the game, the unit "P" is used to indicate points.

Step up the Excitement at the ProEvolution Shop

The ProEvolution Shop is the place to get customized functions that can make the Master League even more exciting.
* Some functions can only be used when starting a new game. See page 51 for details about the ProEvolution Shop.

Master League Tuning
This adds an "Edit" function to the team selection screen which allows you to alter the league by choosing which teams join or by starting from Division 1 for example.

Initial Master League Points
This allows you to change how many points you start the Master League with.
Players   Buy a new player to be added to the transfer market.
Team   Buy a new team to add a group of new players to the transfer market.
* Purchased players appear as newcomers (unregistered) during off-season (week 37).

Changing the League Names

In Edit mode, you can change the names of the four leagues.

Starting Players
Master League Default Players   Start with common players, whichever team you choose.

Match Mode Players   Start with the original members of the team used in Match Mode.

Create Original Team   Create your own personal team to start with. You can swap up to three players, but you cannot add players created in edit mode to the roster.

Team Selection
Select which team you will use.
(* You cannot do this if you created a new team to start with.)

⇩

League Selection
Select which league your team will join. The composition of the team will change depending on the league. You will start from Division 2 in your chosen league.

⇩

Editing the League
If you purchased "Master League Tuning" at the ProEvolution Shop, you can edit which teams participate in the league. You cannot change this once games have been played.
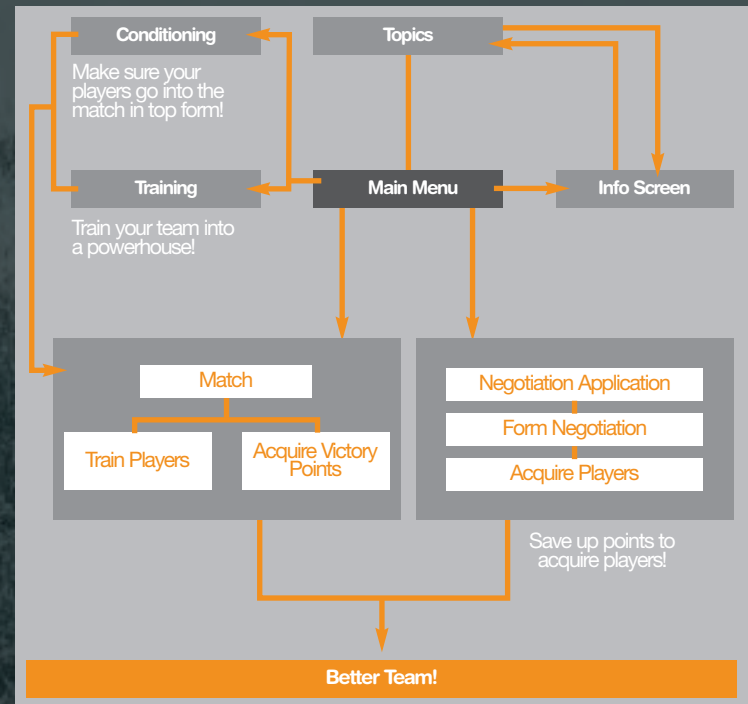
Match with the All Star team

During Off season, additional to the clubs that appear in the Master league, there will be special all star club teams that you can play an exhibition match.

World All Stars	A team with one of the best players in the Master league.
Europe All Stars	A team with the best players of European country nationality.
South American All Stars	A team with the best players of South American country nationality.
Under Age	A team with young fresh players.
Vites	A team only with players with high speed attributes.
Eldorado	A team with only expensive players.

There will be teams other than the above appearing. Playing matches with these teams will may allow you to discover new players that you have not realized.

Game Flow

```
Conditioning  ←  Topics
Make sure your
players go into the
match in top form!

Training  →  Main Menu  →  Info Screen
Train your team into
a powerhouse!

Match                      Negotiation Application
                           Form Negotiation
Train Players  Acquire     Acquire Players
               Victory
               Points
                           Save up points to
                           acquire players!

Better Team!
```
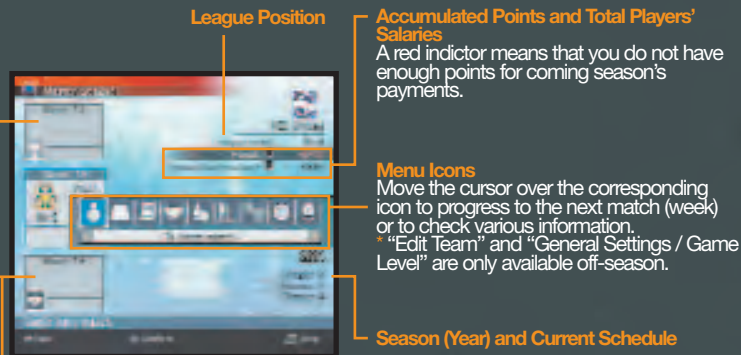
Game Flow

Game Over

The game ends under the following conditions:
• Your team's points fall below zero.
• The number of players in your team falls to 15 or below.
You must pay your players' salaries all together in the last week of the season (week 44), so be careful that your points total is not less than the total amount of all your players' salaries in the last week of the season.
* You can check your points and the total salaries of all your players on the main menu.

The Main Menu

League Position

Accumulated Points and Total Players' Salaries
A red indictor means that you do not have enough points for coming season's payments.

Menu Icons
Move the cursor over the corresponding icon to progress to the next match (week) or to check various information.
* "Edit Team" and "General Settings / Game Level" are only available off-season.

Season (Year) and Current Schedule

Schedule

From the top down, these are last week's results, this week's schedule and next week's schedule. The "Cup Icon" is displayed when there are matches other than league matches playing in the same week. The "Negotiation Icon" is displayed when there is the possibility of a negotiation.

Tournament Rules

Conditions for Promotion / Relegation

Promotion or relegation depend on a team's position in the league over the year. The top two teams in Division 2 are automatically promoted to Division 1, and the bottom two teams of Division 1 are correspondingly relegated to Division 2.

Conditions for WEFA Championship Entry

• League Division 1: Third to sixth place Enter from the qualifying group stage
• League Division 2: First and second place Enter from the first round

Conditions for WEFA Masters Cup Entry

• Division 1 Cup : Winner
• WEFA Championship qualifying group stage : Third place
• WEFA Championship first round : Third or fourth place
• If the team has qualified for the WEFA Championship, that takes precedence
• Qualification is lost if relegated to the League Division 2

Player Improvement / Decline

As each season goes by, players get older and their abilities change. How a player improves and declines varies with each individual player, but you can check a player's parameters on the "Development Sheet" (page 39).

Development	Players gain experience with each match they appear in, and with the training they do off-season. When a player's experience reaches 100%, their ability level will increase. The names of players with experience points are displayed in yellow.
Decline	The parameters of players who have aged and past their peak will start to decline.
Retirement	When players reach retirement age, they will make an announcement mid-season. When the season ends, the player will be removed from the roster. * You cannot prevent players from retiring.
Rebirth	After a player has retired, they will be "reborn" as a new player. The time between retirement and rebirth is not fixed.

The Locker Room

Opponent Data

This displays the formation, starting line-up, key players and strength comparison of the opponent in an upcoming match.

Match Analysis

This displays analytic data about past matches such as patterns of wins and defeats.

Formation

Here you can set up your team formation or change your registered players. You cannot put players in a match if their names are darkened out.

Non-selectable Players

• Players whose cumulative cautions have exceeded the regulated level.
• Seriously injured players.
• Players called to represent their country.
• Players on loan.
All this information can be checked on the game info screen (page 30).

Before a match, you can save a formation under "Locker Room" > "Formation". You can also make all future matches start with the same formation by going to "Pause Menu" > "Formation" > "Stock Current Formation" during a match. This is the same as using "Stock Current Formation" on the setup menu before a match.

DATA

Calendar
This displays match fixtures and results.

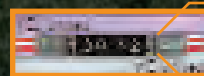| Week	D2 League 14 matches	D2 Cup 5 matches	D1 League 30 matches	D1 Cup 7 matches	WEFA Master's Cup 7 Matches	WEFA Championship Cup 17 matches	Pre-season 8 matches	Negotiation 11 games	National Representation Match 4 Matches
1			Match 1			Qualifying - Match 1			
2			Match 2			Qualifying - Match 2			
3			Match 3			Qualifying - Match 3			
4			Match 4			Qualifying - Match 4			
5			Match 5			Qualifying - Match 5			
6	Match 1		Match 6			Qualifying - Match 6			
7	Match 2		Match 7						
8			Match 8						1
9	Match 3		Match 9	First Round Match 1					
10	Match 4		Match 10			First Round Match 1			
11		First Round Match 1	Match 11			First Round Match 2			
12	Match 5		Match 12	First Round Match 2					2
13	Match 6		Match 13			First Round Match 3			
14		First Round Match 2	Match 14			First Round Match 4			
15	Match 7		Match 15	First quarter-final					
16								Match 1	
17								Match 2	
18								Match 3	
19								Match 4	
20	Match 8		Match 16	Second quarter-final					3
21	Match 9		Match 17			First Round Match 5			
22		First semi-final	Match 18			First Round Match 6			
23	Match 10		Match 19	First semi-final					
24	Match 11		Match 20		First Round Match 1	First quarter-final			
25		Second semi-final	Match 21		First Round Match 2	Second quarter-final			
26	Match 12		Match 22		First quarter-final				
27	Match 13		Match 23		Second quarter-final				
28	Match 14		Match 24	Second semi-final					4
29			Match 25		First semi-final	First semi-final			
30			Match 26		Second semi-final	Second semi-final			
31		Final		Final					

(Mid season strengthening — Negotiation column, weeks 16–19)

Week	D2 League 14 matches	D2 Cup 5 matches	D1 League 30 matches	D1 Cup 7 matches	WEFA Master's Cup 7 Matches	WEFA Championship Cup 17 matches	Pre-season 8 matches	Negotiation 11 games	National Representation Match 4 Matches
32			Match 27						
33					Final	Final			
34			Match 28						
35			Match 29						
36			Match 30						
37							1	Match 5	
38							2	Match 6	
39							3	Match 7	
40							4	Match 8	
41							5	Match 9	
42							6	Match 10	
43							7	Match 11	
44							8		

(Mid season strengthening — Negotiation column, weeks 37–43)

Match Results

Home Points

Away Points

O = Victory   X = Defeat

When the total points are the same, a winner is decided according to the icons displayed:

 still no winner → **still no winner** →

Decide by away game doubling.

Decide by extra time.

Decide by penalty shootout.

League Information

League Mode / Master League Mode
This displays information about league matches in your division.

Rankings Table
This shows information such as ranking and points. After the league tournament, this is where you can check the MVP, the top point scorer, and the top assister.

Team Information
This shows information such as each team's results, player status, average ranking and number of goals / assists.

Seriously injured player		Player called away	
Mildly injured player		Player on loan	

Goal / Assist Ranking
This shows the number of goals and assists from the top goal-scorers and assisters.

Cup Information

Cup Mode / Master League Mode
This displays information about running cup tournaments.
If more than one cup tournament is taking place at the same time, you can switch between different tournament information on each screen.

Ranking Table/ Match Table
This shows information such as ranking and points. After the league tournament, this is where you can check the MVP, the top point scorer, and the top assister.

Team Information
See "League Information"

Goal / Assist Ranking
This shows the number of goals and assists from the top goal-scorers and assisters in the cup.

WEFA Ranking
This shows the ranking after each team's victories and defeats have been converted into points.

Team Ranking
The WEFA ranking is updated four times per season (in week 8, week 16, week 28 and week 36).

