

 XBOX 360



KONAMI

⚠ WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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If you are playing this game for the first time, press any button once you are on the title screen. Your System Data will be created and you can take on the "Training Challenge," which is designed to help you hone your skills in playing this game. If you are new to PES and unsure how shooting, dribbling and defending work, this is the perfect opportunity to learn. If you want to skip training at this stage, you'll be taken to the Top Menu, where you can select a Game Mode of your choice and start playing.

The next time you start up the game, existing System Data will be loaded automatically and you can access the Training Challenge from the Top Menu.

NOTE: All controls shown in this manual assume that you have chosen to control "Player Movement" using the left stick (L) only. On default, both L and the directional pad (D) be used. For further information please refer to pages 06 and 14.

A NOTE FOR FIRST TIMERS

Use the directional pad (D) or left stick (L) to move through menus, A button to confirm a selection, and B button to cancel or move back through screens.

If you need any tips on menu controls, simply look at the bottom of the screen where you can find a range of help features. If you are not sure what each option does, try leaving the cursor on it for a short while. You should be able to see exactly what it does as a pop-up window will be shown with the related help text.

Whenever you see the Help icon at the bottom screen, you can display a contextual Help Message by pressing B.

IMPORTANT INFORMATION ABOUT SAVING GAME DATA

To save your current progress in the game, simply select "Save" from the menus in each mode. If you want data to be saved automatically (for example after the end of each match), choose "Save," then activate the "Auto Save" feature.

IMPORTANT INFORMATION ABOUT MASTER LEAGUE DATA

Ever wanted to take on your friends to see who has the better Master League Team? Then simply save your Team Data onto your storage media and take it around to your friend's house. Once you have copied the data onto your friend's system, go to "Team Select"/"User Data."

Be careful though: If both Master League Data Saves have identical names, (such as "Team Data 01"), you risk overwriting your friend's data. To avoid this, you can change the data name by saving it to a different location in the Master League Menu.

TOP MENU SCREEN

The Top Menu gives you access to all of PES' game modes, features and options.

If you choose to play a match in any of the following modes, you can customize their individual settings to suit your preferences. Just select and alter any of the various options, including difficulty level, match length and more.



EXHIBITION



Play with/against friends, the computer or simply watch two computer-controlled teams play each other. You can also select an online match from here.

UEFA CHAMPIONS LEAGUE



Pit your club against the elite of European soccer with the exclusive UEFA Champions League mode. Is your team strong enough to negotiate the group stages? Will you reach the knock-out games? Can you become one of the elite in Europe and lift the cup every player, manager and fan dreams of?

COPA SANTANDER LIBERTADORES



Select a Latin American Club Team of your choice then take on the challenge of lifting the coveted Copa Santander Libertadores!

FOOTBALL LIFE NEW



Choose "Football Life" to enter the most challenging game modes PES has to offer.

No matter if you're opting for the complex "Master League," the challenging "Become a Legend" or the brand-new "Club Boss" mode, they're all great fun.

Master League: Compete in the highly acclaimed "Master League," one of the most detailed league systems of any soccer game. Develop your players, strengthen the team with transfers and manage your club. Guide them from domestic success to international glory in the UEFA Champions League and UEFA Europa League. Nothing else comes close.

Become a Legend: This challenging mode creates a full career for a player you design. If you put in good performances your reputation will grow, which will result in transfer offers to join different clubs. Can you write your name in the history books?

Club Boss (Unlockable Mode): NEW In this new mode you see the game from the boardroom as the owner of a club. Your job entails finding the right manager, dealing with the pressures of sponsorship and incentives, but above all, giving your club direction.

NOTE: Earn "Game Points" (GP) and trade them under "Extra Content" in order to unlock this hidden mode. Now you can experience the challenges a Club Boss faces every day.



LEAGUE & CUP

Enjoy various league and cup competitions. A good table standing in the league will enable you to enter the UEFA Europa League or even the UEFA Champions League the following season.

To change competition regulations and other options, please select "Edit Mode" from the Top Menu.



COMMUNITY

Gather around with friends and play a huge variety of matches all under different rules and regulations.



ONLINE

Connect to Xbox LIVE® and enjoy matches against players from many different countries playing the same version of 2012 (see page 22).



TRAINING NEW

This is the perfect way to familiarize yourself with many soccer skills and techniques. Take your pick from the brand-new "Training Challenge" where you can take on missions and challenges designed to test your skill level or "Free Training" which allows you to test match-like situations in any way you like them. To make the training more like an actual training match, select Game Plan from the Pause Menu. Then choose the Away Team reserve players by pressing **X** and select "Participation".



Manager's Comment

Your Manager says: "Never underestimate the importance of training sessions! So you should try the new "Training Challenge" feature. Those challenges are the perfect way to up your game!"



