

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

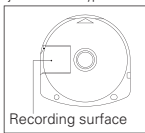
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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Thank you for purchasing PES 2008 from Konami. Please read this manual thoroughly before playing the game.

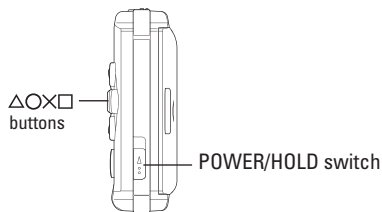
Also, please keep this manual in a safe place so you can refer to it easily later.

NOTE: Konami does not re-issue manuals.

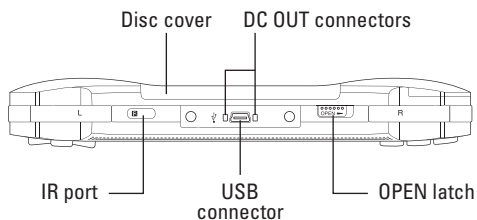
Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date.

GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Pro Evolution Soccer™2008 disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⓧ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

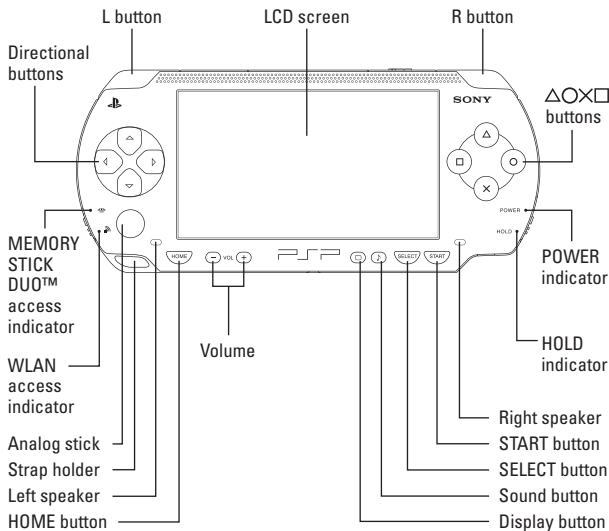
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



► Wireless (WLAN) features

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



Ad Hoc Mode

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

BASIC ATTACKING CONTROLS

L button:	Switch between Players
R button:	Dash
Directional button:	Player movement, dribbling
Analog stick:	Player movement, dribbling
△ button:	Through ball
○ button:	Cross/long pass
× button:	Short pass
□ button:	Shoot
Analog stick:	Special controls

BASIC Defense CONTROLS

L button:	Switch between Players
R button:	Dash
Directional button:	Player movement
Analog stick:	Player movement
△ button (hold down):	Goalkeeper
○ button:	Sliding tackle
× button (hold down):	Tackle/apply pressure
□ button (hold down):	Clearance/close down

► Starting Your Game

Insert a Memory Stick Duo™ with at least 1968KB free space into the Memory Stick Duo™ slot on your PSP™ system, and then load the game.

► Creating an Option File

If this is the first time you have played PES 2008, you will first need to create an Option File. This stores important user data such as button configurations, screen settings, and much more. If no Options File exists then your personal settings and data cannot be saved. When you load the game for the first time, select "Save" from the menu that appears. Your Option File will then be created, and will be loaded automatically in future.

Mode Select Screen

The Mode Select screen provides access to PES 2008's competitions, options and features. Use the directional button to highlight the required option, and then press the **×** button to make your selection.

► **System Settings**

This menu is offering many useful functions, such as the Button Configuration screen and data management controls.

PES Data Control: Use this option to load and save Option Files, copy and delete data, and import data from a Pro Evolution Soccer™ 2008 Option File. If you activate the Auto Save feature, all settings adjustments will be automatically saved to your Option File.

PlayStation®2 Data Link: Receive edited data from the exclusive PlayStation®2 software Pro Evolution Soccer™ 2008. The exact data transmitted depends upon the mode on the senders end. Please refer to the on-screen explanation within the respective mode.

Button Configuration: Use this menu to tailor controller settings to suit your personal preferences. Highlight an action with the directional button and then perform the desired swap with the  button. Use the  button to switch between controls for attack and defense. You can also press the  button to load saved Button Configuration settings from the Option File.

Sound Settings: You can adjust commentary, music and sound effect options here.

Language: Select the language of the in-game text.

► **Gallery**

Visit the Gallery to watch saved replays and create music playlists. Choose the Credits option to be introduced to the team behind PES 2008.