League Ranking
This is determined by the results of the WEFA Championship and the WEFA Masters Cup. It changes once per season.

Records Room

League Mode / Master League Mode
This is where the combined total of all past results is displayed.

Total Goal / Assist Ranking
This shows the total goal / assist ranking. For the Master League, records for the player until retirement will be shown.

Point Ranking
This shows a ranking of the best players for each position out of all the players participating in the league.

My Best Eleven
(My Team Introduction)
The members you are currently using. It is possible to load data and view past elevens.

Save My Team Data
Save your current players onto a memory card (8M) (for PlayStation2).
The saved data can be used in Match Mode, Training Mode and Network Mode as "Master League Special Team data".

- See "Master League Special Team Matches" (p.xx) for details on using data in Match Mode.
- See "Loading Master League Special Team data" (p.xx) for details on using data in Training Mode.
- See "Team Select for Competition" (p.XX) for details on using data in Network Mode.

• **MEMORY CARD slots**
MEMORY CARD slot 1(1-A) is the default at the start of the game, but it is possible to change which MEMORY CARD slot is used when you load or save data.

Season Results
This allows you to check the season's results and which players performed exceptionally in the matches.

MVP		Top scorer		Top assister	

Negotiations

To acquire a new player, you must negotiate directly with that player and with their current team. You will also need to renew contracts with players on your own team. You're not the only one who can initiate negotiations; you'll find that offers come in from COM teams as well.

Rules for Negotiations
• There are 2 time periods for negotiations; mid-season (weeks 16 – 19) and off-season (weeks 37 – 43).
• You can carry out up to 5 negotiations per week.
• You can't negotiate if the number of players on your team will increase to more than 32.
• You can't release a player if it will take your number of team members down to less than 16.
• You can't negotiate for a player that is on loan.
• Contracts for players 32 years old and above are limited to 2 years.
• Contracts for players 35 years old and above are limited to 1 year only.

Flow of Negotiations
Applying for Negotiations

1 Search

Decide on the player you want to acquire. There are 5 different ways to search.

Quick Search
This automatically displays the most skilled players you can acquire with your current points. Recommended for beginners who aren't yet sure which player it's best to go for.

Talent Search
Specify the team position, personality and special skills you want from your new player to view a list of possible candidates. A good method if you're trying to strengthen your team.

Advanced Search
Specify various requirements such as skills and special characteristics to view a list of players that fulfil them. Recommended for advanced players with plenty of knowledge.

Team Based Selection
View a list of players from a specified team. You can also view lists of the following types of players:

E	Created players

New players, not yet affiliated to any team

O	Players belonging to teams outside the Master League

Nationality
Select the nationality of the player, and list them in the order of nationality.

All Player Display
View a list of all available players.

Advice
Negotiations might fail. If you find a player that you want to negotiate, add him in the list. This way, you do not need to search him.

Negotiation difficulty and the growth of a player
When searching for a player, you can display the difficulty of the negotiations and how he is evolving.

The more display of the ?? sign, the more likely the negotiation will likely to succeed. The below type of player are likely to obtain in the negotiations.
• Players that belong in a lower position in the league standings
• Players that belong in a lower division team
• Players that are not expensive

*If the game level is higher than 5 stars, the difficulty of the negotiations will not be displayed.

The growth of the player
Press the right direction on your controller to see the growth of the player selected.
It will display "Growing period", "Peak" and "Decline".

2 Apply for Negotiations

Select the player from your search results that you would like to acquire, and then choose how you would like to negotiate for them. Players whose names are darkened cannot be negotiated with.

Negotiation Type	Description	Negotiation Terms
Transfer	Used to negotiate for a player already in a team. You will need to pay Transfer Points to the team in question, and specify the contract period in terms of number of seasons.	Transfer Points Annual Salary Points Contract Period
Trade	Used to swap player for player. Negotiations can take place with players that have 6 months or more left with their current team. You will have to pay Transfer Points corresponding to any difference in abilities.	Trade Player Transfer Points Annual Salary Points Contract Period
Loan	Used to acquire a player for a limited period of time. Negotiations can take place with players that have 12 months or more left with their current team. The loan period is divided into one week units, and it cannot overlap seasons.	Loan Transfer Points Loan Period
Renewal	Used when the contract of a player on your own team has expired. You can extend their contract into the next season.	Annual Salary Points Contract Period
Contract	Used to acquire created players, new players and players with no team due to contract expiry. You can find new players and players with no team in the Unplaced Players List in Search ‡ Team Based Selection. Created players can be found in the Created Players List, also in Search ‡ Team Based Selection.	Annual Salary Points Contract Period

CENTRE SPREAD

3 Decide on Terms

When you've decided on your negotiation type, a screen will be displayed on which you must confirm the terms. If the details are correct, press OK. You can cancel negotiations if the week has not yet begun.

4 Final Confirmation

You can check the details of negotiations made in the same week by looking at the Balance Forecast. If you want to make changes to any terms, select the player in question with the ✖ button. Be careful not to let your points fall to below zero, otherwise it's Game Over.

5 Player Response

You will get an answer back from the other team the week after proposing your negotiation.

Red: Results of negotiations for players on other teams
Blue: Results of offers on players in your own team

6 Transfer

Successful transfers will go ahead in the week the negotiations were made.

Payment of Points for Successful Negotiations
Transfer Points: Paid when the player joins the team.
Annual Salary Points: Players that join the team mid-season (between weeks 16 and 19) are paid salary points for half a year (Annual Salary Points ÷2). Players acquired off-season are paid a full year's Annual Salary Points during the last week of season (week 44).

When an Application for Negotiations is Received

1 Offer Notification

If a COM team wishes to negotiate for one of your players, you will be notified of their offer at the beginning of the week.

2 Confirmation of Terms.

Select players you've received offers on under My Team to view details of the negotiation terms. If you have offers for the same player from more than one team at once, use the L1 and R1 buttons to switch between them.

3 Respond

If a COM team wishes to negotiate for one of your players, you will be notified of their offer at the beginning of the week.

4 Final Confirmation

If a COM team wishes to negotiate for one of your players, you will be notified of their offer at the beginning of the week.

Renewal Application

At the start of off-season (week 37), you will automatically receive renewal offers for players whose contracts have expired. You can check on the terms under Negotiations ‡ My Team. If you select Don't Renew here, the player in question will be dropped from the team. If the number of Annual Salary Points you offer is not sufficient, the player may choose to turn down your contract renewal request. If this is not resolved by week 43, your negotiations have failed and the player will be off your team.

Releasing a Player

1 Select a Player.

Select the player you want to release under Negotiations ‡ My Team. You can only release a player during the negotiation periods.

2 Decide Course of Action.

Release:
Dismiss the player immediately. You will have to pay Penalty Points for the remainder of their contract period. If it is mid-season (between weeks 16 and 19), you will receive a refund of half a year's Annual Salary Points.
Put up for Transfer: The player will remain a member of your team, but will also appear in transfer lists thus increasing the likelihood of receiving an offer from another team.

Symbols Used in Player List

When carrying out negotiations, the following symbols may be displayed before a player's name.

Player in transfer negotiations

Player on own team in transfer negotiations

Player in loan transfer negotiations

Player on own team in loan transfer negotiations, or player already on loan

Player in trade negotiations

Player under contract renewal

Player in contract negotiations (unplaced/new player)

Player on own team up for transfer

Players whose names are darkened cannot be negotiated with.

Using Players Created in Edit Mode in the Master League

You can register players created in Edit Mode in the Master League.

Restrictions on Newly Created Players

a) The registered age must be 17.
b) A created player that has been a member of a team will be stocked in the Master League save data. Any subsequent changes made to the player in Edit Mode will not be reflected in the Master League.
c) You can stock up to 32 created players in the Master League game data.
d) If an acquired created player is dropped from the team, all of their records (ability changes through development and decline, ranking stats etc) will be wiped.

Restrictions on Created Players

The following details on created players will not be reflected in the Master League:

• [Basic Settings] – Age
• [Abilities]

Conditioning / Team Training

During the season, you can hold intra-team practice games to condition your team.

• No matter how many times you do this in one week, the results will not change.
• The conditioning is not complete until "OK" is displayed onscreen.

Training

Use the off-season period to build up your players ready for next season. Choose between individual training and team training. There are 9 different areas altogether, and you'll see a change in the ability levels of players that take part and clear each one.
You can check on the results after training on the Experience Screen.
• The clear conditions are different depending on the type of training.
• No matter how many times training is cleared in one week, the results will not change.
• When a player's Experience reaches 100%, their ability level increases.

• The names of players that have acquired Experience are displayed in yellow.
• The improvement of players in a period of decline is less than that of normal players.
• Experience in Shoot Training is awarded to players selected as shooters. (It does not go to passers).

Auto Training

Carries out full training for the entire team and equally raises player abilities.
Players who are exhausted will automatically take a rest from training.

Training Menu Settings

Set a training menu individually for each player, and train their abilities freely.

Complete Rest

Concentrate on making your players rest.

About Free Training

You can control the players and have a free training. See page xx "Training Mode, Free Training".

Development Sheet

Refer to this to check on a player's development and decline since joining the team. The red line on the graph shows the player's ideal pattern of improvement. Their actual development is plotted with the blue line.

Edit Team

Edit Jersey Number: Edit the jersey numbers of your players.
Create Team: Decide on the details of your team for next season, including club team name, strip and emblem. See page 26 for more.
* You cannot use the data created in the "Edit Team" (in the Master league) in other modes.
* After you save the data in the Option file, the data will be reflected in the Master league. You can only select Create Team off-season.

General Settings

Choose the settings for your game. _ See "General Settings" (page 17) for more information.
Game Level
Set the difficulty level for the entire Master League, including COM team level, negotiation success rate and movements in the transfer market.
• Once a game has started, you can only change its level during the off-season period.

Auto Save

Select if you wish to save the game data automatically after a match or not. (This is not the auto save for the Option File)

Save
Save the game data in the memory card.

About memory card slots

During the boot up of the game, the default memory card slot is 1(1-A), but you can change the memory card slot.

(Free Training / Situation Training / Challenge Training /
Beginners Lesson / Controls)

Free Training

General Settings
Fouls
Set whether fouls will be called or not.

Offside
Set whether offside calls will be made or not.

Goal/Corner Kick / Throw In
Set the side on which the game restarts on a goal kick, corner kick or throw-in after the ball goes out of play.

Play Again Interval Setting
This allows you to set the interval at which you would like to perform the Play Again Retry function.

What is Play Again Interval?
This is a function that allows you to travel back in time and replay from an earlier point. When selecting playback retry, use the left and right directional buttons and the L1 and R1 buttons to select from various circumstances. Select the circumstances you wish to use, and press either the SELECT button, ⓞ button, ⊗ button, ▣ button or △ button to retry from those circumstances. You can also select "Record Retry under these Circumstances" to add these circumstances as a selection under Playback Retry.

Squad Games
To play an intra-team practice game, enter the Formation Settings Screen from the Pause Menu and press the START button to switch control to the away team side. Choose Participation from the menu and select players you want to take part in the match by moving the cursor over them and pressing the ⊗ button. Press the ⊗ button again to remove the player from the team. When the settings are complete and you cancel pause, the selected players will enter the pitch and begin practicing.

Situation Training

Receive guidance in practicing the various techniques that are needed in real match situations.