EDIT

The Edit Mode allows you to change/create players, emblems, competition names as well as choosing supporters songs and chants. You can even create your own stadium and pitches.



Manager's Comment

- Edited players will be reflected in all offline, edited strips in all offline and online game modes.
- By selecting "Load" you can load and apply Edit Data from *PES 2011*. Data from other modes can't be used in this way. Be aware that applying *PES 2011* data will result in any Edit Data you have created on *PES 2012* being overwritten.



EXTRA CONTENT

Unlock extra items and expansion kits using "GP" (Game Points) which you can earn by playing Matches.

NOTE: To obtain the latest uploads via the Internet, choose "Data Pack."



GALLERY

Have a look back on your previous glories, achievements, results and replays you have saved.



PERSONAL DATA SETTINGS NEW

Save Cursor Settings, create and store Avatars as well as Link Feints to each unique user alias. Personal Data Settings can be used in all game modes (see page 06).



SYSTEM SETTINGS

Choose your Screen Settings, Game Speed and customized Playlists.

NEW Personal Data is a set of data to which individual users can save their Avatars, Cursor Settings and Button Configurations. You can easily use your preferred setup by loading your Personal Data before a match. Personal Data can also be exported on to storage media allowing you to carry it with you. So, if you are visiting a friend for a game, take your Personal Data with you as it can easily be loaded on to your friend's system.



Manager's Comment

- Be aware that your Avatar can be viewed by other online users.
- Personal Data can be created or edited in "Personal Data Settings" on the Top Menu or in the "Select Sides" option before starting matches.

PERSONAL DATA SETTINGS MENU

Personal Data Name: Enter a name of your liking.

Avatar: Create an Avatar for your Personal Data.

My Favorites: Select your favorite team and player.

Cursor Settings: **NEW** Choose how to change the cursor (the way that you switch between players you control), the "Cursor Name" (Display Settings) and "Pass Support" Level. The higher the level, the more passes tend to track and home onto players from the same team. Furthermore you can choose whether or not to enable "Sliding Tackle." If enabled, players from your team will sometimes attempt sliding tackles automatically.

These are the selectable Cursor Settings:

- **Assisted:** The Cursor switches between players automatically. You can override it pressing **LB**.
- **Semi-Assisted:** The Cursor switches automatically only when the team is attacking. When defending, all Cursor switching must be executed manually by pressing **LB**.
- **Non-Assisted:** The Cursor remains locked onto a single player unless you press **LB**.
- **Fixed:** The Cursor is locked onto one selected field player.

Button Configuration: Pick from a variety of Player and Teammate Controls as well as controller layouts in order to tailor them to your liking.

- **Player Movement:** Choose from **L + D**, **L** (recommended) and **D**.
- **Teammate Controls:** Choose from "Assisted" (press **R** then push **R** to select a player, which will then automatically run straight forward) or "Manual" (press **R** then push **R** to select a player in order to take full control over his run using the same **R**, while you are still controlling your active player with **L**).
- **Control Type:** Select your favorite control type. For more details, refer to the configuration diagram on screen.

Player Assistance: Choose whether or not you want assistance with player controls. If enabled, players will pass, shoot and clear the ball automatically. This also applies to sliding tackles, but with the following additional settings: never (off), occasionally based on situational factors (normal), frequently (hard).

Link Feints: Link Feints allow you to pull a trick combination of up to four moves by simply pressing **LB** and **R**, **R**, **R** or **R**.

Select the Link Feints option in Personal Data to create new Link Feints or alter existing ones. To create new Link Feints, select directions on **R** such as **R**, and then set up to four tricks and skills to create your own Link Feints. Once you are happy with your selection, you can give it a name. Finally, you must enable them by selecting "Assign Controls."



Manager's Comment

To save Link Feints which you have assigned to a particular controller along with your Game Plan, select "Data Management" followed by "Save" (see Game Plan Menu page 10). When playing with more than one user to a team, each user can use an own set of Link Feints by choosing their own Personal Data.

Import: Import Personal Data from your storage media.

