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KONAMI

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# PES 2008

PRO EVOLUTION SOCCER™

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## ▲ WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox® Customer Support (see inside of back cover).

## Important Health Warning About Playing Video Games

### Photosensitive Seizures

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

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

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

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

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Thank you for purchasing PES 2008 from Konami. Please read this manual thoroughly before playing the game. Also, please keep this manual in a safe place so you can refer to it easily later. **NOTE:** Konami does not re-issue manuals.

Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date.

► **Getting Started**

If this is your first time playing, press the Start button on the Title Screen to move to the Default Settings Screen. If you have previously saved game data, you will advance to the Top Menu.

► **Default Settings**

First, choose a difficulty level for your game and create system data.  
**Note:** Settings and data will not be saved if system data does not exist.

Before playing a game for the first time, you can select between five different levels of difficulty. You can also change the difficulty after you begin your game.

System data, where all game information is saved, will then be created automatically. After confirming this step has been completed, proceed to the Top Menu.

► **Saving Data and Memory Required**

In order to store and update your "System data" and "Edit data" and save your progress in competitions, you will need a Xbox 360 Hard Drive or a Xbox 360 Memory Unit in memory unit port A. The "System data" and "Edit data" can only be saved to or loaded from a Xbox 360 Hard Drive or a Xbox 360 Memory Unit inserted into memory unit port A. Each file saved to the Xbox 360 Hard Drive or a Xbox 360 Memory Unit requires a certain amount of free space, as the following table explains.

<b>System Data</b>	<b>76KB or more</b>
<b>Master League Data</b>	<b>1MB or more</b>
<b>League Data</b>	<b>1MB or more</b>
<b>Cup Data</b>	<b>1MB or more</b>
<b>Edit Data</b>	<b>1MB or more</b>
<b>Formation Data</b>	<b>60KB or more</b>
<b>Replay Data</b>	<b>4MB or more</b>
<b>Picture Data</b>	<b>316KB or more</b>

► **Top Menu Screen**

The Top Menu select screen provides access to PES 2008's competitions, options and features. Use the directional pad or left stick to highlight the required option, and then press the **A** button to make your selection.

► **Using the Help Function**

PES 2008 is a massive, feature-packed game, but every effort has been made to make it as accessible as possible. When the Help icon appears at the bottom of the screen, you can press the corresponding button to call up the Help Menu to view helpful advice at any time.

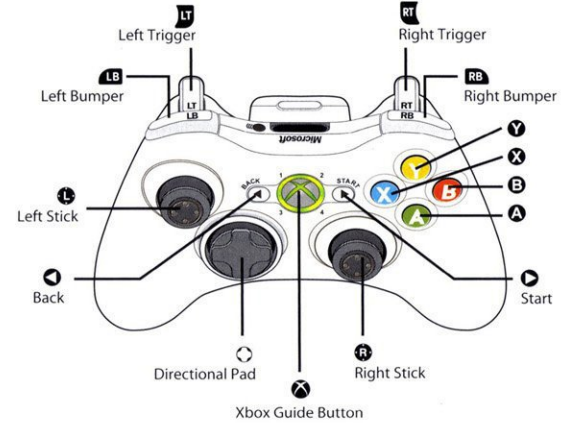
**Note:** This game is presented in Dolby Digital 5.1 surround sound. Connect your Microsoft Xbox 360 to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AV Cable, or Xbox 360 S-Video AV Cable. From the "system" blade of the Xbox 360 dashboard, choose "console settings", then select "audio options", then "digital output" and finally select "Dolby Digital 5.1" to experience the excitement of surround sound.

► **Family Settings**

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings)

**Default Controls**

Use your controller to navigate menu screens. Use the directional pad or left stick to move through menus, **A** button to confirm a selection, and **B** button to cancel or move back through screens.



For the basic controls used during a match, refer to the table below. Read pages 6-9 for more advanced controls. You can change the assignments for each button by going to "Controller Settings" in "System Settings". (See System Settings p15).

For this game, the directional pad and left stick control the same actions. When this manual refers to the "directional pad", you may also use the left stick in the same manner.

**BASIC ATTACKING CONTROLS**

<b>LB button:</b>	Switch between Players
<b>RB button:</b>	Dash
<b>Directional pad:</b>	Player movement, dribbling
<b>Left stick:</b>	Player movement, dribbling
<b>Y button:</b>	Through ball
<b>B button:</b>	Cross/long pass
<b>A button:</b>	Short pass
<b>X button:</b>	Shoot
<b>Right stick:</b>	Special controls
<b>Right stick button:</b>	Manual pass

**BASIC DEFENCE CONTROLS**

<b>LB button:</b>	Switch between players
<b>RB button:</b>	Dash
<b>Directional pad:</b>	Player movement
<b>Left stick:</b>	Player movement
<b>Y button (hold down):</b>	Goalkeeper
<b>B button:</b>	Sliding tackle
<b>A button (hold down):</b>	Tackle/apply pressure with player you are controlling
<b>X button (hold down):</b>	Clearance/Apply pressure with player you are not controlling (hold down button)

## ► Dribbling &amp; Trapping

**Dribbling:** Use the directional pad to move when the ball is at your player's feet.

**Dash Dribble:** Press the **▲** button while dribbling to sprint.

**Extend Time Between Ball Touches:** While holding the **▲** button to sprint with the ball at your player's feet, rapidly press the directional pad two or three times between touches to knock the ball further ahead. You can also achieve the same effect by repeatedly tapping the **▲** button.