Challenge Training

This mode allows you to have fun while learning the controls used in the game. Each event is divided into levels. Beating the target score for a level will allow you to proceed to the next
level. Achieving a high score will qualify you for the rankings. Clear progress and rankings data can be saved to a memory card (8MB) (for PlayStation®2). By loading this data (Challenge Data), you can compete to break your previous records. (Turning the Auto-Save setting on the Options screen to ON will cause data to be saved whenever a new record is set.)

Original Dribble Challenge
This mode can be unlocked by exchanging PES accumulated during the game at the PES shop. It allows dribbling courses to be edited and used for practice.
You can save courses you make to a memory card (8MB) (for PlayStation®2).
• **MEMORY CARD Slot**
At the start of the game, the default MEMORY CARD slot is set to 1(1-A), but this can be changed when saving or loading data.
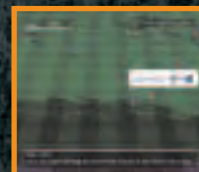
Beginners Training
Training for those new to the game. Get hints on basic game techniques and rules, and practice using them.

Control
Provides explanations of the game's basic controls. Press the buttons as indicated to learn the controls.

Saving in Training Mode
General settings for Free Training and Challenge Training are saved in the "Pro Evolution Soccer 5" options file. Cleared Challenge Training and rankings will be saved to a "Challenge Training" save on the memory card (8MB) (for PlayStation®2). (You can set up auto-save in the Challenge Training Options Menu).

Original Dribble Challenge
You can load Master League Special Team data and Master League data when taking part in Challenge Training and Original Dribble Training.

In this mode you can register created or modified players, as well as altering team flags, strips and names. This is also the place where you can copy created player data and edited team data from friends.

Edit Player

This allows you to alter player details, such as the player's name and appearance, and also to create a new player or delete an existing one.

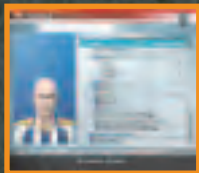### Settings
Player Name
All settings related to the player's name.
Player Name: Enter the player's name.
Commentary Name: Select the name used by the commentator during matches to refer to the player. When Jersey Number is selected, the commentator will refer to the player by number.
Strip Name: The name printed on the player's jersey.

Position
This allows you to set up a player's suitability for each position. The position shown against players who are skilled in more than one position will be the one set up under Registered Position. Players placed in positions they are not suited to will perform badly.

Nationality
This sets the player's nationality. Only available for players who are not part of a national team.

Basic Settings
Various fundamental settings for the player.
Growth Type: Set the growth type for the player. This setting is only effective in Master League.

edit_Growth1	Early
edit_Growth2	Early / Lasting
edit_Growth3	Average
edit_Growth4	Average / Lasting
edit_Growth5	Late
edit_Growth6	Late / Lasting

Appearance
This is where to set up the player's appearance.
Head: The player's facial appearance and hair style.
Physique: Height, weight, etc.
Strip Fit: Length of socks and sleeves, etc.
Boots: Type and colour of spikes, etc.
Accessories: Decide whether the player has a wristband or taping.

Abilities
Decide what abilities the player has.

Special Abilities
Decide what special abilities the player has.

Creating and Deleting Players
Creating a Player
To create a new player, select Edit Team, and then choose an empty Unregistered location for your new player. At first the player's name and nationality will be blank. Fill in all the necessary details to create your player. Alternatively, you can select Base Copy to create a new player based on the settings of an existing player. After making the settings, select OK and your player will be stocked in the location you chose. Once you've registered them in a team with the Player Registration option, your player is ready to appear in a match.

Deleting a Created Player
After choosing a created player, select Delete from the menu to remove that player's data. You cannot delete players who are registered with a team. You must deregister the player first through Player Registration before deleting.

Using a Created Player in the Master League
See "Master League / Using Players Created in Edit Mode in the Master League" (page 38) for more details.

Player Registration
Change the members of a national or club team.

Registration
National Team
1. From the Player Registration screen, select the national team to register the player with.
2. Move the cursor over the player to be removed from the national team and press the ✗ button.
3. Select the player to register from the list. Press the ✗ button to finish the registration. The player is now able to appear in matches.

Club Team
1. From the Player Registration screen, select the team of the player you are registering with a club.
2. Align the cursor with the player you want to register and press the ✗ button.
3. Select the team you are registering with. Press the ✗ button to finish the registration. The player is now able to appear in matches.

42 43

Edit Team

This allows you to alter things such as a team's name, strip and flag. Any changes made here are reflected throughout the entire game.

Formation

Alter the team's tactics and formation.

Team Name

Enter a new name for the team.

Strip

Edit the team strip.
• **Home strip / Away strip / Goalkeeper's home strip / Goalkeeper's away strip**
Set the colour and design of the shirt, shorts and captain's mark.
• **Strip name (common to all strips)**
Strip name: Choose whether or not the strip has a name, and set the typeface and colour it is written in.
Jersey Number: Set the typeface and colour of the number on the back of each player's jersey.
Shorts Number: Choose whether or not each player's number is displayed at the bottom of their shorts, and set the typeface and colour it is written in.
Chest Logo: You can place some text or a motif you have created on the front of the strip. This is only possible for club teams; the national team strip has the national flag on the front.
Motif 1 / 2: You can use up to two motifs you have created in the pixel editor. It is possible to change the colour for each type of strip.
Text 1 – 4: Enter text in the font style and size of your choice. You can have a maximum of four pieces of text. It is possible to change the colour for each type of strip.
Position: Adjust the position of emblems, motifs and text on the strip. You can also switch them off so they are not displayed.

Emblem

Change a club's emblem or create a new emblem.

Formatting the Emblem and the number of stock

Select either 128 colours or 16 colours format and create emblem.
You can stock up to 50 emblems if you use the 128 colour format..
You can stock up to 100 emblems if you use the 16 colour format.
Please note that you can only use the layers when using the 128 colour format. (You can use the 16 colour format emblem as parts)

Layer Editor

You can easily create flags and emblems on a 64 x 48 pixel grid by combining design elements on different layers. Each of the eight layers has a priority (foreground: 1 > background: 8), and elements in layers of higher priority (lower number) are displayed in front of those in layers of lower priority. You can change the priority of the different layers under Manipulate Layers. From the main menu you can check the state of the layers as well as edit the base type (only for flags) or stock and finish editing your creation part way through. From the submenu, you can edit the currently selected layer. When you have finished editing, all the elements are automatically combined to form a single flag or emblem. Once the elements have been combined they cannot be separated for editing again, so make sure you're happy with your design. It is also possible to temporarily save a flag or emblem in progress. The save is only temporary however, and it will be lost once you leave the layer editor.

The Screen

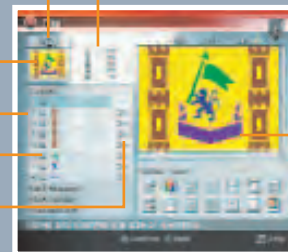The three letter team code

Current flag

Layer list

Link

Display On/Off

Info

X: Horizontal position
Y: Vertical position
W: Horizontal size
H: Vertical size
R: Rotation

The work area is 64 x 48 pixels

Layer: Each layer has a priority (foreground: 1 > background: 8)
**Link:** ⊠— Linked
☐— Not linked
By linking you can move several elements together via the Element Menu's Linked Move entry.

Edit Base: This allows you to set the base type and colour. It is not possible to use a base for an emblem.

Stock Work in Progress: You can make a temporary save of the flag or emblem layer information, but the save will be lost once you leave the layer editor.

Finish: Finish editing the flag or emblem.

Submenu
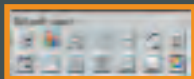
Select Element Select an element.

Colour Change the element's colour.

Alter Size Increase or decrease the element's size.

Rotate Rotate the element.

Flip Vertically Create a vertical mirror image of the element.

Manipulate Layers Copy to an empty layer or change layer priority.

Grid Toggle the grid display on / off.

Font Use user entered text as an element.

Flag / Emblem Use a flag or emblem from the list as an element.

Move Change the position of the element.

Linked Move Move all elements on the linked layers together.

Flip Horizontally Create a horizontal mirror image of the element.

Clear Delete the contents of the selected layer.

Change Background Colour Change the colour of the background. This is useful when you want to check how the colours of your flag or emblem will look against the colour of the strip. Changing the background colour does not affect the image itself.

Element

Colour
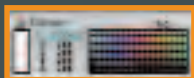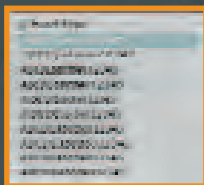
R: Red Set between 0 and 255.
G: Green Set between 0 and 255.
B: Blue Set between 0 and 255.
A: Transparency
Set between 0 and 255.
(This cannot be set for the base or background colour)

Font

Flag / Emblem

Pixel Editor

This allows you to draw directly on the 64 x 48 pixel grid (32 x 32 pixels for motifs) using the pen, line and fill tools when creating your flag, emblem or motif. If you mark out the boundary of the area you want to edit from the main menu's Work Area option, the tools will only have an effect within that area. The flip, rotate, copy & paste and cut & paste tools also work by specifying the area to work with in the same way. Transparent pixels are shown as flashing colour.

The Screen

The three letter team code

Current flag

Main menu

Submenu

Colour

Flag being edited
The work area is 64 x 48 pixels. Transparent pixels are shown as flashing colour.

Info Window

START: The start point.
SIZE: The work area size.
END: The end point.
Cursor speed:
Toggle between 1 (slow), 2 (medium) and 3 (fast).

Palette

Change the drawing colour.

Flag / Emblem / Motif
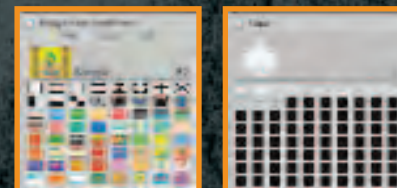
Mix Colour
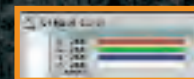
R: Red Set between 0 and 255.
G: Green Set between 0 and 255.
B: Blue Set between 0 and 255.
A: Transparency
Set between 0 and 255.
(This cannot be set for the base or background colour)

Main Menu and Submenus

Flag / Emblem (Motif) Use a flag or emblem from the list as an element.

Grid Toggle the grid display on / off.

Shape Draw simple shapes.

☐ Unfilled rectangle   ◯ Unfilled circle

▣ Filled rectangle   ● Filled circle

Line Draw a straight line between two points on the image

x 1 A single pixel thick line.

x 3 A three pixel thick line.

x 5 A five pixel thick line

Pen Draw using the pen. The thickness is the same as with the Line tool.

Change Background Colour This is useful when you want to check how the colours of your flag or emblem will look against the colour of the strip. Changing the background colour does not affect the image itself.

Eraser Clear portions of the image. The thickness is the same as with the Line tool.

Fill Fill the enclosed area with the currently selected colour.

Palette Create new colours or alter the palette.

Create Colour Alter the RGBA values of the currently selected colour to create a new colour.

Create Gradation Create a gradation of colours from the currently selected colour to another colour in the palette.

Combine Colours Combine the currently selected colour with another colour in the palette.

Copy Copy the currently selected colour to another location in the palette.

Sort Arrange the palette colours in RGBA order.

Work Area (Clear) Mark a rectangle around the area you want to edit. Selecting the icon a further time clears the marked area.

Flip Vertically Reflect the marked area vertically.

Flip Horizontally Reflect the marked area horizontally.

Rotate Rotate the marked area through 90, 180 or 270 degrees. Anything that ends up outside the marked area as a result of the rotation will be cropped.

90°   **180°**   **270°**

Copy & Paste Copy the marked area and paste it somewhere else.

Cut & Paste Cut the marked area and paste it somewhere else.

Finish Finish editing.