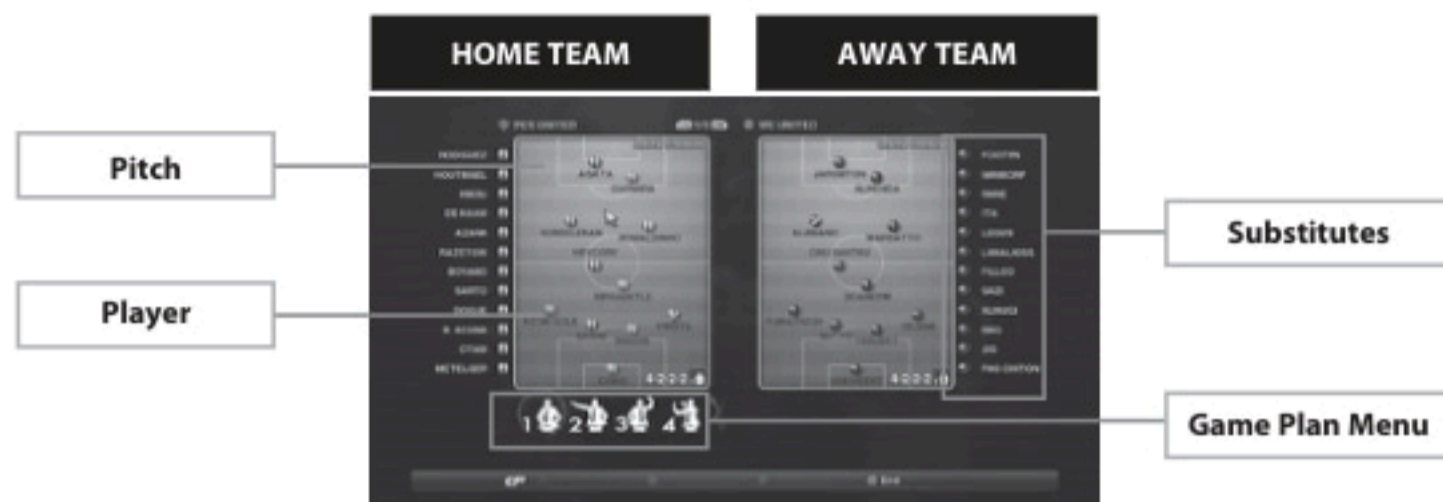
Export: Export Personal Data to your storage media.

GAME PLAN SETTINGS

The Assisted Settings allow you to create a Game Plan by selecting a few keywords. Once you are ready, press the **B** button to return to the Match Menu. Once you have become familiar with the intricacies of devising a Game Plan, try creating one of your own.

In multiplayer games, the controller from which the user can edit the Game Plan is referred to as the "Leader," which automatically is the one with the lowest numerical number.

The Game Plan is also accessible during a match from the Pause Menu.



Press **LB** / **RB** to change the pitch display to one of the following:

Strip Icon	Form/Stamina	Position/Overall Rating
<p>Circles next to players' names indicate their position on the pitch. The team's captain is marked by a yellow line.</p>	<p>Arrows display players' form, green bars (turning red if low) indicate stamina. The bar underneath denotes players' fatigue levels (fills up blue if fatigued).</p>	<p>Shows player roles and their suitability for particular positions (drag a player onto another). Overall ratings of reserve players are calculated based on their default positions.</p>

The icons below may be shown alongside the Strip Icons.

- Yellow Card
- Red Card
- Away on International Duty
- (Red Cross) Severe Injury
- (Yellow Cross) Severe Injury
- (Green Cross) Returning to Full Fitness
- (Purple Dash) Injury Status Unclear

In Position/Overall Rating, players who possess Playing Style Cards are marked with a star, see page 09.

DISPLAY PLAYER INFORMATION

To check for information on a player who is shown on the pitch, simply place the cursor above the player, then press **A**. This will display his name, number, current role as well as his rank (A being the highest and E the lowest). Should you press **Y**, you can check for simplified stats where the player's abilities have been cut down to four categories ("Technique," "Speed," "Resistance" and "Physical") as well as any Playing Style Cards or Skill Cards the player may possess. To see more detailed stats, select any of the four previously mentioned categories.

If you decide to move a player into a new position, the new role will be shown to the right of the current role.

Playing Style & Skill Cards

Some players possess Playing Style and Skill Cards which may give them a unique edge over their rivals. To see what cards players own, select a player and press **Y**. For more information use the in-game Help Function.

EDITING POSITIONS & MAKING SUBSTITUTIONS

To change a player's position on the pitch, place the cursor on a player and press **A** to grasp him. Once you have moved him to your preferred position, press **A** again.

When grasping the player, a section of the pitch is highlighted. This indicates the area where the player ought to be positioned in view of his roles.

To make substitutions, grasp the player you want to remove from the lineup by pressing **A**, move the cursor onto the player who will be taking his place, then press **A** again to confirm.



Manager's Comment

- Player roles will automatically be determined by the positions they take up on the pitch.
- Please note that each formation has a pre-set minimum and maximum number of players who can be played in certain positions. If you are unable to move a player to your desired position, have a look at your chosen formation.

PLAYER MENU SETTINGS

To access the Player Menu Settings, select a player on the pitch and press the **X** button. You'll be given the following options:

- **Select Role:** Choose the player's role manually.
- **Appoint Captain:** Appoint the selected player as captain.
- **Mark Settings:** Choose which opposition player the player will man-mark.
- **Participation:** Make the selected player taking part in a training session (only available in Free Training).

GAME PLAN MENU

Fine tune your Game Plan in many ways.