**Greater Distance Between Ball Touches:** While running with the ball with the **▲** button depressed, hold the **↔** button and press the directional pad 45° to either side of the current direction of movement.

**Slow Dribble:** Keep the **↔** button depressed while dribbling to perform a "slow dribble". The ball will hardly leave your player's feet as you perform this technique, and it can be followed by a quick change of direction or one of many feints.

**Sidestep:** To move at right angles to the current direction of movement press the directional pad 90° in either direction.

**Stop the Ball 1:** Release the directional pad and press the **▲** button to stop the ball's movement while dribbling.

**Stop the Ball 2:** Release the directional pad and press the **↔** button to instruct your player to stop and face your opponent's goal.

**Jump:** When an opponent executes a sliding tackle, press the **↔** button to attempt to jump over it.

**Control Ball:** When receiving a pass, press the directional pad to control the ball.

**Stop the Ball:** When receiving a pass, press the directional pad while holding the **↔** button to stop the ball and face the specified direction.

**Stop the Ball & Turn to Face Goal:** When receiving a pass, release the directional pad and press the **↔** button to turn to face the opponent's goal while trapping the ball.

**Run Onto Pass:** To instruct a player to turn and run onto an incoming pass without making an initial touch, hold the **▲** button and press the directional pad in the direction that the ball is moving.

## ► Passing

**Note:** Use the directional pad to specify the direction a pass should be played in.

**Short Pass/Head Ball:** Press the **▲** button to make a short pass along the ground or head the ball. Hold the **▲** button for longer to pass to a more distant player.

**Backheel:** Quickly push the directional pad away from the player's current direction of movement and then press the **▲** button.

**First-Time Pass:** Press the **▲** button before your player traps the ball.

**Long Pass:** Press the **○** button. The distance of the pass depends on the length of time that the **○** button is held.

**First-Time Long Pass:** Press the **○** button before your player traps the ball.

**Through Ball:** Press the **▼** button. Holding the **▼** button down for longer will direct the pass to a more distant player.

**First-Time Through Ball:** Press the **▼** button before your player traps the ball.

**Lofted Through Ball:** Hold the **▲** button and press the **▼** button.

**One-Two Pass:** Hold down the **▲** button and press the **▲** button to make a short pass, then press the **▼** button before your teammate receives the ball to execute a return pass.

**One-Two Pass with Lofted Return Ball:** Hold down the **▲** button and press the **▲** button to make a short pass, then press the **○** button before your teammate receives the ball to execute a chipped return pass.

**Pass and Move:** Press the **↔** button immediately after passing the ball to instruct the player to make a forward run.

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

**Manual Long Pass:** Hold down the **▲** button, push the right stick in the desired direction and then press the right stick button to execute the long pass. The strength of the pass is determined by how long the right stick button is held down.

## ► Crossing

**Note:** Use the directional pad to specify the direction of a cross.

**High Cross:** From deep in your opponent's half, press the **○** button.

**Low Cross:** From deep inside your opponent's half, press the **○** button twice.

**Cross Along the Ground:** From deep inside your opponent's half, press the **○** button three times to send in a low cross along the ground.

**Lofted Ball:** Press the **↔** button while delivering a cross to loft the ball high into the air.

**Early Cross:** Hold the **▲** button and press **○** button to cross the ball from any position in your opponent's half.

## ► Shooting

**Notes on shooting:** Press the **○** button to build up the power gauge. Release the **○** button when the power gauge reaches the desired level, and your player will send a shot towards the goal. The length of the power gauge determines the power and height of your shot. Use the directional pad to specify the required direction as the shot is made.

**Shoot:** Press the **○** button.

**First-Time Shot/Head Ball:** Press the **○** button just before the ball reaches your player to make a first-time shot or header on goal.

**Controlled Shot:** Press the **↔** button when the power gauge reaches the desired level to make a shot that trades power for precision.

**Chip Shot:** Hold the **▲** button and press the **○** button.

**Chip Shot Type 2:** For a lob with a lower trajectory, press the **○** button and then press the **▲** button when the power gauge appears.