Tool Hints

You can re-edit flags and emblems that were created in the layer editor using the pixel editor. Equally, you can re-edit flags and emblems that were created in the pixel editor using the layer editor. Use the two tools together to improve your designs.

Examples
• Create the basic form of a flag or emblem in the layer editor, and then polish it up in the pixel editor.
• Use an emblem created in the pixel editor as an element in a flag that you create using the layer editor.
Motifs can only be edited in the pixel editor.

Supporters' Colours
Change the team's image colour. This is the colour used for supporters' clothes and banners.

Stadium
Change the team's home stadium.

Edit Jersey Number
Set the number used by the player.
If another player in the team already has that number, the players will switch numbers.

Edit Stadium
Change the stadium name.

Edit League Names
Change the league names used in League Mode or Master League Mode.

Edit Spikes
Edit boot spikes.
Select the spikes to edit from types 1 - 9. Edited spikes can be assigned to individual players in "Appearance" under "Player Edit."

Manage Saves
Save, load or copy the Option File.

Option File
Save any changes made to the settings in the Option File, or load edited data from the Option File.

Edited Data Manager
Insert a friend's memory card (8MB) (for PlayStation®2) containing their Option File into MEMORY CARD slot 2. Load the Option File and copy any of your friend's edited player names, parameters, player data or edited team data to your own Option File.

Data that can be copied
Player Data: Player name, appearance and parameters can be copied.
Edited Team Data: Strip, team info, formations, flags, emblems and motifs can be copied.
Stadium Name: Stadium names can be copied.
League Name: League names can be copied.

Data that cannot be copied
Created players cannot be copied.

Copying
There are various ways to copy data. All data can be copied or just certain selected items. You can select the units of data to copy, specifying all players, all players in a team, or individual players for the player data, and all teams or individual teams for the edited team data.

Saving
After resetting your console, copied data will be lost. Always save the Option File after copying data. Even after a reset, the game can be continued from the point where it was saved by loading the Option File.

PES Data Management

Here you can change the Option File's Load/Save settings. You can also compact the PES series data.

Option File

Auto Save
Toggle between ON/OFF for the autosave function. Take note that this does not come into effect if the Option File is not loaded or saved.

Load Option File
This loads the Option File from a memory card (8MB) (for PlayStation®2). Current settings will change to the ones in the loaded file.

Save Option File
Use this to save the current settings to a memory card (8MB) (for PlayStation®2).

Load PES Series Data
Import the data from the PES3 Options File to the Options File in PES4.

Importing PES Series Data
The licenses for the PES series change with every game meaning that you will not be able to import some players' names, team names and stadiums.

Save Data Name
Give a name to game data saved to a memory card (8m) (PlayStation2), and edit user name.

Copy Saved Data
Copy data from a memory card (8MB) (for PlayStation®2).

Museum

Come here to view team championships, replays, and game credits.

Championships
View the trophies you have won. You can also watch a replay of the award ceremonies and celebrations.

Replays
View any of the replays that you have saved.

Memorial Match Data
View the memorial match data for past matches.

Credits
The people who brought you Pro Evolution Soccer 5.

Delete Saved Data
Delete saved data from a memory card (8MB) (for PlayStation®2).

Button Configuration
Configure the buttons and controls to be used in matches.

PSP Data Link
Transmit edited data to the PSP exclusive software Winning Eleven Ubiquitous Evolution. The exact data transmitted depends upon the mode on the receiving end.

PES Shop

The points called PES that you acquire during play can be used to unlock the bonus items listed below.

Acquiring PES
- Complete matches
- Win matches in Master League, League and Cup modes
- Clear Challenge Training tests. (Except for the Original Dribble Challenge, points are acquired when regular challenge skill levels are cleared)
- When you are listed on all the Challenge Training Rankings

PES Notification
Toggle the notification that appears when PES is awarded.

PES Autosave
Activate autosave in the option file to automatically save PES when you acquire it.

Screen

Adjust the image position on your television or monitor.

Start from where you left off...

Loading Data

Insert a memory card (8MB) (for PlayStation®2) that contains previous game data into MEMORY CARD slot 1 (1-A). After selecting the game mode, select the Load Data option. You will be taken to the memory card (8MB) (for PlayStation®2) screen, where you can choose the data you want to load. Once the game has begun, MEMORY CARD slot 1 (1-A) becomes the default slot, but you can select a different MEMORY CARD slot when you load or save data.

Load General Settings

Load only general settings for Cup Mode. Loads data such as tournament match-ups. Variables such as the number of participating teams and players can be changed at any time.

Game Modes/Game Setup

It is possible to change a wide range of parameters before matches start. Select the item to alter with up/down on the directional button. Alter the settings with left/right on the directional button, and then enter the new settings with the ✕ button. Use the △ button to cancel the selection. The formations and strategies that are normally used are used as the starting settings. Edited formation/strategy data that has been stocked using the Stock option from Formation Setup will be automatically loaded when the Formation Screen is accessed.

Formation Setup
Formation and Strategy Settings
The team formation can be altered even while a match is in progress by pressing the START button to display the Pause Screen.

Home Side   Away Side

Players

L2, R2 buttons: Change display

Player number

L1, R1 buttons: Change display

Overall strength and condition during the game
fatigue levels
Cards
Cumulative Card Total
Kickers

Attack mindedness

Defence mindedness

Low
Normal
High

Formation

If you have accumulated fatigue switched on in the Master League Mode, League Mode or Cup Mode settings, the fatigue level indicator will also be displayed.

Substitutions
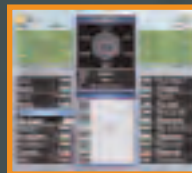
Select the player you wish to substitute and the player you wish to send on with the ✕ button. When you make a substitution during a game, the new player will enter the game the next time the ball goes into touch. Players that have been sent off with a red card are listed with their names greyed out and cannot be selected. Press the L2 button and R2 button to switch between parameters. The ◎ button switches between the different Co-operation Displays.
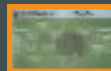
Co-operation Displays

Co-operation Lines

After selecting one player, the players that are a suitable match for a substitution are highlighted.

Formation Settings

Choose your basic formation and match strategy here.

Formation
Choose your basic formation and match strategy here.

Change
Default: Revert to the formation originally used by the team.
Formations: Select a formation to use from the list.

First select number of players to play as defenders, midfielders and forwards.
Next, select the structure of the midfielders.
The letters displays the different positions of the defensive midfielders.
If you are using a formation with more than 2 forwards, use the left and right directional buttons to decide the positions of the forwards.
The letters on the right display the different position of the shadow striker.

Player Abilities
Abilities

Attack	Suitability for an attacking position
Defense	Suitability for a defensive position.
Body Balance	Ability to retain balance when charged.
Stamina	Resistance to fatigue during a match.
Top Speed	The fastest speed at which the player can run.
Acceleration	Reduces the time it takes for the player to reach top speed.
Response	Speed of response to a loose or high ball.
Agility	Allows the player to make more agile movements.
Dribble Precision	Reduces missed kicks when dribbling.

Dribble Speed	Reduces loss in speed between normal running and dribbling.
Short Pass Precision	Accuracy when sending a short pass.
Short Pass Speed	Allows a faster short pass.
Long Pass Precision	Accuracy when sending a long pass.
Long Pass Speed	Allows a faster long pass.
Shot Precision	Increases accuracy on goal when making a shot.
Shot Power	Allows a more powerful shot.
Shot Technique	Allows accurate shooting regardless of facing or body position.
Free Kick Precision	Increases the accuracy of free kicks.
Bend	Bend the ball further.
Heading	Makes it easier to succeed at a heading pass or shot.
Jump	Allows player to jump higher.
Technique	Receive the ball without it bouncing.
Aggressiveness	Player will aggressively participate in attacks.
Mentality	Player will maintain abilities even when tired, and play well when losing.
Goal Keeper Skill	Improve catching and punching when playing as goal keeper.
Cooperation	Improves linking of passes to other players.
Stability of Play	Play remains steady throughout the match, and mistakes are reduced.
Stability of Condition	Condition remains good even over successive matches.

Basic Settings

Second Foot Frequency	Increases the frequency of the player kicking the ball with non-favoured foot.
Second Foot Accuracy	Increases accuracy when the player kicks the ball with non-favoured foot.
Resistance of Injury	Harder for the player to become injured, from C -> B -> A.

Special Abilites

Dribbler (COM Player only)	The COM player will aggressively dribble the ball when in possession.
Keep Dribble	Makes it harder to lose the ball when dribbling.
Positioning	Takes a good position when in front of the goal and receiving passes or crosses from team mates.
Dash In	Although it increases the risk of off-side, increases the probability of player rushing forward and so increases goal scoring chances.
Commander	When a player with this ability has the ball, team members attack awareness will increase.
Passer	The player will launch well-timed and accurate through passes and final balls likely to result in goals.
Striker	When playing a forward position, will run into the area to receive crosses and through passes from team mates.
Shoot 1 on 1	The player is more likely to score when going 1 on 1 against the keeper.
Holding up the ball	Player is good at keeping a ball received in front of the goal, waiting for team mates to move up and getting direct passes to them.
Line Positioning	Player becomes good at positioning along the offside line.
Middle Shot	Increases the chances of a successful middle shot by kicking a shot with no spin.

Side Player	Player is skilled at playing along the touch line.
Centre Player	Player is skilled at playing in the centre.
PK Kicker	Penalty kicks are on target more often.
Direct Play	Direct play precision improves.
Outside	Can make passes and shots with an outside kick according to the situation
Man-Marking	Tighter man-marking becomes possible.
Sliding	Better timed sliding becomes possible
Covering	Player is good at covering.
Back Line Control	Controls the back line for offside trap
PK Keeper	Player is good at stopping penalty kicks.
Keeper 1 on 1	Response for close range shots improves, and when 1 on 1 the chance of stopping the ball improves.
Long Throw	Can throw the ball even further when making a long throw in.

Position Edit
Set and adjust positions for each of the players. Positions must be within the maximum and minimum limits shown in the table.

Set Position
Choose a role for each player.
A wing back cannot be set if another player is set as a side midfielder or side back on the same side.
Conversely, a side midfielder or side back cannot be set if another player is set as a wing back on the same side.

CF	Centre forward	Tries to score goals from a position in front of the opponent's goal
ST	Second top	Makes shots and creates goal chances with a last pass
WF	Wing forward	Attacks from the sides, creating goal scoring opportunities
AMF	Attacking midfielder	Midfielder playing aggressively up field
SMF	Side Midfielder	Attacks from the wings
WB	Wing back	Defends and attacks from the wings
CMF	Centre Midfielder	Balances play between attacking and defensive responsibilities
DMF	Defensive Midfielder	Plays back in a defensive role. Can also launch attacks
SB	Side back	Defends the wings. Also moves up the sides to participate in attacks
CB	Centre back	Stops attacks in front of his own goal
SW	Sweeper	Stays at the back of defense and supports team defense
GK	Goalkeeper	Blocks shots and protects the goal

Automatic positioning
According to the selected formation, the player's positions will be changed automatically.

Automatic positioning of the opponent team
According to the conditions of the players, the positions will be changed automatically. This can only be selected during the Exhibition match against the computer.

Match Team

Attack/Defence

Displayed under each player's nameplate during a match. There are five levels of settings. The option enables you to raise or lower the whole team's attack mindedness and defence mindedness. You can select from between four types: Manual (L2 button + R1 button OR R2 button), auto-defence, normal, and auto-attack.