NOTE: In Personal Data Settings, you can change the controls for selecting "Preset Strategies" and "Tactical Assistance."



Preset Tactics 1, 2, 3, 4

Devise your set of Preset Tactics. You can create up to four Preset Tactics and one is automatically triggered at all times during a match.

To create Preset Tactics, you must first decide on a formation, and then adjust the individual options.

NOTE: Choosing certain strategies may pose restrictions on the choice of Sliders you can adjust. The Game Plan that is shown in the Pause Menu during matches will reflect the Preset Tactics which are currently active (Preset Tactics 1 prior to kick off).

Tactical Assistance

Choose whether you want tactical moves such as "Offside Trap," "Substitutions," "Formation Change" or "Changes in Attack Level" made automatically during matches. You can also choose which strategies you want to assign to the directional pad (D-pad) and have your starting lineup automatically chosen for you.

NOTE: Some Strategies cannot be triggered in certain situations.

Set-Piece Settings

Name your set-piece taker. In "Players to Join Attack" you can choose the defensive players who will go upfield in set-piece situations.

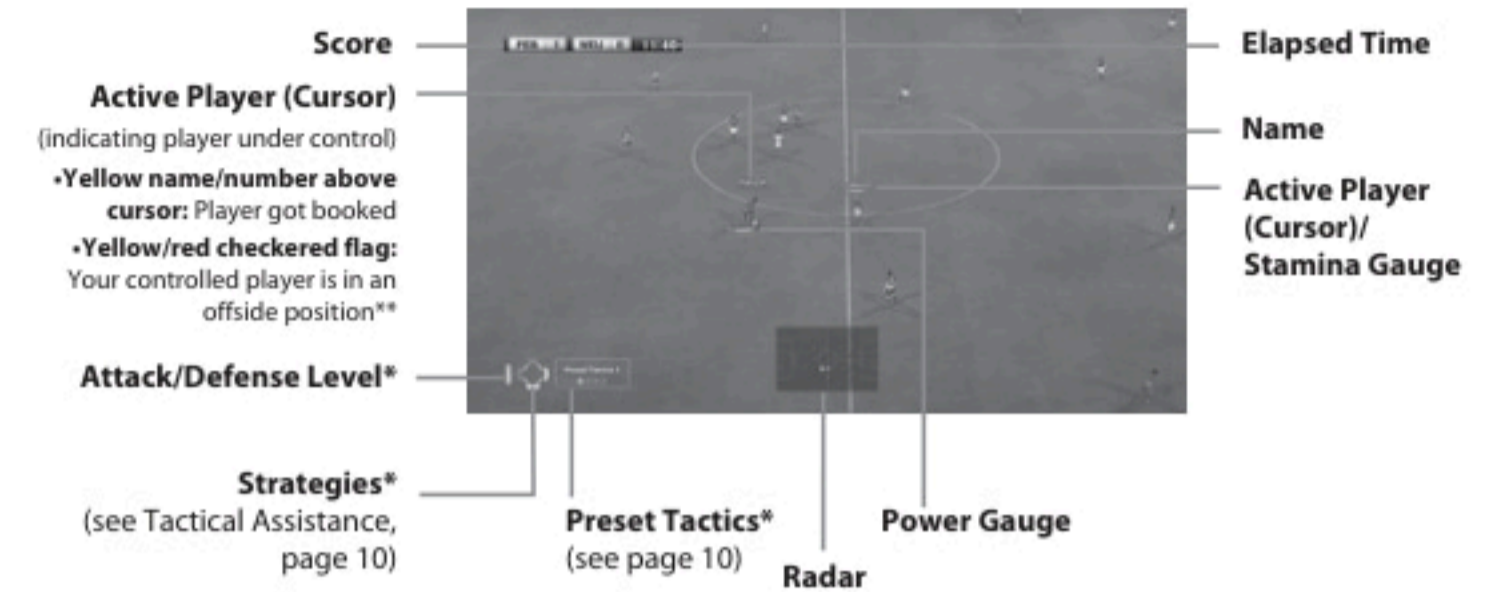
Data Management

Save or Load your Game Plan.

Coach Mode

When activated, issue tactical commands while the computer controls the players on the pitch.

This section explains the various features and functions of screens you encounter during a match. Access "System Settings"/"Match Screen Settings" from the Top or Pause Menu to configure display features to your liking.



*only be shown for a short while when changed; for controls see page 21/**only if Cursor is set to "Fixed"

PLAYER UNDER CONTROL – BARS & GAUGES



Active Player: The active player under control is highlighted by a bar (or "Cursor") above his head. Each user is displayed by a different colour, which you can see when selecting sides.

Stamina Gauge: Underneath the Active Player bar is the Stamina Gauge (if activated on the Match Screen Settings menu). Green represents good stamina, red means he is low on stamina.