## ► Tricks &amp; Skills

**Step Over (Long):** Press the **▲** button twice, or press the right stick twice in the direction of movement.

**Step Over (Short):** Press the **↔** button twice.

**Stationary Feint:** When your player is standing still with the ball at his feet, instruct your player to pretend to move with the ball by pressing the **▲** or **↔** button twice. You can also achieve this by pressing the right stick twice in the direction that the player is facing.

**Kick Feint 1:** Press the right stick twice at a right angle to the current direction of movement.

**Kick Feint 2:** Press the **○** button to bring up the shoot gauge, then press the **○** button. For best results, press the **○** button almost immediately.

**Dive:** Fall to the ground intentionally by pressing the **▲**+**▼**+**▲** buttons at the same time. A foul may be called on an opponent or you may end up with a yellow card.

**Turn Feint 1:** Press the **↔** button three times while dribbling. Just a small number of players can perform this move.

**Turn Feint 2:** While dribbling and pressing the **▲** button, quickly press diagonally forward to the direction you are moving on the directional pad. (Diagonally forward means pressing in the direction you are moving and to that direction's left or right simultaneously.) Just a small number of players can perform this move.

**Body Feint 1:** Quickly press the directional pad in either diagonal direction immediately to the left or right of the direction of the run.

**Body Feint 2:** When both player and ball are stationary, press the directional pad twice at a right angle to the direction that the player is facing.

**V Feint:** From a stationary position, hold the **↔** button down and press the directional pad in the opposite direction to that of the player's run, then press the directional pad in a 45 degree diagonal towards the player's strongest foot.

**Mattresses Trick:** With the ball at rest, tap the directional pad 90 degrees to the left or right of the direction that the player is facing, then immediately press and hold the opposite direction. Players must have a Dribbling stat of 70 points or more to perform this trick.

**Leave Ball:** Just before a pass reaches a player, release the directional pad and then press and hold the **▲** button to step over the ball and allow it to continue to another player.

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

**Lift the Ball:** Push the right stick down and then up to flick the ball up into the air.

► **Defence**

**Tackle/Pressure:** Press the **A** button to attempt a tackle. You can also hold the **A** button to instruct your player to automatically close down an opponent and apply pressure. This can be used in conjunction with the **LB** button.

**Close Down:** Hold the **X** button when the opposing team is in possession to have the player closest to the ball (not counting the player you are controlling) close down the player on the ball.

**Sliding Tackle:** Press the **O** button.

**Clearance:** When the ball is deep inside your half, press the **X** button to clear the ball.

**Rush Keeper From Goal:** Press the **O** button while defending to make the goalkeeper sprint towards the ball.

**Goal Kick:** Press the **O** button or the **X** button to kick the ball upfield. Use the directional pad to aim.

**Throw Ball:** When your goalkeeper is holding the ball, press the **A** button to throw the ball to a teammate. Use the directional pad to aim.

**Drop Ball:** When your goalkeeper is holding the ball, press the **LB** button to instruct him to drop the ball at his feet.

**Moving the Keeper:** If you activate the "GK Cursor" option on the Player Settings screen (see p13), you can hold down the **O** button and press the **LB** button to gain active control of your goalkeeper's movement.

► **General Controls**

**Change Player:** Press the **LB** button to switch control to the player closest to the ball.

**Control Player When Ball is Airborne:** When the ball is in the air, hold the **LB** button and use the directional pad to position the player to meet it.

**Super Cancel:** When a player is automatically running after the ball, press the **LB** and **LB** buttons simultaneously to bring the player to a halt, or to regain full control.

**Activate/Cancel Strategies (Manual Mode):** Hold down the **LB** button and then press the **O** button, the **A** button, the **O** button or the **X** button to activate or cancel strategies assigned to those buttons.

**Activate and Cancel Strategies (Semi-Auto Mode):** Press the **LB** button to activate or cancel your chosen strategy.

**Attack/Defence Level:** Press the **LB** and **LB** button together to increase the Attack/Defence gauge level, thus instructing your players to push forward. Press the **LB** and **LB** button together to reduce it.

► **Set-Pieces & Dead-Ball Situations**

**Note:** For free kicks and corners, hold the relevant button down to increase the power gauge to the required level.

**Corners**

**Regular:** Press the **O** button.

**High Cross:** Hold down the **LB** button + **O** button.

**Low Cross:** Press directional pad up + **O** button.

**Along the Ground:** Directional pad down + **O** button.

**Apply Curl:** Directional pad left or right while the power gauge is onscreen.

**Short Corner:** Press the **A** button to send a short pass to your nearest teammate.

**Free Kicks: Passing**

**Short Pass:** Choose a direction with the directional pad and then press the **A** button.

**Regular Long Pass:** Press the **O** button.

**High Ball:** Hold down the **LB** button + **O** button.

**Low Ball:** Up on the directional pad + **O** button.

**Along the Ground:** Down on the directional pad + **O** button.

**Curl:** Left or right on the directional pad while the power gauge is displayed.

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

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

► **Set-Pieces & Dead-Ball Situations (continued)****Free Kicks: Shooting**

**Regular Shot:** Press the **X** button.

**Hard Shot:** Up on the directional pad + **X** button.

**Weak Shot:** Down on the directional pad + **X** button.

**Moderately Hard Shot:** Press the **X** button, and just as the player makes contact, press the **O** button.

**Very Hard Shot:** Press the **X** button + up on the directional pad, and then press the **O** button when the power gauge is displayed.