About Attack and Defence

If you increase the attacking level during an attack, the defence will be more likely to push up and join in. On the other hand, lowering the level will keep the defence back to better deal with any counter-attacks.

If you increase the level when defending, the defenders will become more aggressive in pushing to win the ball, and the attackers' passing options will be reduced. Lowering the level will cause the defenders to fall back to defend the goal in numbers.

When you push the level to its maximum range, the entire team will attack or defend regardless of individual attack-mindedness settings.

Defence System

Choose your defensive strategy.

Normal - If a defensive player does not have individual mark settings, the player will mark an opposition player that enters his own zone.

Sweeper - A system where one player is kept as a "spare" while other players mark the opposition players. The sweeper must be selected. In this system, when a player is designated as the sweeper, you will be unable to change his mark settings.

Line Defence - The back defensive line moves as a unit to preserve its formation. When this option is selected, you cannot change the mark settings.

Team Strategy

Select team strategies. These settings may also have an effect on other strategy settings.

Back line - Moving the back line forward causes the defence to play further forward.

Zone press - This setting causes multiple defenders to approach the opponent ball carrier.

Offside trap - The defensive line will move forward and play the offside trap.

Counter attack - No matter where the ball is, one player will play well forward in an attacking position.

There are 3 types of levels in which the selected strategy can be controlled.

A: The strategy will be actively pursued, but the players will tire quickly.
B: The strategy will be pursued at a normal level.
C: The strategy will not be pursued very actively, but the players will tire slowly.

The frequency with which a strategy is pursued can be adjusted to three levels: A, B and C.

Quick Set-Up

The attack/defence levels, defensive system and team strategy can all be adjusted on this one screen.

Setting Strategy

A maximum of four settings can be set. There are two Strategy Modes: Semi-Auto and Manual. In Semi-Auto Mode, one of the four strategies is executed by the player, and the other three are executed automatically. The strategies are executed by pressing the L2 button. In Manual Mode, the player executes all four strategies. A strategy is assigned to each of the ◎, ⊗, △ and ▢ buttons, and these strategies are executed individually during matches by pressing the relevant button together with the L2 button. The names of the strategies are not displayed during matches, so you will have to remember which strategy is assigned to which button. All four strategies can be executed at the same time.

No Strategy	Do not set a strategy.
Normal	Balance between attack and defence.
Attack through the Middle	Forwards push aggressively through the middle.
Right Side Attack	Team weighted to the right side; players aggressively overlap on the right side.
Left Side Attack	Team weighted to the left side; players aggressively overlap on the left side.
Opposite Side Attack	Players stay on the opposite wing of the attack, to allow the attack to be quickly shifted to the other side.
Change Sides	Players switch to the opposite wings to disrupt the markers.
Centre Back Overlap	Selected centre back participates in attacks.
Zone Pressure	Multiple defenders pressure the ball carrier.
Counter Attack	No matter where the ball is, forwards play far up field.
Offside Trap	The back line moves up to catch forwards offside.
Formation A, B	Switch between formation set-ups labelled A and B.

* When both Formations A and B are selected, Formation A will be used.

Formation A/B
When the Formation A/B has been selected, you can adjust the settings here.

Copy to "A" / "B"
Copy the current settings to the Formation A/B settings.

Individual Settings

You can issue specific instructions to individual players. Select the player to change his settings.

Attack-mindedness

Adjust how the player acts during an attack. Use the directional button to change the level of attack-mindedness in a certain direction, and press the ⊗ button to confirm. Attack-mindedness can be increased in a maximum of two directions. When you have finished adjusting the settings, press the ⊗ button to confirm.

Defence-mindedness

Adjust how active the player is in participating in defence. You can set this to **High**, **Normal**, or **Low**.

Mark Settings

Change the marking settings for each player. This option is unavailable when the defensive system is set to Line.

Covering	Do not mark any particular player. Cover space left exposed by team-mates.
Zone Mark	Mark attackers that enter a specific area. Break off the mark when they move away.
Man-to-man	Mark a specified player. After indicating the player to be marked, you can set the marking to Normal (mark only when defending) or Aggressive (always mark player).

- Covering
- Zone Mark
- Man Mark
- Man Mark(Active)

Set Position

You can make the same changes as with the Set Position option on the Formation screen.

Select Role

You can make the same changes as with the Select Role option on the Formation screen.

Kicker/Captain

Select Kicker

Select player to take free kicks (short/long), corners (left/right), and penalties. Press the SELECT button on the free kick screen to have two kickers line up behind the ball.

P.K.: Penalty kick

CK: Corner Kick   **L:** Left corner   **R:** Right corner

FK: Free kick   **S:** Short   **L:** Long

Select Captain

Assign the player to serve as captain.

Kicker One

Kicker Two

Quick Settings

Please see Quick Formation (p. 3)

Stock

You can save and load up to ten sets of formation and strategy settings. To use or update the data loaded for each of the home and away teams, select the Stock option from the menu. Press the ⊗ button to copy data, and press the ⊗ button again to paste it into a new location. Using this function, you can save the Current Settings by copying data from the Current Settings location and pasting it in the place chosen with the Select Location option. Likewise, by pasting data into the Current Settings location, you can load previously saved data. You can copy and paste data to and from any of the ten data slots. You can restore settings to their original values by copying the Default Data and pasting it into the Current Settings location.

Data currently being used

Saved data

Default data

Save Save all ten sets of stocked data to a memory card (8MB) (for PlayStation®2).
Load Load formation data into stock from a memory card (8MB) (for PlayStation®2).
Copy from Opponent Copy opponent's stock data into your own stock.
Switch Switch stock data with opponent. When the opponent is not COM, you must wait for your opponent's response.
Clear All Delete all data in stock.

Note: Only one team can load or save at the same time

Controls

How to Use

The following tutorials show how you can set up your formations.
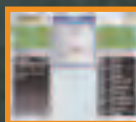
Formation Chart	Describes how to use the Formation Chart shown at the top of the Formation Settings screen.
Player List	Describes how to change the information shown in the Player List.
Parameter Display	Describes how to adjust the player Parameter Display.
Substitutions	Describes how to substitute players.
Change Formation	Describes how to adjust your formation.
Edit Position	Describes how to adjust the positioning of each player.
Position Range	Describes how the position range can be set via Edit Position.
Edit Position Plus	Describes some of the convenient features of the Edit Position feature.
Select Role	Describes how to assign roles to each of your players.
Explanation of Roles	Sums up the different roles that can be assigned with Select Role.
Auto Assign	Describes the Auto Assign feature, which automatically assigns the players to the formation you have selected.
Attack/Defence Level	Describes how to adjust your team's attack and defence-mindedness.
Defensive System	Describes how to set up your team's defensive system
Team Tactics	Describes how to control the overall movement of your team.
Quick Set-Up	Describes how to make team adjustments from the Quick Set-Up screen.
Set Strategy	Describes how to use the Set Strategy options.
Different Strategies	Describes the various strategies available in Set Strategy.
Formation A/B	Describes how to use strategies with the Formation A and Formation B options available with Set Strategy
Individual Settings	Describes the controls common to all the Individual Settings options, which allow control of individual players.
Attack-Mindedness	Describes how to adjust the attack-mindedness of individual players.
Defence-Mindedness	Describes how to adjust the defence-mindedness of individual players.
Mark Settings	Describes how to assign a marking system to individual players.
Select Kicker	Describes how to select players to take free kicks, corners, and so on.
Current Kicker	Describes how to change the current kicker when taking a corner or free kick.
Select Captain	Describes how to assign a captain.
Quick Settings	Describes the Quick Settings screen, which offers set-up options defined by different themes.
Stock	Describes how to save your formation and other settings.
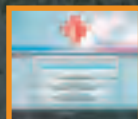
Stock

Stock current formation (League Mode, Master League Mode)
Game data from Master League and League play is stocked as Formation Currently in Use. Unlike Formation Copy in the Formation Settings section, the content is stored as-is with the League Data. When you load previously saved League Data from a memory card (8MB) (for PlayStation®2), your stocked formation data will be autoloaded along with it.

Entrance Scene

Select whether or not to view the Entrance scenes before the match.

During The Match/Game Screen

Display settings can be altered by selecting "Change Display" from the Pause Menu.

Cursor	Score
Player Name	Team Flag
Position	Elapsed Time
	Radar Screen

Adjusting the Attack/Defence Level

L2 button + R1 button: Increase the attack level
L2 button + R2 button: Increase the defence level

- Attack
- Normal
- Defensive
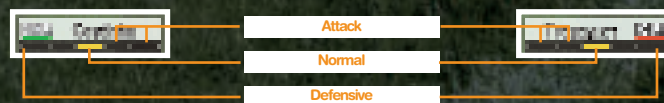
Stamina Gauge

Stamina Gauge
Displays a player's stamina. The gauge will turn red when stamina is low.

Other

Players who have received yellow cards	The number over the cursor will be displayed in yellow for players who have received a yellow card.
Power gauge level	A level indicator appears behind the power gauge when taking free kicks and corners.
Play on	When a team is fouled, but in the referee's judgment the team is in a better position if the game is not stopped for a free kick, play will be allowed to continue.
Player being treated	This icon is displayed while a player is off the pitch for treatment.
Player being treated(2)	This icon is displayed while a player is off the pitch for treatment and unable to return to the game.

Free kick type Direct free kick	**Free kick type** Indirect free kick	**Injury Time** Number of minutes of injury time

Penalty Kick Matches

1 Kicker
2 Position, Player, number, Player name, Height, Age
3 Goalkeeper
4 Score
5 Team flag
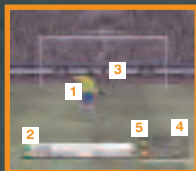
Pause
Pause menu (during match)

Restart
End pause and continue the match.
Formation Settings
See Formation Settings section (P. 54).
Stock Current Formation
See the Stock Current Formation (League Mode, Master League Mode) section (P. 58).
Select Kicker (Thrower)
Choose your kickers and throwers. Press the SELECT button on the free kick screen to have two kickers line up beside the ball. You can assign one player to stand close to the ball and one to stand farther away. For instructions on how to take a free kick, see the Controls, Set-Pieces section (P. 13).
Substitution
Substitute players. (Each match has a limit on the number of substitutions that can be made.)
Player Settings
See Player Settings section (P. 16).

Camera Type
Camera Type: Adjust the angle of the camera in front of the goal (Camera Pan Angle) and select camera type.
Camera Target: Choose the target the camera will follow. (Normally, the camera follows the ball, but you can also set it to follow player cursors such as P1, etc.)
Screen
Adjust the on-screen displays, including the radar screen, name plates, (team) attack and defence-mindedness, clock, score, and strategy indicator.
Sound Settings
Adjust sound settings and volume.
Button Configuration
Change the in-game button assignments and pass settings.

View Controls
View a summary of the in-game controls. (Use the L1 button and R1 button to switch between attack, defence and other categories.)
Replay
Watch the previous play again.
Mode Select Menu
Quit the match and return to the Mode Select screen.

Pause
Pause menu (training)

Options are the same as during a match.

Formation
Press the START button at the Formation Settings screen to control the reserve players. Up to eleven of your reserve players can participate in the training. Select the Substitutions option for the reserves, select the player you wish to add or remove from the training session, and press the ✕ button to confirm. You can also change the formation and strategy settings. When you wish to replace one of your starting eleven with a reserve player, select the Substitution >

Replace option for the starting eleven. Scroll down the list to find the substitute players, and substitute them in as you would during a match.
Training Menu
Here you can choose normal training, or practice taking shots, free kicks, and corners from the left or right.

