

KONAMI

PRO EVOLUTION™ SOCCER 4

EmuMovies

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Need help with Pro Evolution Soccer 4? Konami UK Hotline Number: 09067 53 50 70

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SLES-52760

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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.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements, the first is an age rating:



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:



PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

SLES-52760

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 2100KB minimum
Multiplay (for PlayStation®2) adaptable: 1-5 Players (6-8 Players = Second Multiplay Required) • Analog Control Compatible: analog sticks only

01 PRO EVOLUTION SOCCER 4™

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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 4 disc on the disc tray with the label side facing up. Press the button again and the disc tray closes.

Thank you for purchasing Pro Evolution Soccer 4 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.

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.

(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.

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Quick Start

Select this option when you want to start a match quickly. You can skip the environment and player settings and proceed straight to the action.

P1 Quick Start

Start a player-versus-computer match.

Starting a Match

The steps are the same for 1-Player Quick Start and 2-Player Quick Start.

P2 Quick Start

Start a player-versus-player match.

1. Team Select

Choose the teams for the match

2. Strip Select

Choose the kit for the teams

3. Setup

Choose settings for the match. Apart from the entrance scene option, these settings can be changed during play.

Formation Settings Choose your formation, players, and strategy.

Entrance Scene Choose whether or not to view the opening scenes.

Player Settings Select controller and change cursor settings.

Button Configuration Change button assignments on your controller.

Sound Settings Change the sound settings.

4. Match Start

Select this once you are ready to start the match.

Quick Formation

Select this option to quickly and easily choose a formation. Select "Formation Settings" from the Setup screen or the Pause menu and choose "Quick Settings". Selecting an option from this screen will automatically set the formation to one of the following types.



Balanced

The team balances attacking and defensive play.

Defensive

The team focuses on defensive play. Useful when you want to avoid conceding goals.

Attack

The team favours attacking play over defence. A good option for when you are behind or in any other situation where you really need a goal.

Counterattack

The team will focus on scoring off defence using counterattacks. Effective when you are up against a tough opponent.

Side Attack

The team focuses on attacks down the wings. A good choice for formations featuring players out wide.

Centre Attack

The team attacks through the centre of the defence. Effective when the opponent is relatively weak up the middle.

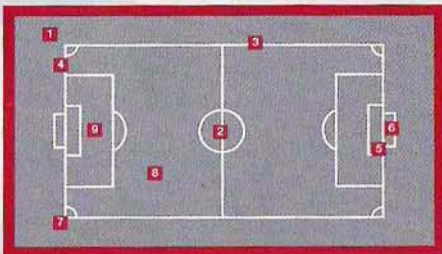
Forward Pressure

The team's forwards play aggressively up field in an attempt to win the ball from the defence. A quick attack after winning the ball offers a good chance for a goal.

The Rules of Play

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.

Basic Rules

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.



Light Injury



Heavy Injury



Recovering

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.

Attack! Basic Attacking Controls

Analog Controller (DUALSHOCK®2)



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.

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.

Game Controls | Attacking

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.

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.

Game Controls | Attacking

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.

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

Marseille 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.

Game Controls | Defending

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.

Game Controls | Defending

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.

Game Controls | Defending

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.

Game Controls

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

Press the ◻ button to take a shot. The height of the shot can be adjusted depending on the length of the gauge. Also, the path of the ball can be controlled with the following commands.

Hard shot: Up on the directional button + ◻ button

Weak shot: Down on the directional button + ◻ button

Slightly hard shot: R1 button + ◻ button

Slightly weak shot: R2 button + ◻ button

Bend the shot: Push left or right on the directional button

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

Game Controls

Set-Pieces

Free Kicks with Two Players

Changing number of kickers

When the Name Panel is showing over the player icon, you choose whether to have one or two players stand close to the ball by pressing the SELECT button. You can position the second kicker, who is closest to the ball, to the right or left of the ball.

Using the second kicker

Hold down L1 button while passing or shooting to have the second kicker perform the action.

Rolling the ball forward with the second kicker

Press the R3 button to have the second kicker roll the ball forward. Distance depends on the length of time the button is held. The first kicker, who is the kicker farthest from the ball, will run towards 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.