**Moderately Weak Shot:** Press the **X** button and then, just as the player makes contact, press the **A** button.

**Very Weak Shot:** Press the **X** button + down on the directional pad, and then press the **A** button when the power gauge is displayed.

**Apply Curl:** Hold the directional pad left or right when the power gauge is displayed.

**Free Kicks: General Controls**

**Quick Restart:** This only works with the correct timing when a player is positioning the ball for a quick free kick using his hands. When this happens, specify a direction using the directional pad and press the **A** button to quickly restart the game with a simple pass.

**Changing the Number of Kickers:** Press the **LB** and **LB** buttons simultaneously to cycle through the following free kick configurations: **one kicker** (default), **two kickers** (second kicker: right side), **two kickers** (second kicker: left side).

**Using the Second Kicker:** Execute the free kick while holding the **LB** button to make the second kicker make the shot or cross pass.

**Second Kicker Rolls Ball Forward:** Hold down the **LB** button and then press the **A** button to make the second kicker roll the ball forward. You can then make a shot or pass from open play with the second kicker.

**Alter Kick Direction:** This feature enables you to fool opponents by lining up a shot at one side of the goal, only to then shoot at the opposite side. Press the **X** button and then press the **LB** button when the power gauge appears to shoot to the left, and the **LB** button to shoot to the right.

**Free Kicks: Wall Control**

When the opposing team has a free kick, press and hold the following buttons to control the players in the defensive wall: **Increase/decrease number of players in the wall:** Hold down the **LB** button and press up on the directional pad to add more players to the wall. To reduce this number, hold down the **LB** button and press down on the directional pad.

**All Players Jump:** Press the **X** button.

**Players Hold Position:** Press the **A** button.

**Players Charge Forward + Jump:** Press the **O** button.

**Players Charge Forward:** Press the **O** and **A** button together.

**Random:** No buttons pressed.

**Free Kicks: Goalkeeper**

**Move Keeper Behind Wall:** When the opposing team is preparing to take a free kick, press and hold the **O** button to instruct your goalkeeper to move behind his defensive wall.

**Throw-ins**

**Short Throw-in:** Press the **A** button to throw the ball to your nearest teammate in the direction of the throw.

**Long Throw-in:** Press and hold the **O** button to make a longer throw-in in the direction the thrower is facing.

**Lead Throw-in:** Press the **O** button to throw the ball into space ahead of a teammate.

**Penalty Kicks**

**Kicker:** Press the **X** button and hold the required direction on the directional pad.

**Goalkeeper:** Hold the directional pad to dive.

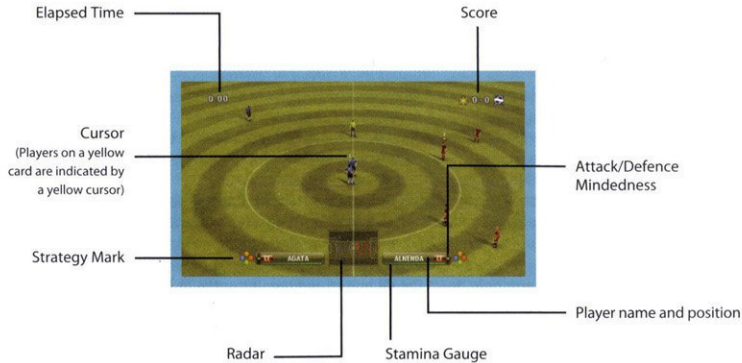
**Fixed and Semi-Fixed Cursor Controls**

**Calling for the Ball:** When a teammate has the ball, press the **LB** button to call for a pass. The more frequently you press the button, the more strident your appeal for the ball will be.

### ► Match Screens

This section explains the various features and functions of screens you will encounter during a match.

### ► Match Display



**Attack/Defence Mindedness:** This gauge indicates your team's current mentality. The redder the bar is, the more attacking the team will be; conversely, a blue bar indicates that a team is pulling back to defend.

**Strategy Mark:** Button symbols representing Manual Strategies appear in this area when active.

**Stamina Gauge:** Displays a player's current stamina. The gauge will turn red when stamina is dangerously low, indicating a drop in that player's performance.

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



#### Returning to the Match (No Injury):

A player is returning to the pitch with a clean bill of health.



#### Returning to the Match (Slight Injury):

A player is returning to the pitch, but is carrying an injury that will have an impact on his performance.



#### Not Returning to the Match (Due to Injury):

An injured player cannot return to the pitch, and must be substituted (if possible).