General Settings
Change various settings such as difficulty, fouls and offsides.
Rest
Restore energy expending in training.
Mode Select Menu
End training and go to the mode select screen.

Results
Match results
View the details of the match and individual performances.

Match Details
View the statistics from the match. Press the L1 button and R1 button to page through the screens.

Match Records See number of shots, fouls, etc.
History View significant events as they happened over time.
Goals View the goals and the scorers for each time.
Cards Check the cards issued to each team.
Ball Possession View time and zone possession, and areas of play.
Shot Details See when, how and where shots were made.
Substitutions View the substitutions made throughout the match.

Individual Results
Individual Match Records (List)
Shows time played and goals scored for all players in the match. Select a player to see more details.
Rating
Assigns a rating out of ten to players who appeared in the game for more than a set period of time.

Individual Match Records (Details)
View the details of each player's performance during the match.
Area of Play Shows where the player was active on the field.
Area played to Shows where on the field the player had possession of the ball.
Area of Possession Shows where on the field the player had contact with the ball.

Passes Between Players
Press the ✕ button on the Individual Match Records (Details) screen to see a summary of the number of passes exchanged with each of the other players.

Other match results
When during League Mode and the Master League Mode, press the (triangle) button to see the results of the other matches in the same league.

About Memorial Match
The total results for memorial matches can be viewed from the menu. Before displaying the results screen for a memorial match the home and away sides will both be automatically saved, but if that save should fail then the save shall be retried when viewing total results.
The total results screen will be displayed once the save has finished successfully.

Saving to a memory card (8MB) (for PlayStation®2)

Game settings and progress in each Game Mode can be saved to a memory card (8MB) (for PlayStation®2).

To save data to a memory card (8MB) (for PlayStation®2), the following available space is required.

Space required to save data on memory card (8MB) (for PlayStation®2)

Options File 1296 KB or more

Master League Data 804 KB or more

Cup Data 565 KB or more

League Data 563 KB or more

Challenge Training Data 96 KB or more

Original Dribble Challenge Data 117 KB or more

Formation Data 72 KB or more

Replay Data 347 KB or more

Master League Player Team Data 80 KB or more

Insert the memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 (1-A). With the exception of the options file, you can select the Save (Load) option from the menu to go to the Save (Load) Screen. Select the data you wish to load or the place where you wish to save the data with the directional button, and press the ✗ button to confirm.

You can only save data to an empty slot or a slot containing the same kind of data. If you wish to save to a slot that contains different kind of data, you must first switch to the delete mode to remove the old data before saving the new. Press the ▣ button to switch between the save and delete modes, and the △ button to return to the previous screen.

MEMORY CARD slot 1 (1-A) is the default slot when the game is launched, but you can change to a different MEMORY CARD slot when you load and save your data.

Note: You can only save one option file to a single memory card (8MB) (for PlayStation®2). For other data, you can create up to 35 slots.

About MEMORY CARD slots

The option file is saved to or loaded from a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 (1-A). If you want to load a friend's option file using the Edit Mode's Edit Data Utility, you should use MEMORY CARD slot 2 (2-A).

For loading and saving all other game data, the default is MEMORY CARD slot 1 (1-A), but you can change to a different MEMORY CARD slot at the save and load screens.

About the data saved in the option file
The following data is contained in the option file.

Exhibition match environmental settings
Weather, time of day, level, match rules, etc.
Match settings
Player settings, camera angles, screen display, etc.
Edit Data
Player data, team data, etc.
Options
Button configuration, sound settings, cursor name, PES, etc.
Training
Certain training options

Multi-Play

Competitive or co-operative multi-play is possible using additional controllers (sold separately) and multitaps (for PlayStation®2) (sold separately). Connecting a multitap (for PlayStation®2) to controller port 1 or controller port 2 makes it possible to attach controllers to controller ports 1-A, 1-B, 1-C, 1-D and controller ports 2-A, 2-B, 2-C, and 2-D, enabling a maximum of eight people to play simultaneously.
The multitap (for PlayStation®2) is connected to controller port 1 and/or controller port 2 on the console.

Precautions When Using the Multitap (for PlayStation®2)
When connecting the multitap (for PlayStation®2), always insert a controller into controller port 1-A or controller port 2-A before inserting the remaining controllers into controller ports 1-B, 1-C, 1-D, or 2-B, 2-C, and 2-D.

Saving to a memory card (8MB) (for PlayStation®2)

Option File

Although it is possible to play the game without the use of an Option File, it contains saved game environment settings, cup data, edited data and other parameters, so saving an Option File to a memory card (8MB) (for PlayStation®2) is recommended. MEMORY CARD slot 1 (1-A) is used for saving and loading the Option File. The system will automatically attempt to load the Option File when the game is started, so ensure that the memory card (8MB) (for PlayStation®2) that contains the Option File has been inserted into MEMORY CARD slot 1 (1-A) before turning on the power. The Option File will be automatically loaded. The game will automatically create an Option File if one does not already exist. A warning message will appear if a memory card (8MB) (for PlayStation®2) has not been inserted or the memory card (8MB) (for PlayStation®2) inserted does not contain sufficient available space. In this event, follow the on-screen instructions. Also, note that a minimum of 1296KB of available space is required on the memory card (8MB)
(for PlayStation™2) in order to save the option file. Once the Option File has been loaded/saved, any changes made during the game will automatically be saved to the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 (1-A). The Option File Auto Save function can be turned ON/OFF by selecting Option File Auto Save Settings on the Game Options Screen.

Auto Save

In order to autosave League Data, Cup Data, and Master League Data, first make a manual save to activate the autosave.
The game includes two auto-save options: Option File Auto Save and Game Data Auto Save (League Data, Cup Data, and Master League Data, Challenge training Data, Original Dribble Challenge Data). Note that different data is saved in each of these cases. Option File Auto Save can be turned ON/OFF from the Game Options screen or with the Option File Settings in Edit Mode. Game Data Auto Save can be turned ON/OFF from each game menu.

Copy Saved Data

It is possible to copy data saved in locations 1 to 35 on the memory card (8MB) (for PlayStation®2) to another location, as long as that location is either empty or contains the same type of data. To save data over a different type of data, the unwanted data must first be deleted in Delete Mode before saving the new data. Location 36 on the memory card (8MB)(for PlayStation®2) is used for the Option File and cannot be copied.

Delete Saved Data

Delete data saved in locations 1 to 36 on the memory card (8MB) (for PlayStation®2). (The Option File can also be deleted.)

Entering a Name for Save Data

A name can be given to data number 1 - 36 saved to a memory card (8m) (for PlayStation2).
Furthermore, an Option file can be changed to display the name of its user.
The name of normal data can be left blank, but the user name saved for the Option file cannot be left blank.

WORLD SOCCER WINNING ELEVEN 8 LIVEWARE EVOLUTION Network Mode

Instructions Manual

General Notes

Notes for Using this Software

30 days notice shall be given regarding the end of the "World Soccer Winning Eleven 8 Liveware Evolution Network Service" (hereafter referred to as "this software") Network service (using a broadband network to play this software) on the Konami company website www.konamityo.co.jp/we.

Once the Network service for this software finishes, it will not be possible to play the "Network Mode."
The Network service for this game requires a fee for use, see p.??). Furthermore, in order to connect using a broadband network, separate fees may be incurred by an internet service provider.

Notes on Network

The network service for this software does not guarantee the quality of the network service. Due to the network environment data may be lost and the connection may be disconnected.
The network service for this software is not guaranteed to provide the same level of network play quality to all players at all times.

Notes on this Manual

The content of this manual is correct as of 1st January 2005. There is the possibility of additions / changes to the Network service after this time.
Any such additions / changes made after 1st January 2005 shall be reported as soon as they are made on the Konami company website www.konamityo.co.jp/we.

This product uses an authentication system called "DNAS"(Dynamic Network Authentication System), developed exclusively by Sony Computer Entertainment Co, Ltd for copyrights protection and security. It is prohibited by law to develop, exhibit, export, import or transmit a program or device to disable this system. DNAS is a registered trademark of Sony Computer Entertainment Co, Ltd.

This product contains RSA Security Inc. RSA(R) BSAFE(TM) SSL-C and Crypto-C software. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc in America and other countries. RSA Security Inc. All rights reserved.

The transmission function of this product uses AVE-TCP® from ACCESS Co. Ltd. AVE-TCP is a registered trademark of ACCESS Co. Ltd in Japan.
Copyright © 1996-2005 ACCESS CO.,LTD.

Before Starting Network Mode
Required Devices and Settings
"PlayStation 2" Console
The required "PlayStation BB Unit" may differ depending upon your "PlayStation 2" console type.

Controller

"PlayStation BB Unit" and "PlayStation 2" Network adaptor
There are two types of "PlayStation BB Unit", a "PlayStation BB Unit"(EXPANSION BAY type 40GB) and "PlayStation BB Unit"(external type 40GB).
A "PlayStation BB unit" suited to your "PlayStation 2" console and a "PlayStation 2" Network adaptor are required.

Memory card (8M) for "PlayStation 2"
Required to save your Network settings files.

Broadband Network Connection
An ADSL connection, CATV Internet connection, FTTH connection or other Network connection that may be used with the "PlayStation BB Unit" or "PlayStation 2" Network adaptor.

Peripherals required in order to make a broadband internet connection (hereafter referred to as the "communications device")
An ADSL modem or similar device. Confirm specifics details with your internet service provider.

Cables for connection to the communications device
Various cables are required to connect the communications device. See p.6 for the required cables, and the communications device manual for how to connect them.

USB Keyboard
Can be used to enter sentences during the WORLD SOCCER WINNING ELEVEN 8 LIVEWARE EVOLUTION Network service Mode (p.19).
Connect the USB Keyboard to the "PlayStation 2" console prior to turning on the power, directly into the (USB) port. Do not connect or disconnect the USB keyboard whilst the "PlayStation 2" console is in operation. Only 1 USB Keyboard may be connected to the (USB) port on the "PlayStation2" console. A USB hub cannot be used.
If a USB Keyboard is not connected, you may use the software keyboard via the controller to enter sentences. (p.19)

Keyboard confirmed to work correctly (As of January 2005)
USB Keyboard (for "PlayStation 2") / Sony Computer Entertainment Co. Ltd
PS2 USB Keyboard (CT050) / Konami Co. Ltd

Connecting Peripherals
Connecting Peripherals
Connect the peripherals to the "PlayStation 2" console and connect the broadband network cable. Connection of the communications device and broadband network cable depends upon the type of device and internet service provider. Use the communications device manual and any information provided by the internet service provider to make the connection correctly.

[ADSL Cable]
When using an ADSL Modem : Bridge Type with an ADSL cable (Fig.???
When using an ADSL Modem : Router Type with an ADSL cable (Fig.C ???

[CATV Internet Cable]
When using a Cable Modem with a CATV internet cable (Fig.D ???

[FTTH Cable (Optic Fibre ???]
When using an FTTH Modem with a FTTH Cable. (Fig.E)

[UDP Port Number]
If using a ??? router the UDP port number might be set automatically.
If you wish to fix the UDP port number, you may do so under port settings (p.???) under the Network settings screen.

Internet Connection
Selecting Network Mode will make a connection to the Internet.

If you have not completed network settings, see page p.7 "Network Settings."
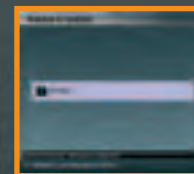
Select the location in which "Your network settings" are saved

Select "Connection Provider Settings"

Highlight the "Connection Provider Settings" that you wish to use with the cursor and press the confirmation button to make the connection.