Game Controls

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

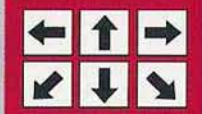
End replay: START button

Rotate camera: L1/R1 buttons

Switch players: L2/R2 buttons

Zoom in: Directional button UP

Zoom out: Directional button DOWN



GAME/PLAYER SETTINGS

When a mode is selected, a Setup Screen is displayed. Use the directional button to select options, the **X** 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.

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 **|** (slow) to **|||||||** (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).

<1>: Display the name entered under "Cursor Name" in the Options Screen.

Player Name: Display the player's name.

Load: Loads a name stored on a separate memory card (8MB)(for PlayStation®2)

* See "Cursor Name Entry" on page 50 for details on how to enter a name for the cursor

GAME/PLAYER SETTINGS

Team Selection

Team Selection

Select the team that is to take part in the match. Use the **X** 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

Difficulty Level

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



Condition

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

Extra Time Format

ON: Choose whether a match can go into extra time or not, and whether extra time golden goal or silver goal rules apply.

OFF: Choose whether a tied result leads to a penalty shootout or not.

Time of Day

Choose an afternoon or evening match, or random.

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.

Referee

Select the referee.

Support Stance

Home and Away

Neutral

Player

The crowd supports the home team.

The crowd supports both teams equally.

The crowd supports the player's team.

During games against another user, support reverts to neutral.

Match Mode

Match Mode



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 136 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 right 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 136 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

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
Cumulative Cautions

Total of 20 teams, 38 matches
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.
Ban from the next match.

Red Card



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.
Ban from the next match.

Red Card



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.
Ban from the next match.

Red Card

League Mode



French League

League Rules
Cumulative Cautions

Red Card

Total of 20 teams, 38 matches
Players who accumulate three yellow cards are banned from appearing in the next match.
Ban from the next match.



Spain : "Liga Española"

League Rules
Cumulative Cautions

Red Card

Total of 20 teams, 38 matches
Players who accumulate five yellow cards are banned from appearing in the next match.
Ban from the next match.



English League

League Rules
Cumulative Cautions

Red Card

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.
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.

League Mode

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.

Pt	Victory points	F/A	Point difference
W	Total victories	Yellow card	Yellow cards
D	Total draws	Red card	Red cards
L	Total losses	O	Victory
GF	Total points gained	X	Defeat
GA	Total points lost	Delta	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 Mode

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.

The International Cup

Participating Teams Tournament Style

32 national teams (choose any one)

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).

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).

Miscellaneous



The European Cup

Participating Teams Tournament Style

16 European national teams (any are selectable)
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).

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).

Miscellaneous



The Africa / America / Asia-Oceania Cups

Participating Teams Tournament Style Miscellaneous

All teams from the respective areas.

Knockout tournament

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)).



Cup Mode

The Konami Cup

Participating Teams Tournament Style

Free choice from national or club teams

Choose between league groups or a knockout tournament.

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.

Miscellaneous



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

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.

Master League Mode

Team Selection

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



League Selection

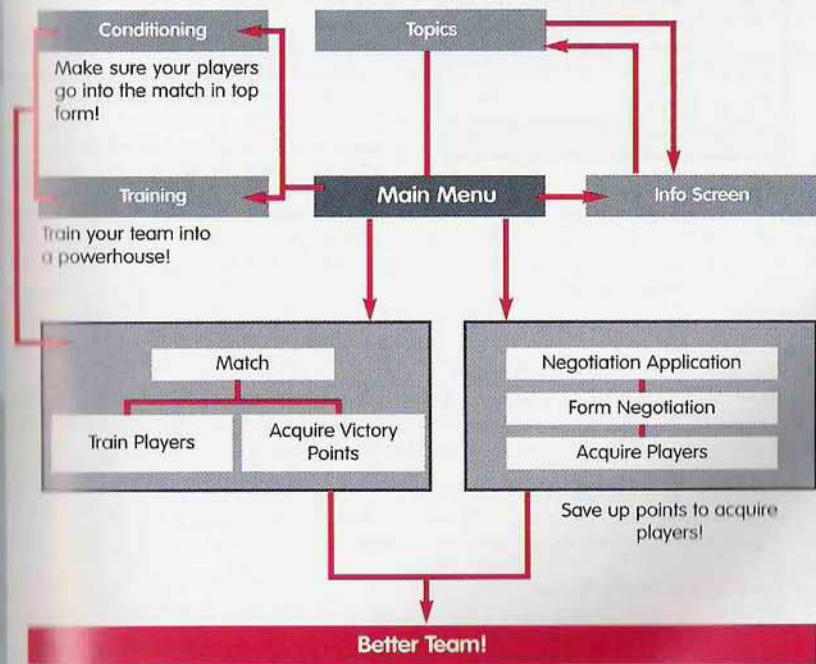
Select which league your team will join. The composition of the team will change depending on the league. You will start from Division 2 in your chosen league.