#### Indirect Free Kick:

An indirect free kick has been awarded.



#### Stoppage Time:

This indicates the game minutes of stoppage time that will be played.

### ► Pause Menu

Press the START button during the match to bring up the Pause Menu. To exit the menu and return to the action, press the START button again or the B button.

**Formation Settings:** Move to the Formation Settings Screen. (See Formation Settings p12)

**Set Piece Taker:** Choose who will take your free kicks and throw-ins. This setting can only be adjusted after you receive a free kick or throw-in. If you select the option of having two kickers for your free kicks, you will need to select two players.

**Change Player:** Substitute players.

**Player Settings:** Takes you to the Player Settings Screen. (See Player Settings p13)

**Select Fixed Cursor Player:** Change the player cursor to "Fixed".

**Command List:** View a summary of the in-game controls.

**Replay:** Watch the previous play again.

**System Settings:** Go to the System Settings Screen.

**Camera Type:** Change the camera style and angle.

**Play Another Match:** Go to the Select Team Screen.

**To Top Menu:** Go to the Top Menu Screen.

**Note:** In Training, the "Play Another Match" and "To Top Menu" options are not included. Instead, the "Training Menu" option is added. Choose this option to move to the Training Menu.

### ► Player Cursor Settings

To keep the cursor set on the same player until you press the A button, go to "Cursor Settings" in System Settings and choose "Semi-Fixed" for your "Cursor Change Speed". Or, by selecting "Fixed", you can set the cursor permanently so that only one player can be controlled. (See "Cursor Settings" p15)

Press the A button when controlling just one player to call for a pass from your team-mates.

### ► Formation Settings

Before starting a match, you can set your team's formation, line-up, captain and set piece takers and other settings on the Formation Settings Screen. Make sure you are well prepared for the match.

### ► Formation Settings Screen

Select the Formation Menu to adjust the various settings. You can also start a match right away.

#### Current Formation

Press buttons as shown on-screen to switch between displays.

#### Stamina and Conditioning

Check players' stamina and conditioning in status displays. Fatigue may also appear, depending on the mode and settings you are using. The more fatigue a player has, the slower they will recover stamina. Tired players are also more prone to injury. A special mark is displayed next to players who are injured or cannot appear in matches.

The green gauge represents stamina, while the arrow shows conditioning. The blue gauge underneath the stamina gauge shows fatigue.

**Special Icons:** The following icons appear on Status Display pages to provide information on player condition and availability.



#### Injuries:

1 Returning to Full Fitness 2 Severe Injury 3 Slight Injury 4 Injury Status Unclear

#### Unavailable:

5 On International Duty 6 Suspended due to Cumulative Yellow Cards 7 Suspended due to a Red Card

### ► Simple Settings

Select key words such as "Attacking" and "Play Balls in Behind" with the **A** button and then choose "Confirm". This will automatically change your formation to match the key words you selected.

**Change Gameplan:** Decide how tactics are activated.

**Key Words:** Some key words, such as "Attack" and "Defensive", cannot be selected at the same time.

**Attack/Defence Level:** Decide how to change attack/defence level.

**Recommended:** Key words which suit your team will be automatically selected.

#### Note: Player Positions

In each formation, players are placed in positions such as centre forward or side back. Each player is already assigned a position where they can play at their best. Please note that placing the player in any other role will decrease that player's abilities.

### ► Changing Players

Select the players you will use during a match. Highlight a player with the directional pad and press the **A** button to make changes.

Press the **A** button to change players automatically. To return to the previous line-up, press the **X** button once more.

#### Player Abilities

Press the buttons displayed on-screen to switch between player abilities. There are normal abilities such as Position, Agility, Pass and Shot, as well as special abilities making a player very skilled in certain areas of his play.

**Note:** If you need details on player abilities, please refer to the Edit Mode of PES 2008, where you can find detailed descriptions for them.

### ► Exhibition

Select a few simple settings and quickly start a match. Follow the steps below to choose your settings. Then get ready for kickoff.

#### 1 Player Settings

For each controller you have connected, decide whether the corresponding players will compete against one another or play on the same team. Also, choose whether you or the computer will control the players during the match.

By pressing the **X** button, you can adjust "Cursor Settings". (See "Cursor Settings" p 15)

**Home/Away:** Press left or right on the directional pad to switch between the home and away sides.

**Manager Mode:** Issue tactical commands while the computer controls the players on the pitch. Switch to Manager Mode by pressing left on the directional pad when the controller icon is on the home side, or by pressing right on the directional pad when the controller icon is on the away side.

**Spectator Mode:** Press the **Y** button to watch two computer-controlled teams play each other.

#### 2 Select Team

Select whether to play with an international or club team and then choose the team you wish to use. To play as your Master League team, select "Load Master League Data". The abilities of the players you are developing in Master League, though, will return to their default values.