Once connected to the internet an automatic test will be made to determine if your network connection can be used to play the World Soccer Winning Eleven 8 Liveware Evolution Network Mode. If the test fails the following message will be displayed.

Unable to connect to the communications test server.
Please contact the member Support Centre P.02

Communications test failed
Check with your internet provider that the port displayed on the screen can be used. There is also the possibility that the port needs to be released from the protection of a firewall due to a router or other peripheral attached to the network. Refer to the user's manual for the peripheral in question concerning such settings.

Connect to the Lobby
Login into the Network mode Lobby. See p.13 "Game Mode".

User Registeration
Register the ID data that you will use for PRO EVOLUTION SOCCER 5.

Change register information
Change the registeration data.

Disconnect
Disconnect and return to saving "Your network setting files."

Decide where to go

Network Settings

Press the ?? button on this screen to proceed directly to Network Settings."

Network Settings Menu

[New / Additional]
Create settings for a new connection provider. If you are yet to create any network settings, start from here.

[Confirm / Change Settings]
Confirm and change connection provider settings previously saved to a memory card (8M) for "PlayStation 2".

[Delete Settings]
Delete connection provider settings previously saved to a memory card (8M) for "PlayStation 2".

[Connection Test]
Run a connection test for connection provider settings previously saved to a memory card (8M) for "PlayStation 2".

[Settings Guide Mode]
This mode will help you make settings after selecting "New / Additional settings" Make selections and enter information as described in the on-screen instructions and use the right directional button to proceed to the next screen.

Connection Device Settings
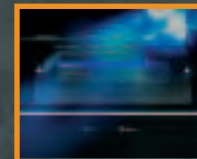
[Connection Provider Settings]
Select the device you will use to connect to the internet.
"Complete the information required to connect to the internet.
Use the information provided by your internet service provider to complete these settings."

[Use of PPPoE]
If the connection provider requires a user ID and password PPPoE will be used.

[If User ID / Password Entry are Required (PPPoE connection)]
Enter the connection details for an ADSL or FTTH connection that uses a PPPoE.

[Enter User UD]
Enter the user ID required to connect to the internet service provider. (Depending upon the provider, this may be called an "Access ID" or "Login ID".)

[Password]
Enter the password required to connect to the internet service provider. The entered password will be replaced with * for security reasons.

[If User ID / Password are not Required]
Enter the connection details for a CATV internet connection, ADSL connection, broadband router etc.

[Automatic IP Address Setting]
"Set to ""Set Automatically"" by default. To set a DHCP host name highlight ""Set Automatically"" with the cursor and press the _ button to alter more detailed settings.
If you wish to specify an IP Address, select ""Do Not Set Automatically"" and then enter the ""IP Address,"" ""Net Mask"" and ""Default Router"" on the following screen."

[Automatic DNS Server Settings]
Set to "Set Automatically" by default. If you wish to specify a DNS server address select "Do Not Set Automatically" and then enter the "Primary DNS" and "Secondary DNS" on the following screen.
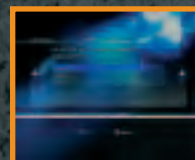
[Primary DNS / Secondary DNS]
Enter the settings provided by your provider. Unless specified by the provider there is no need to set these.

[Enter Settings Name]
This name will be displayed when selecting to connect to the network. Enter a suitable name, such as the name of the Internet Service Provider, so that you can tell which settings these are.

[Confirm and Save Settings]
Confirm the content of the network settings you have created.

[Software Keyboard]
When creating network settings, numerous places require information to be entered. Use the software keyboard to do this.

Using the Software Keyboard
1. Highlight the location in which you wish to enter information and press the O button.
2. The software keyboard will open. Use the controls below to operate it.
3. Press the "Enter Key" or "START button" to finish entering.

SELECT button Switch character sets (alphabet / numbers and symbols)
START button Finish entering message
Directional Button Move the selection cursor up, down, left and right
R? button "Shift Key" (Switch between upper and lower case)
R2 button Move the entry cursor to the right
L2 button Move entry cursor to the left
?? button Enter character, confirm
?? button Back (close the software keyboard and return to previous screen)
?? button Space
?? button Delete. Deletes entered characters. Can also be used as "Back space key"

There are two types of soft keyboard for entry alphabet; ""Normal Type"" and ""Compact Type.""
Highlight the icon in the bottom right of each type and press the ? button to switch between them."

Port Settings

Press the ? button on this screen to proceed to the "Port Settings" screen.
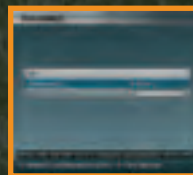
Network Settings Menu
[OK]
Finish port settings.

[Automatic Settings]
When set to ON the UDP port number that can be used under your network settings will be set automatically.
When set to OFF the port number specified under "UDP Port Number" will be used.

[UDP Port Number]
Enter the UDP port number that you wish to use.
Use this setting when you wish to fix the UDP port number for the network you are using.
This setting cannot be used if the automatic setting is ON.

User Registeration/Change
User Registeration
When playing on the Network Mode, you need to register.
After connecting, please select "User Registeration".
EULA "End User License Agreeement) will be displayed. You will need to accept this in order to play in the Network Mode.
After accepting, the User Registeration screen will appear. Please fill in the needed areas.

User ID
This ID will be needed when loggin in. You can create this freely within 8 letters. (You will not be able to use the ID if others have already registered the same one.)
The characters that you can use to create this ID will be the alphabet, numbers and ".","-"," ".
This will not be the Player name used in the game.

Password
This will be used for logging in. Please create using more than 8 letters.
The characters that you can use will be the same as the above User ID.

Password confirm
Please confirm the password again.

Mail Address (Optional)
If you register your e-mail address, you will receive information from Konami.
NOTE: This is optional.

Please select Register when completing the form.
When the screen displays "Registered successfully", your information has been safely registered. You will now move on to the Log in screen, so please enter the User ID and password, and play the Network mode.
If "The ID has already been registered" is displayed, please change your user ID.

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Change the registered information
You can change your information such as password and mail address. (You cannot change the User ID)
After connecting, please select Change Registeration Information.
You will move to the log in screen, so please imput your user ID and password.
Please fill out the screen when you proceed to the Change Information screen.
Press Change after completing your changes.
If "Changed registeration data" is displayed, you have changed successfully. You will now move on to the Log in screen, so please enter the User ID and password, and play the Network mode.

GAME MODE
Network Mode
Network mode allows you to play matches against players across the country, with the goal of becoming number one.

Option File
Network mode starts with player data reverting to the default setting.
All edited data also reverts to the defaults.
Some other game settings are also reverted to default settings.

Selecting Player Data
[Player Data]
Up to 3 player data can be created. Selecting one will proceed with login.
After creating a player it cannot be deleted for a certain period of time.

[No_Data]
Unregistered data. Select No Data to create new player data. You cannot create data with a name that has already been used.

[Division]
Your current division. Renewed periodically.

[Nick-Name]
You current nick-name. Changes with Points and wins.

[Points]
You current total points.

[Matches Won]
The number of matches you have won.

[Play Time]
The amount of time you have played the game.

Display during communication
When communicating with the server the communication indicator at the top of the screen will be animated.

Communication indicator

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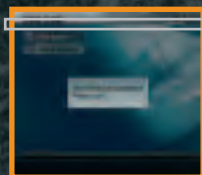
Divisions
There are 5 divisions, and you start from Amateur. Earn Points by playing matches against other players via network and fight for spots in the higher divisions.
Your division will be renewed periodically, based upon your ranking among all players.

Division 1   Division 3A   Amateur

Division 2   Division 3B
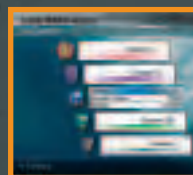
Division Renewal
If there has been any movement in your division position since last logging in, the division renewal screen will be displayed once only.
Divisions shall in principle be renewed once a week.
Then, the promotion or relegation screen shall display your current ranking and division.
Regardless of your results, you will remain in the Amateur league until you have played more than 10 matches.

Network Menu
Select a Mode to play
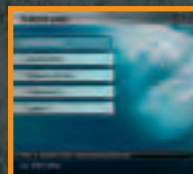
Match Lobby
See (P.15) for Match Lobby description
Quick Match
See (P.18) for Quick Match description
Network Options
See (P.18) for Network Options description
Information
Information on server maintenance etc
Log Out
Return to Player Data select, or Mode Select

Lobby
A Match Lobby allows you to chat with other players whilst searching for an opponent to enjoy a match against.

1. Select Server
Select the server you with to join. The total number of players in each server is displayed by the graph.

74

75
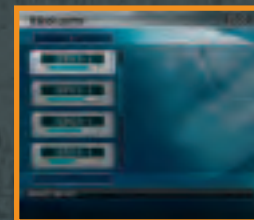
2. Lobby Select

Select the lobby you wish to join. The number of players in each lobby is displayed by a number and graph.
Use the stars as a guide of level. There are no particular restrictions upon where you can enter.

Division Lobby A lobby restricted to players in a certain division.
Free Lobby A lobby with no restrictions on divisions.
Friendly Lobby A lobby with no restrictions on divisions. Matches played here will not affect your results.
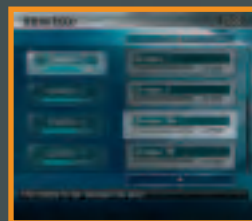
Match Lobby

Use the left and right directional buttons to change the category for control.
Press the confirmation button when selecting a player name to view the details of that player.
You can add a player to refuse match on the player details screen.

Message icon

Player list

Chat window

[Player List]

List of players currently in the lobby.
The colour of the name shows your relationship with that player.

Your player
A player registered as a friend
A player registered in refuse match

If the player's name is grey, the chat in the lobby is not reaching that player.

[Message Icon]

The message icon is displayed if you receive a message.
Check a message under personal information (see P.18).

[Chat Window]

Chat with players in the same lobby.

Select Match Room

This will display a list of match rooms.
If someone has created a match room, it will be displayed here.

Match time

Communication status

Lock
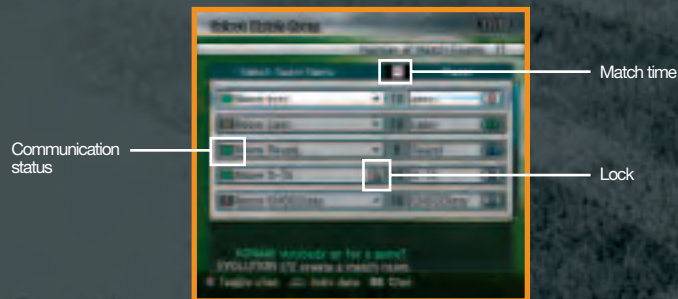
[Communication Status]

Check this icon to see the communication status with possible opponents in the match room.

Conditions highly suitable for a good match
Chances of slight lag
Not suited for vs. play
Being calculated, or impossible to calculate

[Lock]

A match room which is locked.
A password must be entered in order to request a match.

[Match Time]

The match time the player in the match room wishes to play for.
It is possible for this to be changed by agreement after entering the match room.

Create a Match Room

Create a match room yourself. Decide the match room name and match time, and wait for a challenger to appear.
If you specify a password, a lock will be placed upon the match room and players who do not know the password will not be able to request matches.
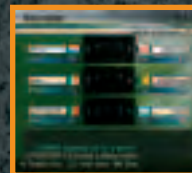
Match Status

The progress of matches currently being played in the lobby.

Leave the Lobby

Change server or lobby.
You can also return to the network menu.

Quick Match

Quickly find an opponent and play a match.

Quick Matches

Play a Match
Find an opponent automatically and play against them.