Power Gauge: The Power Gauge is shown underneath the player once you initiate a pass or shot. The longer you keep the respective button pressed, the more the gauge will be filled and the more powerful a pass or shot will be.

Event Icons: The following symbols appear in the top left-hand corner of the screen during matches.



Returning to the Match (No Injury)



Indirect Free Kick



Returning to the Match (Slight Injury)



Stoppage Time: amount of minutes to be played



Not Returning to the Match (Due to Injury)



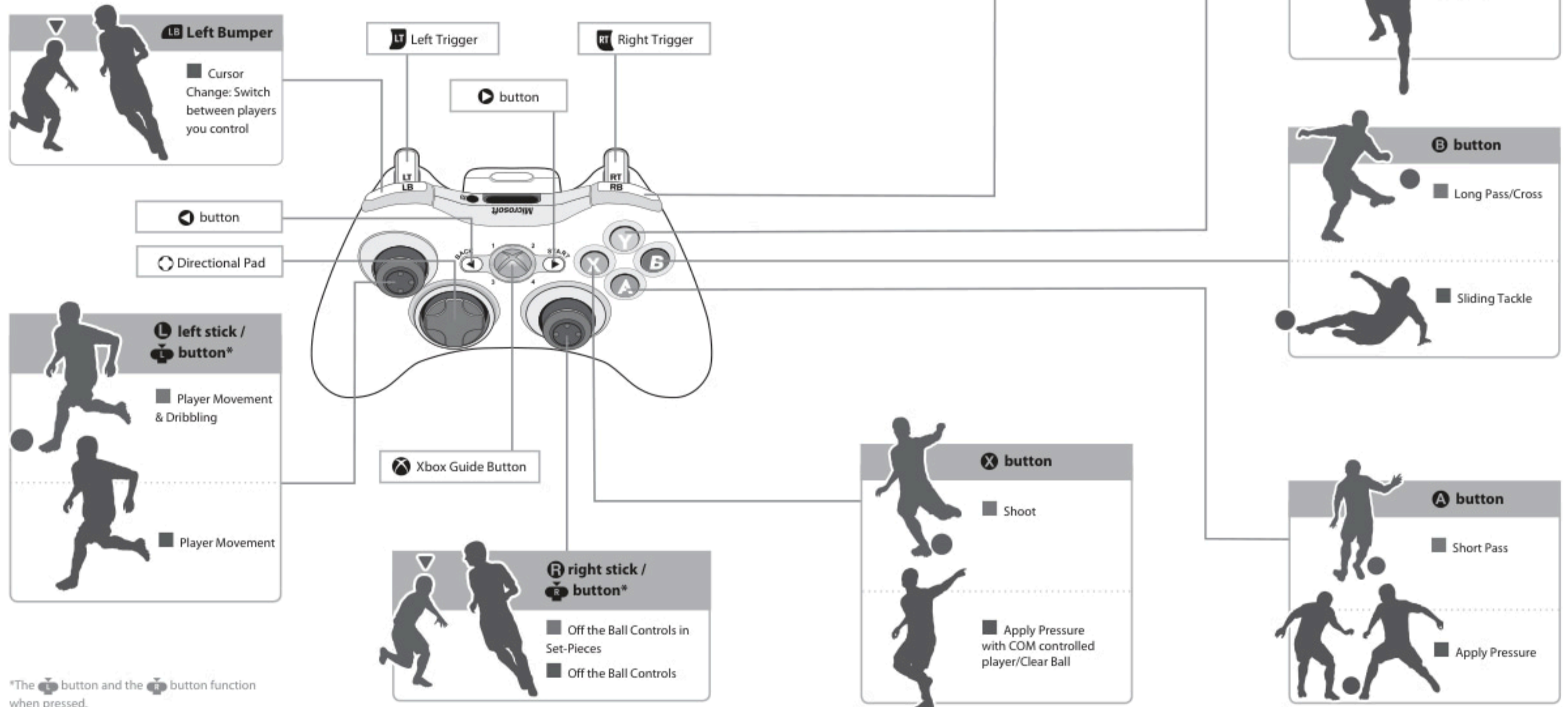
Substitutions (in/out)

Wireless Controller

The controls pages within this manual feature a huge variety of moves, including tricks and skills. But there are even more! Check out the in-game "Command List" on the Pause Menu for more details.

For all controls shown, inputs using the left stick (L) can be substituted with the directional pad (D). To setup your button controls, select "Button Configuration" in "System Settings"/"Controller Settings" (see pages 06 and 14).

■ **Attacking Controls** ■ **Defensive Controls**



*The D button and the R button function when pressed.