PES-Shop: Pay a trip to the PES-Shop to spend PES “points” on a wide range of bonus features. A small amount of PES points are awarded after every match, irrespective of the result, and in far greater quantities when you win tournaments and leagues. You only receive PES points on the first occasion that you win a particular competition, though, so be sure to spend them wisely!

Playlist Editor will let you set playlist in various game modes and screens. You can use your favorite tunes by storing MP3 files on your Memory Stick Duo or Memory Stick PRO Duo.

You can register up to 64 mp3 files on Playlist Editor. Please note that you need to have all mp3 files in “KONAMI_PES_SOUND” folder under MUSIC folder.

*MP3 audio files cannot be played during the match.

*Supported sampling rate is 44100Hz.

► **Saving Data**

In order to store and update your Option File and save your progress in competitions, you will need a Memory Stick Duo™ with at least 1968KB free space into the Memory Stick Duo™ slot on your PSP™ system.

Each file saved requires a certain amount of free space, as the following table explains.

FILE	SPACE REQUIRED
Options File	1184KB
Master League Data	832KB
Master League My Team Data	128KB
League Data	480KB
Cup Data	480KB
World Tour Data	160KB
Formation Data	128KB
Replay Data	384KB
Wireless Match	160KB

On the main menu screen in each game mode, selecting “Save” will take you to the Save Data Screen. Select where you want to save your data, and then press the  button to confirm your selection. To delete any unwanted save files, enter Options>Data Control>Delete Saved Data.

► **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 SELECT icon appears at the bottom of the screen, you can press that button to call up the Help Menu to view helpful advice at any time.

► Dribbling & Trapping

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

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

Extend Time Between Ball Touches: While holding the **R** button to sprint with the ball at your player's feet, rapidly press the directional button two or three times between touches to knock the ball further ahead.

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

Slow Dribble: Release the **R** button 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 **R** button twice, then immediately press the directional button 90 degrees in either direction.

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

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

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

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

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

Stop the Ball & Turn to Face Goal: When receiving a pass, release the directional button and press the **R** button twice 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 **R** button and press the directional button in the direction that the ball is moving.

► Passing

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

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

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

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

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

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

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

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

Lofted Through Ball: Hold the **L** button and press the **A** button.

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

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

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

Manual Pass: Short pass in the direction in which the analog stick is leaned.

Manual Long Pass: Hold down the **L** button and lean the analog stick in the desired direction to execute a long pass.

Note: When attempting a manual pass with the analog stick, the configuration settings for the analog stick need to be changed to "Type 2". In the same way, when attempting a special move with the analog stick, the configuration settings for the analog stick need to be changed to "Type 3".

► Crossing

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

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

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

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

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

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

► Shooting

Notes on shooting: Press the **O** button to build up the power gauge. Release the **O** 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 buttons to specify the required direction as the shot is made.

Shoot: Press the **O** button.

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

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

Chip Shot: Hold the **L** button and press the **O** 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. If no Options File exists then your personal settings and data cannot be saved. When you load the game for the first time, select "Save" from the menu that appears, and then enter a user name. Your Option File will then be created, and will be loaded automatically in future.

► Tricks & Skills

Step Over (Long): Press the **Ⓛ** button twice.

Step Over (Short): Press the **Ⓡ** button three times.

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.

Kick Feint 1: Press the analog 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.

Kick Feint 3: Press the **Ⓢ** button. When the power gauge is displayed, press the **ⓧ** button.

Kick Feint 4: Set up a cross and, just before the ball is kicked, press the **ⓧ** button.
Kick Feint 5: While dribbling the ball press the **Ⓛ** button three times or the **Ⓡ** button four times. This move can be performed by a very limited number of players.

Body Feint 1: Quickly press the directional buttons 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 buttons at a right angle to the direction that the player is facing.

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

Matthews Trick: With the ball at rest, tap the directional button 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 button and then press and hold the **Ⓡ** button to step over the ball and allow it to continue to another player.

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

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

► Defense

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

Close Down: Hold the **Ⓢ** 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 **Ⓢ** button.

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

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

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

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

Drop Ball: When your goalkeeper is holding the ball, press the **Ⓡ** 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 page 16), you can hold down the **Ⓢ** button and press the **Ⓛ** button to gain active control of your goalkeeper's movement.

► General Controls

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

Control Player When Ball is Airborne: When the ball is in the air, press the **Ⓡ** button twice and use the directional button to position the player to meet it.

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

Activate/Cancel Strategies (Manual Mode)*: Hold down the SELECT button and then press the directional buttons (**⬆**, **⬇**, **⬅**, **➡**) to activate or cancel strategies assigned to those buttons. See page 20 for more details.