*If you want to select a random team, please follow the on-screen instructions.*

#### 3 Select Strip

Press left or right on the directional pad to choose a combination of uniforms for both your team and your opponents.

#### 4 Select Stadium

Choose the venue where the match will be held. Press the **X** button to select a random stadium. Also, by pressing the **Y** button, you can adjust settings for the time of day, season, weather and playing surface.

#### 5 Environment Settings

Choose settings for Difficulty Level, Match Duration, Injuries, Team Conditions and more. Then select "Confirm". Please note that some Environment Settings such as "Rule Settings" and "Player Development" are unique to particular game modes.

#### 6 Formation Settings (p12)

Choose your Formation Settings. The match begins when you are finished.

### ► Master League (p16)

Compete in league play, developing your players and looking to strengthen your team in the transfer market.

### ► League

Choose any team and take part in a league competition. Up to 20 players can join in the fun.

#### Cup

Enjoy various kinds of cup competitions. Create your Default Settings in a similar way to League Mode. Though, this time, you will adjust Cup Settings after choosing which tournament to participate in.

#### Xbox LIVE (p20)

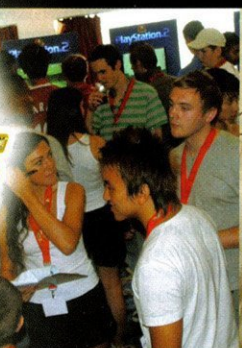
Connect to Xbox LIVE® and enjoy matches against players from around the world.

#### Training

Move your players freely as you practice the game's controls. By adjusting the settings, you can focus on specific areas such as free kicks and corners. Please note that you cannot choose "Spectator Mode" in Player Settings.

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- REVAMPED NEWS SYSTEM – USERS CAN LEAVE THEIR OWN REPORTS AND FEEDBACK ON THE EVENT. ORGANISERS CAN EARN PRIZES FOR CONSISTENTLY GOOD EVENTS
- 2 V 2 RANKINGS COMPATIBILITY
- CUSTOMISED HOME PAGE FOR USERS – DISPLAY ALL THE INFO YOU NEED THE MOMENT YOU LOG IN

# SIGN UP NOW AT [WWW.PES2008.NET](http://WWW.PES2008.NET)



▶ **Edit**

This option enables you to customise many things like teams and players as well as stadium and cup names featured in PES 2008. You can even create your own original club. Activate the Help menu (look for the prompt at the bottom of the screen) to view more detailed instructions on how to use this mode's various options and features.

▶ **Adding your Own Images**

You can add your own facial images to players by using an Xbox LIVE Vision Camera, or similar equipment. Just select the camera icon in EDIT Mode and take snapshots of people's faces and other objects. Data for the photos you take will be saved on your system's hard disk drive.

▶ **Registering a Created Player with a Team**

To register a player you made in "Create Player" with a team, go to "Team" from the Edit Menu and select "Register Player". Then choose the team you would like the player to join. Next, after a list of that team's players appears, either select "Add Player" or choose an existing player to switch with the created player. Finally, select "Other" and choose the player you just made.

▶ **Gallery**

The gallery combines a lot of fun and informative features.

**Playlist Editor:** Listen to the game's background music. You can also change the background music which plays during the game.

**Track Record:** View a history of what you have played in the game.

**Replay Playback:** Watch replays that you have saved.

**Credits:** View staff credits.

▶ **System Settings**

Adjust settings for controls and saving data.

**Controller Settings:** Change how the controls are used. You can also adjust other settings, deciding, for example, how the player cursor is displayed and how it is switched. (See Player Cursor p15)

**On-Screen Display:** Decide the on-screen information and position shown during matches.

**Sound Settings:** Adjust various items related to sound, such as Commentary Volume and Sound Effect Volume.

**Stadium Effects and Pre-Match Scenes:** Determine settings related to stadium effects, including the stadium entrance scene and rising smoke.

**Screen Adjustments:** Change screen position and colour settings.

**System Data:** Enable or disable autosave. Save or load system data.

**Language:** Change the language which is used in the game.

▶ **Cursor Settings**

Go to "Cursor Settings" in "Controller Settings" to change how the player cursor is displayed and how it is switched. Among the items available, "Cursor Change Speed", in particular, has a great effect on the game's controls. Be sure to choose a cursor speed which makes it easy for you to control the action.

▶ **Cursor Change Speed**

**Semi-Auto:** Cursor switches automatically. There are eight speeds to choose from. Press left or right on the directional pad to select a speed. You can also switch manually between players when using this setting.

**Manual:** Control when the cursor switches yourself. When a pass is made, the cursor will automatically switch to the player receiving the pass.

**Semi-Fixed:** Cursor will only change when the **LB** button is pressed. Otherwise, the cursor remains on the same player.