Manager's Comment

Before you commence reading, please make sure you're aware of the following:

- All moves shown on the controls pages assume that you have selected to control all "Player Movement" by using the left stick (L). On default, both L and directional pad (D) can be used (see page 06 "Personal Data Settings"/"Button Configuration"). However, it's strongly recommended you use the L option as it allows you to use the D to trigger "Preset Strategies," "Tactical Assistance" settings and change the "Attack Level" with greater ease.
- All left stick (L) and right stick (R) movements assume your player is moving directly from left to right.
- New controls or those changed from the previous game are marked **NEW**

ATTACKING CONTROLS

DRIBBLING

Dribbling Use L to make the player under your control dribble towards the selected direction

Dash Dribbling To sprint with the ball, hold RB + L

TRAPPING

Trapping Press L towards the direction in which you want to bring the ball under control

PASSING

- Passing**
- Short Pass: A
 - Long Pass: B
 - Through Ball: Y

CROSSING


- Crossing** Use L to control the trajectory, plus one of the following crossing styles:
- Standard Cross: B
 - Lower Cross: B, B
 - Along the Ground: B, B, B
 - High Cross: RT + B

SHOOTING

Shoot Take a shot with X and use L to direct your shot. Press X before the player traps the ball for a first-time shot, header or volley

POWER GAUGE

The length of the Power Gauge determines the power and height with which you kick or throw the ball, depending on how long you press the corresponding button. Once maximum power has been reached, the action will be performed automatically unless you cancel in time to perform a feint (A button), see page 11.



DEFENSIVE CONTROLS

BASIC DEFENSE

Pressure Hold L + A to apply pressure to your opponent with the player under your control

Pressure (COM) Hold X to apply pressure to your opponent with a computer controlled teammate

Sliding Tackle Press B to attempt a sliding tackle (beware, timing it wrong can easily result in a booking)

Clearance Press X to clear the ball to safety from deep within your half

GOALKEEPER CONTROLS

Bring out the Goalkeeper Hold Y and the goalkeeper will come out of the goal, running towards the ball in order to reclaim it or to cut down a striker's options

Goal Kick Take a goal kick with B or X and use L to aim

Throw Ball Use L to aim at a nearby teammate and press A to throw the ball

NOTE: Please note that you cannot control the goalkeeper when playing with a "Fixed Cursor" like in Become a Legend.

SHARED CONTROLS (work while attacking & defending)

Dash To sprint, hold RB + L

Change Cursor Press LB to move the Player Cursor to a player closer to the ball

LINK FEINTS

When you are on the ball, hold LB and push the R, R, R or R to execute a trick combination known as Link Feints. Once you have become familiar with them, why not create your own unique combinations and give yourself the edge over your rivals? For more information on Link Feints, see page 07.

EXAMPLE OF LINK FEINTS

Command	1st Move	2nd Move	3rd Move	4th Move
LB + R	Running Upper Body Feint (R)	Matthews Feint (R)		
LB + R	Upper Body Feint (L)	Step On & Slide (R)	Step On & Slide (L)	Drag Back (R)

SET-PIECE CONTROLS

To apply curl, push the **L** or **R** while the Power Gauge is being displayed.

CORNER KICKS

Corner Kick

Press **B** to take a corner at a standard trajectory

Short Corner

Press **A** to play a short pass to a nearby teammate

FREE KICKS: SHOOTING

Passing

Press **A** for a Short Pass, **Y** for a Through Ball or **B** for a Long Pass. The ball will travel in the direction the player is facing

Shooting

Press **X** for a direct attempt to score from a free kick

FREE KICKS: WALL CONTROL

All Players Jump

Press **X** to make all players in the defensive wall jump

All Players Hold Position

Press **A** and your players in the wall stay on ground and hold position

THROW IN

Throw In

Press **A** to throw the ball to a nearby teammate. To throw further, simply hold the button for longer

PENALTIES (the camera will be positioned behind the penalty taker)

Penalty Taker NEW

Press **X** to take a shot. The level of elevation is decided by how long you hold the button. You can also direct your penalty by pushing **L** to either side as the player runs up towards the ball. If you want to take a Chipped Penalty, hold **RB** at the same time

Goalkeeper NEW

To attempt a save, push **L** towards the direction you think that your opponent is going to shoot. If you release **L**, the keeper will stand dead center

ATTACKING CONTROLS FOR ADVANCED USERS

DRIBBLING

Slow Dribble

hold **RT** + **L**

Sideway Dribble

hold **RT** + **L** or **R**

Short Knock On

RB (two or three times while sprinting)

Long Knock On

RB + **RT** + **L** or **R** or **L** or **R** (while sprinting)

Stop The Ball

(release **L**) **RB**

Stop The Ball & Face Goal

(release **L**) **RT**

Knock On

(while stationary) **LT** + **R**, **R** or **R**, **R**

Jump Over Tackle

RT (just before contact is made)