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.

Game Flow



Master League Mode

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
A red indicator means that you do not have enough points for coming season's payments.

Accumulated Points and Total Players' Salaries
A red indicator 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: Positions 3-6 4 Enter from the qualifying group.
- League Division 1: Positions 1-2 4 Enter from the first round.

Conditions for WEFA Masters Cup Entry

- Cup Division 1: Victory (But entry into the WEFA Championship takes precedence)
- WEFA Championship qualifying group: Position 3.
- WEFA Championship first round: Position 3 or 4.

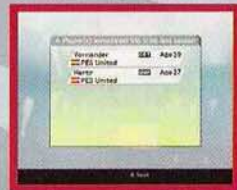
Master League Mode

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.

Master League Mode

DATA

Calendar

This displays match fixtures and results.

Week	Participate in one				Participate in one		Negotiation 11 games	National Representation Match 4 Matches
	D2 League 14 matches	D2 Cup 5 matches	D1 League 30 matches	D1 Cup 7 matches	WEFA Master's Cup 7 Matches	WEFA Champion-ship Cup 17 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					
9	Match 3		Match 9	First Round Match 1				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 quarterfinal		
25		Second semi-final	Match 21		First round- Match 2	Second quarterfinal		
26	Match 12		Match 22		First quarterfinal			
27	Match 13		Match 23		Second quarterfinal			
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				
32			Match 27					
33					Final	Final		
34			Match 28					
35			Match 29					
36			Match 30					

Master League Mode

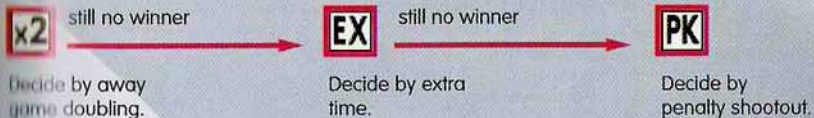
Week	Participate in one				Participate in one		Pre-season 8 matches	Negotiation 11 games	National Representation Match 4 Matches
	D2 League 14 matches	D2 Cup 5 matches	D1 League 30 matches	D1 Cup 7 matches	WEFA Master's Cup 7 Matches	WEFA Champion-ship Cup 17 matches			
37							1	Match 5	
38							2	Match 6	
39							3	Match 7	
40							4	Match 8	
41							5	Match 9	
42							6	Match 10	
43							7	Match 11	
44							8		

Match Results

PL United	Home Points
3 0 - 2 5 COM	
WE United	Away Points

0 = Victory X = Defeat

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



Master League Mode

League Information

League Mode / Master League Mode

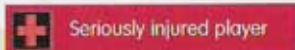
This displays information about league matches in your division.

Rankings Table

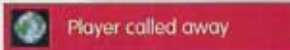
This shows information such as ranking and points. After the league tournament, this is where you can check the MVP, the top point scorer, and the top assister.

Team Information

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



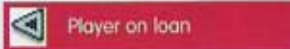
Seriously injured player



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.

Master League Mode

Records Room

League Mode / Master League Mode

This is where the combined total of all past results is displayed.

Goal / Assist Ranking

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.

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

Save your current players onto a memory card (8MB)(for PlayStation®2). You can also load match data and view past elevens. The saved data can be used in Match Mode and Training Mode as "Master League Special Team" data.

• MEMORY CARD slots

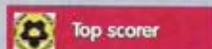
MEMORY CARD slot 1(1-A) is the default at the start of the game, but it is possible to change which MEMORY CARD slot is used when you load or save data.