**Fixed:** Cursor stays permanently on one player.

▶ **Cursor Name**

**User Number:** Cursor displays that user's number (1-4).

**Player Name:** Displays the name of the player.

**User Name:** Displays that user's name as it is registered on your system.

**Goalkeeper Cursor:** When this feature is set to "ON" press the **LB** button and the **RB** button at the same time while you are defending to move the player cursor and gain control of the keeper. If this feature is set to "Off" the cursor cannot be moved to the keeper.

### ► Master League

In this, the most absorbing and demanding of PES 2008's single-player modes, you must choose a team and then lead it to success in league and cup competitions over an unlimited number of seasons. As well as generating revenue through success on the field and keeping your squad at peak fitness, you'll need to make astute forays into the transfer market and carefully nurture up-and-coming talent to transform your club into a dominant force in world football.

### ► Master League Preparations

Select "Start New Game" if it is your first time playing. Then, set up your game by following the steps listed below. To continue a game using previously saved data, choose "Load Data".

#### 1 Select Default Players

Decide what kind of players will be available when play gets underway. Choose from three different types of teams as explained on-screen.

#### 2 Select Team

Choose a team and decide which league you want to join.

#### 3 General Settings

Adjust General Settings. Some menus differ from standard General Settings. Also, be aware that some items cannot be changed after play begins.

#### Additional Items in Master League General Settings

**Master League Level:** Sets the level of difficulty for managing your team on issues such as transfer negotiations, etc.

**Player Development:** Sets whether or not a player's abilities can change.

**Note:** When this option is enabled, player ability levels will fluctuate and age will increase as the season progresses. A player that reaches a certain age will retire and reappear as a new player during the next season's mid-season transfer window.

**Transfer Frequency:** Determines how often other teams will enter into negotiations to secure new players.

**Hidden/Classic Players:** Decide whether to allow "Classic Team" players to feature during Master League Mode after certain conditions have been met.

### ► Season Progression

The Master League schedule progresses on a week-to-week basis. Time moves forward with each match that is played. Look to develop your players and protect them from fatigue as you advance through the match schedule. You'll also need to search for new talent and enter negotiations with other teams. Remember, though, that you can only make transfers during the close season and mid-season transfer windows. On top of acquiring new players in the close season, you can also train your squad and compete in friendlies during that time.

### ► Game Over

The game will end should one of the following situations occur:

#### **Negative "P" points Total**

Your "P" points total slipped below zero due to paying too much in transfer fees or player salaries (points disbursed all at once in the last week of the season).

#### **Too Few Players in the Squad**

If your squad shrinks to 15 players or less due to player retirements, etc. the game will end.

### ► Master League Menu Screen

View your points total and information on your opponents. Look through the various menus or go straight to your next match.

**Points:** Earn points by winning matches. Spend points to pay player salaries and acquire new squad members.

**To next Match:** Play a match. Computer versus computer matches will also be played automatically.

**VS:** View information on your next opponents.

**Team Information:** View the calendar and this season's results.

**Team Adjustment:** Change formation and conditioning settings.

**League Information:** View Topics and check other information from around the league.

**Negotiations:** Set filters to search for players and negotiate to acquire them. (See Player Negotiations p18)

**General Settings:** Similar to the Environment Settings when you begin Master League Mode, but you cannot change some items.

**Save:** Save your progress in Master League and change autosave options.

**To Top Menu:** Return to the Top Menu.

### ► Transfer Negotiations

Buying and selling players is invariably the key to enjoying success in your Master League campaign. This section covers the basic use of the Negotiations menu, and also details certain rules and regulations that you should bear in mind.

#### Transfer Rules

- There are two transfer windows: mid-season (weeks 16-19) and close-season (weeks 37-43).
- You can carry out up to five negotiations per week.
- You cannot negotiate transfers if the resultant deal could increase the number of players in your team to more than 32, or reduce it to below 16.
- You cannot make offers for a player that is on loan.
- Contracts for players 32 years old and above are limited to two years. Contracts for players 35 years old and above are limited to 1 year. If the Player Development option is disabled at the Game Settings screen, contracts between one and five years can be offered to all players.

#### Buying a Player: A Step-By-Step Guide

**1: Search for Players** The Negotiations menu has a wide variety of powerful and convenient player search options.

**Tip:** If you are looking to pick up free transfers, select the Search By Group option and visit the Newcomers and Non-Affiliated lists to view available youth players and free agents. You can also sign players created in Edit Mode on this page.

**2: Review Search Results** With a list of potential transfers in front of you, use left and right on the directional pad to switch between the following displays:

**Current Salary:** How much a player earns per season at his current club or, with free agents, their estimated salary requirements.

**Negotiation Difficulty:** The higher the number, the more likely the negotiation will conclude successfully.

**Development Status:** Indicates at what point a player is in his personal development: ↗ (player still improving), ➡ (player at peak of ability) and ↘ (player's abilities in decline). If the Player Development option is disabled, these arrows will not be displayed.