PASSING

Backheel

L + **A**

Chipped Through Ball

hold **LB** + **Y**

One-Two Pass

hold **LB** + **A**, **Y** (just before receiver traps ball)

Pass and Move

RT (after passing)

Manual Pass

hold **LT** + **L** + **A** (or **Y**)

Manual Long Pass

hold **LT** + **L** + **B**

Early Cross

hold **LB** + **B**

TRAPPING

Turn Without Taking a Touch

hold **RB** + **L** (towards direction the ball is travelling)

Through Feint

release **L**, hold **RB** (just before receiving a pass)

SHOOTING

Controlled Shot

hold **RT** before releasing **X** (while Power Gauge is displayed)

Chip Shot High

hold **LB**, **X**

Chip Shot Low

hold **RB** before releasing **X** (while Power Gauge is displayed)

TRICKS AND SKILLS

SPEED BURST SKILLS (near opponent)

Speed Burst <small>NEW</small>	(while stationary) hold RT + RB + L
Speed Burst (Diagonal Take) <small>NEW</small>	(while stationary) hold RT + RB + U or L
Bursting Run <small>NEW</small>	(while dribbling) hold RT + RB
Bursting Run (Diagonal Take) <small>NEW</small>	(while dribbling) hold RT , U , L

SHOULDER FEINT SKILLS

Matthews Feint	hold R , L or hold R , U
Matthews Feint into Side Slip	hold R , L or hold R , L

STEP OVER SKILLS

Step Over Dummy	R or R
Reverse Step Over Dummy	R or R
Step Over	(while dribbling) hold R , U or hold R , L
Step Over Pull Through	(while stationary) hold R , U or hold R , L
Outside Step Over	(while stationary) hold R , U or hold R , L

STEP ON SKILLS (when stationary unless indicated)

Step On & Drag	hold LT + R
Step On & Slide	hold LT + R or R
L Feint (Right Footed)	hold LT + R , L
Drag Back Turn (Right Footed)	hold LT + R , L (or L if left footed)
Backheel Feint	hold LT + R , L or R , L
Drag Back into Left Take or Right Take	hold LT + R , U or L (also works while dribbling, reverse directions for left footed players)
Inside Bounce	hold LT + R , L
Running Inside Bounce into Diagonal Take	(while dribbling) hold LT + R , U or L

FLIP FLAP SKILLS (while dribbling)

Flip Flap (Right Footed)	hold LT + R , U (reverse directions for left footed players)
Reverse Flip Flap (Right Footed)	hold LT + R , L (reverse directions for left footed players)

ROULETTE

Roulette	(while dribbling) hold LT + R
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TURN

Cross Over Turn	(while dribbling) hold LT + R , L or R , L
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FLICKING SKILLS

Front Flick	hold LT + R , U or L
Rainbow Flick	hold LT , R , R

SIDEWAYS DRIBBLING

Sideways Dribble	hold LT + R or R
Sideways Scissors	(during Left Sideways Dribble) hold LT + R , L (or reverse directions if moving right)
Sideward Step Over	(during Left Sideways Dribble) hold LT + R , L (or reverse directions if moving right)

DEFENSIVE CONTROLS FOR ADVANCED USERS

ADVANCED DEFENSE

Delay **NEW**Off the Ball Controls **NEW**

GOALKEEPER CONTROLS

Drop Ball

Control Goalkeeper (not in online matches)

hold **RT** + **A** (while defending)**R** (towards teammate you want to take control of)**RB** (when no other input is being made)**LB** + **R**, **L** (**LB** + **R** again to release control)

SET-PIECE CONTROLS FOR ADVANCED USERS

Corner Kick

• Low Cross: hold **L** + **B**• Along the Ground: hold **L** + **B**

Free Kick: Long Pass

• High Ball: hold **RT** + **B**• Low Ball: hold **L** + **B**• Along the Ground: hold **L** + **B**

Free Kick: Shooting

• Hard Shot: hold **RT** + **X**• Moderately hard: **X**, **Y**• Regular: **X**• Moderately weak: **X**, **A**• Weak Shot: hold **L** + **X**

Knuckle Ball Free Kick

X, **X** (when striking ball)

Change Kicker(s) & Position

LB + **RB** (to cycle through options)

2nd Kicker Takes Free Kick

hold **LB** + **B** or **Y** or **X**

2nd Kicker Passes Ball

hold **LB** + **A** (then 1st kicker can pass/shoot)Add/Remove Players from Wall **NEW****LT** (to add players to left side) or **RT** (to add players to right side)

Charge Down: Other Players Jump

B

Charge Down: Other Players Stand

B + **A**

Random

if no input is made, players act randomly

NEW

By using "Off the Ball Controls" in Set-Pieces, you can take control of players who are off the ball by pushing **B** in their direction. Once you have done this, you can either press **B** or **A** to get the Free Kick Taker to pass to him. For Throw Ins, it is **A**.