Match Settings
Check the match time and other settings for a quick match. These settings cannot be altered.

Network Options

Button Configuration
(See main manual p.xx).

Edit Pre-set Sentences
Edit the content of the pre-set sentences for the software keyboard. The same function as F1 - F10 for USB keyboard is also available.

Edit Demo Messages
Edit the message that is displayed during demos in the match when the R2 button is pressed.

Time Zone
You can change the time zone of the territory that you are in.

Sound Settings
You can change the sound settings.

Pressing the START button on the Main Menu, Match Lobby, Quick Match and Competition will open the personal information screen.

Player Details
View detailed personal records, including ranking, number of matches etc.

• No. of Division Wins, Top Rank Prizes (Competition wins for each Division and number of prizes for being ranked highly)
• Average Goals Scored
• Average Goals Conceded
• Favourite Player
• Favourite Team

Register Favourite Team / Player
Register a Favourite Team / Player.
Once registered they can be checked under player details.
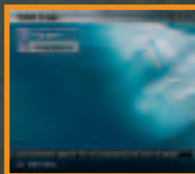
Results of Last 10 Matches
View results for the last 10 matches.
You can also check details of opponent players.
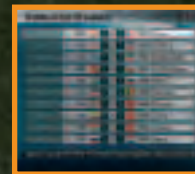
Friends
View the list of players registered as friends.
Allows you to view the current status of your friends.
Friends can be registered under Match Room settings or from the result screen.

Refuse Match
View the list of players you have added to Refuse Match.
You will not play matches against the players on this list.
You will also not see chat comments in the Match Lobby from players on this list.
A player can be added to Refuse Match when that player's details are displayed.

Messages
[Create Message]
Send a message to a player registered as a friend.

[Out Box]
Check messages that you have sent out.
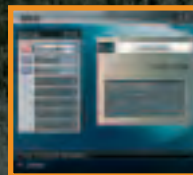
[In Box]
Check the contents of messages you have received.

Player Search
Search for a player currently logged on.
You cannot find information on players who are not logged in.
A search will fail if there are no players who match your search criteria or if there are too many candidates.
If a search succeeds you will be informed which mode that player is currently in.
If they are in a Lobby, you can jump directly there.

Ranking

[Overall Ranking]
View the ranking for all Divisions.
When sorted by Points, use the colour of the ranks suggests likely divisional changes at the next Division renewal.
Division renewal takes place once a week.
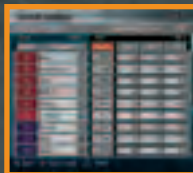
[Division Ranking]
Display the rankings for each Division.
A Division renewal takes place once a week
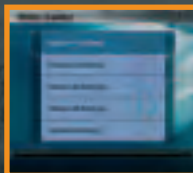
[Promotion / Relegation Predictions]
Check Points to get some idea what will happen at the next Division renewal, and confirm your current position.

Chatting

You can chat when "R2 Chat" is displayed at the bottom of the screen.
Press the R2 button, input a message and then send it.
In a Match Lobby you can chat with the other people in the Lobby, and during a match you can chat to your opponent.
Be sure to maintain good etiquette at all times.

Soft Keyboard
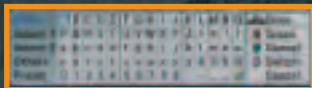
Directional Button Move the selection cursor or move the entry cursor when making multiple inputs.
? button Enter character, confirm
? button Delete the previously entered character
? button Inset a space
? button Switch the character set
START button Complete input
L1 button Move entry cursor to the left
R1 button Move the entry cursor to the right
L2 button <functions are for Japanese input only>
R2 button Switch between upper and lower case
[Close] Close the soft keyboard. The soft keyboard will close and return to the cursor move mode."

USB Keyboard

No image supplied.
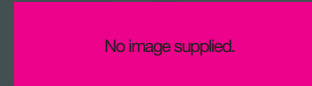
[Half Width / Full Width] <Japanese keyboard only>
[Caps Lock/Numbers] <Japanese keyboard only>
[Shift]+[Caps Lock/English Numbers] Switch between upper case and lower case.
[Hiragana] <Japanese Keyboard only>
[Shift]+[Hiragana] <Japanese Keyboard only>
[Alt]+[Hiragana] <Japanese Keyboard only>
[Home] Jump entry cursor to the head of the sentence
[End] Jump entry cursor to the end of the sentence
[Backspace] Delete the letter in-front of the entry cursor
[Delete] Delete the letter behind the entry cursor
[Ctrl]+[Delete] Delete all letters behind the entry cursor
[Space] Inset a space
[??] <Japanese Keyboard only>
[?] <Japanese Keyboard only>
[Shift]+[??] <Japanese Keyboard only>
[?] <Japanese Keyboard only>
[F6] <Japanese Keyboard only>
[F7] <Japanese Keyboard only>
[Shift]+[?] <Japanese Keyboard only>
[Shift]+[?] <Japanese Keyboard only>
[Esc] Enter message
[Enter] Complete input"

Special Functions

Type "/player name" (with a space after the player name) when starting a chat sentence to send that message only to the named player. This type of message cannot be used if the named player is not in the same Lobby or you are both in a Match Room.
When viewing player details from the player list in Match Lobby, your chat message will automatically start with "/player name" if you enter a chat message.

/EVOLUTION Good afternoon

Match

Environment Settings

(See Offline Manual p16).

Environment settings can be altered freely in the Match Lobby. The player who created the Match Room has the ability to alter the settings.
Press the ? button to request to register a friend.
In Quick Match the environment settings for the match are fixed, and cannot be altered by the player.

[Time Limit]
Set a time limit for team select, formation and other match related settings.

[Number of Pauses]
Set the number of times that the pause menu can be opened during the match. This will also be the number of times that kickers / throwers can be changed (counted separately from number of pauses).

[Condition]
Set player conditions. This setting will be the same for HOME or AWAY.

Team Select
(See Offline Manual p16).

Formation
(See Offline Manual p45).

Co-Op Play
On general settings, team select, strip select or formation pressing the START button on the controller connected to controller port 2 or 2-A will allow co-op play. Pressing the button again will cancel co-op play. This setting cannot be changed after proceeding to the match.

Single Player   Co-op Play

During the Match
(See Offline Manual p53).

Press the Start button to display the pause use icon. The pause menu will then open when the ball goes out of play.
When the pause use icon is displayed, pressing the Start button again will cancel it.
When taking a free kick or throw in, the player on the attack may enter the pause menu by pressing the Start button. If the attacking player does open the pause menu, the defending player may then choose if they wish to open it or not.
Entering the pause menu uses up one of the set number of pauses.
If a player is sent off the pause menu will automatically open. This does not reduce the number of pauses allowed.

The Pause Use icon
(Number is the remaining number of pauses)

PAUSE Menu
(See Offline Manual p53).

[Player Settings]
Cursor Change Speed
Set the change speed of the player cursor displayed above players heads during the match.
It is not possible to fix the cursor to a single player in Network mode.

Cursor Name Display
Select from "Default" or "Player Name" for the display of the player cursor.
Default: Displays your network name.
Player Name: Displays the squad player name.

[Camera Settings]
The camera target cannot be changed.

Kicker Select / Thrower Select
On the free kick and other kicking screens press the SELECT button to select a kicker.
On the throw in screens press the SELECT button to select a thrower.
Kicker select / thrower select can only be used a set number of times, but the number of pauses allowed will not be reduced.

Demo
Press the R2 button during a demo to open the demo message selection screen. Highlight a selection and press the ? button to display that message during the demo. The content of demo messages can be altered under demo message edit (see p??) in Network Options.

A demo can be skipped if both players press the START button. The skip icon will be displayed on the screen after pressing the START button.

Select demo message

Result

(See Offline Manual p54).

Your Points will increase/decrease depending upon the results of the match.
Press the ? button to register your opponent as a friend.

[Play Another Match]
Play another match without changing environment settings or team.
The game will proceed directly to Formation.

[End Match]
End Match.

[To Team Select]
Play another match without changing environment settings.
The game will proceed directly to Team Select.

[To Environment Settings]
Play another match after changing environment settings.
The game will proceed to environment settings.
Cannot be selected in Competition or Quick Match.

Points —

HOME side cursor —

AWAY side cursor
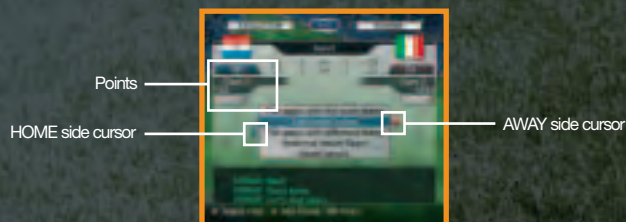
Quick Guide

To play a match in a Match Lobby

Find a Match

Select a Match Room
A list of the players who have created a room and are waiting
for an opponent shall be displayed."
A list of all Match Rooms will be displayed. Select whichever
Match Room you wish to join, taking the communication
status in account.
A Match Room may sometimes be locked.

Ask for Match
Highlight a selection with the cursor and press the ? button
to show the details of the player who created that room.
Once you have checked their details, select "Yes" to ask for
a match. Your request is now complete.
If the other player accepts the request, you will proceed to the
Match Room screen.
If you make a request to a locked Match Room you will then
have to enter the password.

Decide Rules with Opponent
Having entered a Match Room, use chat to decide the match
rules.
The most likely scenario is to exchange greetings and then
decide the rules.
The rule settings will be registered by the player who created
the room.
If you have no problem with the rules, press the ? button to
proceed to Team Select.

Select the team you want to use
The game will not proceed until both players have selected a
team. You may have to wait for your opponent to select a
team.
Next select the strip your team will wear. Try to avoid both
players using similar or the same colours.

Set Strategies in Formation Settings
Select starting members and strategies.
With this all settings are complete.
Time for the kick off!

Create a Match Room

Select Create Match Room
You proceed to the Match Room Settings. Select a name for
the Match Room and the match time.
Set a password and the Match Room will be locked, and
players who do not know the password will not be allowed to
request matches.
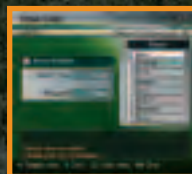
Wait for an Opponent
Wait for an opponent. You can change the Match Room
settings whilst waiting.

Opponent Arrives
When an opponent appears, their player details shall be
displayed.
If you wish to accept a match against them, select "yes" and
the opponent player will be invited into the Match Room.

Decide Rules with Opponent
Having entered a Match Room, use chat to decide the match rules.
The most likely scenario is to exchange greetings and then decide the rules.
The rule settings will be registered by the player who created the room.
If you have no problem with the rules, press the ? button to proceed to Team Select.

Select the team you want to use
The game will not proceed until both players have selected a team. You may have to wait for your opponent to select a team.
Next select the strip your team will wear. Try to avoid both players using similar or the same colours.

Set Strategies in Formation Settings
Select starting members and strategies.
With this all settings are complete.
Time for the kick off!

Playing a Quick Match
Quick Match will automatically find an opponent to play against.
Select "Play Match" to locate an opponent.
Even if it fails to find an opponent initially, repeated searches should find an opponent.
Environment settings cannot be altered for a Quick Match.

Save Data
In Network mode, various settings can be saved to the server for each player.
Offline settings are only carried over when player data is newly created. However, some player settings and camera settings will not be carried over.
Settings made for Network mode cannot be used offline.

[Content Saved to the Server]
Network Options
Button config
Edited pre-set sentences
Edited demo messages

Sound settings

Pause Menu
Player settings
Camera type
Screen display
Button config
Sound settings