Season Results

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



MVP



Top scorer



Top assister

PROVE YOU'RE BEST. BEAT THE BEST.

KONAMI

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nationallleague



04

05

pesleague.co.uk

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Konami, in association with Virgin Megastores and LYCOS.co.uk, have now expanded the league to 18 venues across the British Isles. Up for grabs are an even more lavish range of prizes and a trip to the European PES Championships.

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MASTER LEAGUE MODE

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
- N** New players, not yet affiliated to any team
- O** Players belonging to teams outside the Master League

MASTER LEAGUE MODE

All Player Display

View a list of all available players.

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

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.

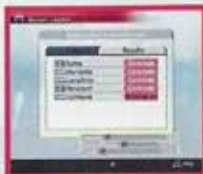


MASTER LEAGUE MODE



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 **X** 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 $\div 2$). 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.

MASTER LEAGUE MODE

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 \pm 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 \pm 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.

MASTER LEAGUE MODE

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]

MASTER LEAGUE MODE

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).



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 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

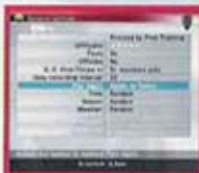
Set the difficulty level for the entire Master League, including COM team level, negotiation success rate and movements in the transfer market.

- Once a game has started, you can only change its level during the off-season period.

TRAINING MODE

(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.

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 X button. Press the X 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.

TRAINING MODE

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

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(I)-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 4" 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.

EDIT MODE

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.

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.

EDIT MODE

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.

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.

Flag

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

Emblem

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

Shared Stock

You can create a combined stock of up to 64 flags and emblems. You can delete flags and emblems, but any teams using them will be forced back to the default flag or emblem.

Flag / Emblem Interchangeability

You can use any flag as a team's emblem and any emblem as a team's flag, including the default flags and emblems. To use an emblem as a team's flag, you must set the base flag type and colour.

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

Info

Current flag

Layer list

Link

Display On/Off



X : 23
Y : -13
W : 14
H : 25
R : 0

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



Font



Flag / Emblem



Colour

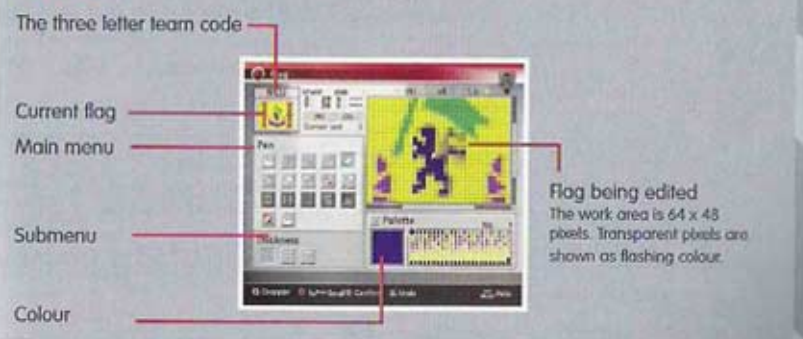


R: Red Set between 0 and 255.
G: Green Set between 0 and 255.
B: Blue Set between 0 and 255.
A: Transparency
 Set between 0 and 255.
 (This cannot be set for the base or background colour)

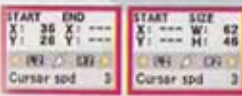
Pixel Editor

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



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



Pen

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.

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.

Options

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.

Copy Saved Data

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

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.



Cursor Name Entry

Change the Cursor Names used in the game. You can also save these changes to the Option File.

Sound Setting

Here, you can change the sounds produced in the matches.

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.

Credits

The people who brought you Pro Evolution Soccer 4.

Options

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 (I-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 (I-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 **X** 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.

Annotations for Formation Setup:

- Home Side / Away Side
- Players
- L1, R1 buttons: Change display
- L2, R2 buttons: Change display
- Player number
- Attack mindedness
- Defence mindedness
- Formation
- Overall strength and condition during the game
- Fatigue levels
- Cards
- Cumulative Card Total
- Kickers

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 **X** 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.

Set Position

Select a position 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.

CF	Centre forward	Tries to score goals from a position in front of the opponent's goal.
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.
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.
GK	Goalkeeper	Blocks shots and protects the goal.