You cannot enter into negotiations for players that are in talks with another club, renewing their contracts, or on loan.

**3: Apply for Negotiations** Highlight the player you wish to bid for, press the  button, and then select the required negotiation type. **Tip:** You can add players to your shortlist for easy access during protracted contract talks by selecting Add to List.

**Transfer:** An agreed fee in "P" Points is paid to the other team once the transfer goes through.

**Loan:** "P" points are paid to a club in return for the loan of a player for a specified number of weeks.

**Trade:** Use this to propose player exchanges. You can also add additional "P" points to make a deal more attractive.

**Renewal:** Contract another season with a player whose contract has expired.

**Contract:** Offer contracts to unattached or created players.

**4: Begin Talks** View and adjust the contract length, transfer fee, and estimated salary for the targeted player. Select "Apply" to make your offer.

**5: Player Response** The player will respond to your offer at the start of the following calendar week. If negotiations have stalled, return to step 3 to resume contract talks.

**6: Transfer** Successful transfers take place immediately on acceptance of a contract. All transfer points will be paid straight away. If the deal takes place during the mid-season transfer window, you will also pay half of the player's annual salary immediately.

### Selling Players

**1: Receive Bid** If a team makes an offer for one of your players, you will receive the bid (and notification of its arrival) at the start of the week.

**2: Discuss Terms** From the My Team screen, select the player under offer.

**3: Respond** View the terms of the deal, then choose to Accept or Refuse. By default, the response will be set to Refuse.

### Transfer Listing & Releasing Players

**1: Select a Player** From the My Team screen, select a player.

**2: Choose Action** Either place a player on the transfer list, which can increase the likelihood of other teams making a bid for him, or choose to release him. If you select the second option, you must pay the specified sum to settle the terms of his contract.

### Contract Renewals

**1: Check Terms** At the start of the close-season period (week 37), you will be notified of player contracts due to expire at the end of the season. Visit the My Team screen and select the relevant player(s) to study their contract length and salary demands.

**2: Decide Course of Action** Choose to either "Renew" to make an offer, or "Decline" to allow the player to leave on a free transfer. Players may refuse your offers; simply continue negotiations when you reach the next calendar week. If a contract has not been agreed by the end of the season, the player will leave the club.

► **Xbox LIVE**

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

► **Connecting**

Before you can use Xbox LIVE, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live](http://www.xbox.com/live).

► **FAMILY SETTINGS**

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

► **Xbox LIVE Menu**

► **Ranked Match Menu**

Play a ranked match and select amongst the following options:

**Quick Match**

Find a game immediately without specifying game criteria.

**Custom Match**

Specify match criteria you wish to play and find a game that fits your choices.

On the search results screen, the status of the connection speed between your and the other player's Internet connection will be displayed on the left side of the gamertag of the creator of the session. You will also find a football icon if the creator has already been challenged or the game has started. In both cases you can not challenge the creator of the match.



Good network conditions, highly suitable for a good match



Medium network conditions, suitable but chances of slight lag



Bad network conditions, not suitable



Network conditions unknown



Network conditions being checked



Playing match



Formation Data loaded



Master League Data loaded

**Create Match**

Specify match criteria you wish to play.

**Player Profile**

Check your profile which includes your rank, points, total number of matches, win %, number of wins, draws and losses, record winning streak, number of disconnections, average goals scored/conceded and teams used in five recent matches.

**Recent 20 Match Results**

Check the results of the last 20 matches played.

**Leaderboard**

View current leaderboards and check your position.

► **Player Match Menu**

Play an unranked friendly match and select amongst the options listed under "Ranked Match Menu".

► **Xbox LIVE Options**

Select between different settings and options.

► **To Top Menu**

Return to the Top Menu.

**NOTES:**

► **Divisions**

There are 5 divisions. Earn Points by playing ranked matches against other players via Xbox LIVE and fight for spots in the higher divisions. Your division will be renewed periodically, based upon your ranking among all players. Players who have not logged in for six days will temporarily be returned to "No Division" until they played again.

► **Division Renewal**

If there has been any movement in your division position since last logging in, the division renewal screen will be displayed once only.

Divisions shall in principle be renewed once a week. Then, the promotion or relegation screen shall display your current ranking and division.

► **Match-Settings for Matches on Xbox LIVE**

The procedure to start and selections before a match are the similar to the offline Match Mode.

A series of horizontal dotted lines for writing notes.

A series of horizontal dotted lines for writing notes.

## ▲ WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see [www.xbox.com/support](http://www.xbox.com/support) or call Xbox® Customer Support (see inside of back cover).

## Important Health Warning About Playing Video Games

### Photosensitive Seizures

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

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

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

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

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### Intro Sequence Music

**"Thank You Very Much"**

Performed by **Kaiser Chiefs**

Courtesy of Polydor UK under license from Universal Music Operations Limited

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This game is presented in Dolby Digital.

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