SPECIAL TECHNIQUES & CONTROLS

Kick/Pass Feint

Super Cancel

Controlling a Player While Ball is in Flight

Quick Restart

Dive **NEW**Teammate Controls (Assisted)* **NEW**Teammate Controls (Manual)* **NEW**Change Preset Strategy 1-4 **NEW**Activate/Cancel Strategies **NEW**Change Attack Level **NEW****A** (when Power Gauge is displayed)**RB** + **RT** (cancels all actions except shots/long passes)hold **RT** + **L** (control over player close to ball)**L** + **A** or **Y****LB** + **LT** + **L** + **R**hold **L** + **R** (in direction of teammate to make him run towards opposition half)hold **R** + **R** (in direction of teammate, then take full control of him using **R**)directional pad **→** (see Preset Strategies, page 11)press directional pad **↑** or **←** or **↓** to activate/cancel strategies• Increase: hold **LT** + directional pad **↑**• Decrease: hold **LT** + directional pad **↓**

NOTE: You can select either the "Assisted" or "Manual" setting for Teammate Controls. On default it is set to "Assisted." This can be changed in "Personal Data Settings"/"Button Configuration."

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a highspeed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating.

Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

ONLINE PREPARATIONS & IMPORTANT INFORMATION

For details on the Operation Policy, the Online Service Agreement, Important Notices as well as information on the necessary Equipment and Network Environment, please visit our *PES 2012* Official Online Portal Site at:

www.konami.jp/we/online

Once you enter PES' Online Mode you will be shown a variety of information including maintenance times and competition schedules.

If it's the first time taking PES online, you will need to create your personal User Data (be aware that you can't delete this data later). Once done you can start playing keeping the following in mind:

- Please ensure that you adhere to any related Laws and Service Agreements when playing online. Also make sure that you are ALWAYS POLITE and courteous to all fellow users.
- If you are using a Wireless network, please note that electrical appliances such as microwave ovens and wireless telephones can disrupt the connection.
- DO NOT DISCONNECT intentionally during Matches.
- Always ensure you have enough time to complete your matches.
- Play Hard, but Fair!

ONLINE MODES

Please select amongst the following Online Modes:

Quick Match: Play an online match setup to your liking. You can also search for specific types of opponents by using filtered searches. Up to eight users can participate (a maximum of four per team).

Match Lobby: Create a "Match Room" and look for other users who can join you in a match. Alternatively, you can also join a "Match Room" created by other users.

Competitions: Test yourself by entering online competitions! Competitions are run according to a schedule, so it's important that you know exactly at what time they are held.

Master League Online: This mode is similar in structure to the much-heralded offline original. The most important difference is: You are competing against fellow online users!

Create your very own team, make smart buys on the market and lead your club to glory.

Legends: Join forces with up to three other online users and take it to the pitch as either your Alter-Ego from "Become a Legend" or a "real-life" player. Why not take on other teams in this unique 4 Vs. 4 encounter?

ONLINE MODES (continued)

Community: The Community is the place for all your friends to gather and to have some serious fun playing in matches of all types and regulations. You can also join community members in a "Legends" match or do battle with another Community in an "Inter Community Match"!

Final Highlights: Catch some golden moments from the finals of online competitions.



Manager's Comments

- Offline "Master League" and Stadium Creator Data cannot be used online.
- In Online Mode, players will neither develop nor age with time.

COURTESY ICON

The Courtesy Icon displayed in the Online Lobby is an indication of a user's manner. In its usual state the icon is referred to as being "Unrestricted." However, this may change through mid-match disconnections and the icon can become deformed, referred to as being "Restricted." If that happens, users may be barred from taking part in competitions and may experience difficulty in finding opponents. So, in short, avoid disconnecting in matches at all costs!

If you become a "Restricted" user, you can restore the icon to its original state by correctly completing a certain number of matches.



Normal Icon



Restricted Icon

IMPORTANT MESSAGE REGARDING ABUSE & CHEATING

Konami reserve the right to penalize or ban any player found using the chat function to abuse others or who is found to be cheating. The penalty will be decided by Konami and may result in a temporary or permanent ban from the chat function or online play with or without further warning.

We thank you for your understanding and continued good sportsmanship.

DOUBLE] FUSION

This product contains code derived from the RSA Data Security, Inc. MD5 Message-Digest Algorithm.

This software is based in part on the work of the Independent JPEG Group.



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If you experience technical problems with your game, please head to www.konami.com/support for assistance, here you will have access to many support materials, as well as our Knowledge Base which is available 24 hours a day, 7 days a week. All products must be deemed defective by a Konami Customer Service representative and an RMA number assigned prior to returning the product. All products received not matching this criteria will be returned if a Konami Customer Service Representative cannot reach you within three days upon receipt of the unauthorized return.

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