Defenders
Midfielders
Forwards

Max	5	6	4
Min	2	2	1

Set-Up

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 fire quickly.

B: The strategy will be pursued at a normal level.

C: The strategy will not be pursued very actively, but the players will fire 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.

Set-Up

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 for 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.

Set-Up

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 **X** button to confirm. Attack-mindedness can be increased in a maximum of two directions. When you have finished adjusting the settings, press the **X** 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 teammates.
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).

3 C V	Covering
4 Z N	Zone Mark
7 9	Man Mark
2 10	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.



Set-Up

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.



PK: 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 **X** button to copy data, and press the **X** 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 (BMB) (for PlayStation®2)

Load Load formation data into stock from a memory card (BMB) (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

Set-Up

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	Summs 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 (BMB) (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.

Game

During The Match/Game Screen

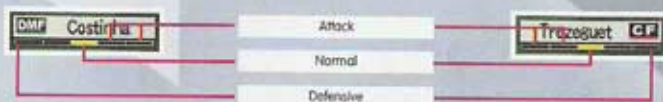
Display settings can be altered by selecting "Change Display" from the Pause Menu.



Adjusting the Attack/Defence Level

L2 button + R1 button: Increase the attack level

L2 button + R2 button: Increase the defence level



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

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 **X** button

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.

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 control with the ball.



Passes Between Players

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

Save

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)

D	Options File 1296 KB or more
ML	Master League Data 804 KB or more
C	Cup Data 565 KB or more
L	League Data 563 KB or more
CT	Challenge Training Data 96 KB or more
DR	Original Dribble Challenge Data 117 KB or more
F	Formation Data 72 KB or more
R	Replay Data 347 KB or more
M	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 **X** 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.

Save

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.

Save

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 (I-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 (I-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 (I-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.)

Customer Services Numbers

• Australia	1300 365 911
<small>Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.</small>	
• Österreich	0820 500 535
<small>0.143 Euro/Minute. Rufes Sie diese KundenServiceNummer bitte nur an, wenn Sie Hardware-Support für PlayStation Produkte benötigen.</small>	
• Belgique/België/Belgien	011 516 406
<small>Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.</small>	
• Danmark	33 26 68 00
<small>Man-torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundenservice-numre vedrørende hardware-support til PlayStation-produkter.</small>	
• Suomi	0600-411911
<small>17.00-21.00 ma-ti, 9.79 Euro/min. Ylää asiakaspalvelusivustossa voi käyttää vain PlayStation-tuotteiden laitteiden teknistä käyttöä varten.</small>	
• France	0820 31 32 33
<small>Prix d'un appel local - except du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.</small>	
• Deutschland	01805 766 977
<small>0.12 Euro/Minute. Rufes Sie diese KundenServiceNummer bitte nur an, wenn Sie Hardware-Support für PlayStation Produkte benötigen.</small>	
• Ελλάδα	00321 0678 2000
<small>Εθνική Χρέωση. Παρακαλούμε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελάτη μόνο για θέματα υψοκλήσης υλικού των προϊόντων PlayStation.</small>	
• Ireland	0818 365065
<small>All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.</small>	
• Israel	09 971170
<small>Please call these Customer Service Numbers only for hardware support of PlayStation products.</small>	
• Italia	848 82 83 84
<small>Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se il necessita di assistenza relativa all'hardware dei prodotti PlayStation.</small>	
• Malta	21 344700
<small>National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.</small>	
• Nederland	0495 574 817
<small>Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.</small>	
• New Zealand	09 415 2447
<small>National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.</small>	
• Norge	820 75 050
<small>Man-tir 8.30-16.30. Venligst ring disse kundenservice-numre bare for maskinvareproblemer i forbindelse med PlayStation-produkter.</small>	
• Portugal	707 23 23 10
<small>Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos de PlayStation.</small>	
• España	902 102 102
<small>Tariffa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.</small>	
• Sverige	08 587 822 40
<small>Mån-tors 8-17 Fre 8-15.30. Ring endast dessa kundenservice-nummer för maskinvare-support av PlayStation-produkter.</small>	
• Suisse/Schweiz/Svizzera	0848 84 00 85
<small>Tarif appel national / Nationaler tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.</small>	
• UK	08705 99 88 77
<small>National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.</small>	