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

Attack/Defense Level: Press the SELECT and **Ⓛ** button together to increase the Attack/Defense gauge level, thus instructing your players to push forward. Press the SELECT and **Ⓡ** 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 **○** button.

Low Cross: Press directional button up + **○** button.

Along the Ground: Directional button down + **○** button.

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

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

Free Kicks: Passing

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

Regular Long Pass: Press the **○** button

Low Ball: Up on the directional button + **○** button

Along the Ground: Down on the directional button + **○** button

Curl: Left or right on the directional button while the power gauge is displayed

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

Free Kicks: Shooting

Regular Shot: Press the **○** button.

Hard Shot: Up on the directional button + **○** button.

Weak Shot: Down on the directional button + **○** button.

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

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

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

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

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

Free Kicks: General Controls

Quick Restart: When "Quick Restart" is displayed on the screen after a foul, press the **L** and **R** buttons simultaneously to restart the game with a simple pass. Use the directional button to specify the direction it should be played in before the player kicks the ball.

Changing the Number of Kickers: Press the **L** and **R** 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 **L** button to make the second kicker make the shot or cross pass.

Second Kicker Rolls Ball Forward: Hold down the **L** button and then press the **×** 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 **○** button and then press the **L** button when the power gauge appears to shoot to the left, and the **R** button to shoot to the right.

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

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

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

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

Players Charge Forward: Press the **○** and **×** 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 **△** button to instruct your goalkeeper to move behind his defensive wall.

Throw-ins

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

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

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

Penalty Kicks

Kicker: Press the **○** button and hold the required direction on the directional buttons.

Goalkeeper: Hold the directional button to dive.

Fixed and Semi-Fixed Cursor Controls

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

► **Game Settings**

Before a match can begin, you need to select your team, your opponents, and tailor various match options to suit your personal preferences. In this section we illustrate how to start a friendly Exhibition match, but the same principle applies to all competitions.

► **Player Settings Screen**

Use the directional button to highlight a configurable option, and then press the  button to select it. Press left or right on the directional button to change settings.

1: Player Settings

Choose whether you want to play as the home or away team, then select from one of four different game modes:

 : You control all the action on and off the Field

 : You control the players on the field and the AI takes care of substitutions and tactics.

 : The AI controls the players on the field and you act as manager.

2: Cursor Speed Settings

This option sets how frequently the player cursor switches from one player to another:

Semi-Auto: There are eight speeds to choose from – the fewer blue blocks, the less regular cursor changes will be. The user can also switch manually between players.

Manual: The user controls the switching of the cursor. When a pass is made, the cursor will automatically switch to the player receiving the pass.

Semi-Fixed: The cursor will only change when the  button is pressed.

Fixed: The cursor is fixed on one player and cannot be changed.

3: Goalkeeper Cursor

If this option is set to "ON", you can take direct control of your goalkeeper's basic movement while defending by pressing the  button and  button simultaneously.

4: Cursor Display Settings

Use this option to choose how the player cursor appears during matches. "Default" shows the player number (1 to 2). "Player Name" shows the name of the individual under your control.

5: Load All Settings

Use this to load your previously saved cursor settings.

► **Team Selection/Select Strip**

Team Selection: Pick a team for the upcoming match. If you feel like a challenge, try pressing the  button to pick random teams. Select "Load Master League Data" at the Team Selection screen to play with the team you are using in the Master League.

Tip: If you select your Master League save file the structure of your team will be preserved, but each player's abilities will be reset to their default level. To play as your Master League side with player development data intact, enter Master League mode and select the "Save" option. Now select "Save My Team Data" to store your team for use in Exhibition matches.

Select Strip: Select the strip that will be worn during the match.

► **Match Settings**

These settings enable you to customise the match options. Press up and down on the directional button to move from item to item, and press left and right to change the settings.

Match Settings

OPTION	EFFECT
Game Level	Select one of five difficulty levels from Beginner (easy) to Top Player (hard).
Match Time	Select the length of the match.
Injuries	Select whether players can sustain injuries during a match.
Condition: Home	You can select the condition of the home team from "Excellent", "Good", "Normal", "Poor", "Terrible" or "Random"
Condition: Away	You can select the condition of the away team from "Excellent", "Good", "Normal", "Poor", "Terrible" or "Random"
Lineup Auto Select	The AI automatically selects the starting line-up for the team.
Ball Type	Select the type of ball. You can buy additional balls at the PES-Shop.

Stadium Settings

OPTION	EFFECT
Time	Choose from Afternoon, Evening or Random
Season	Choose from Summer, Winter or Random.
Turf Grain	You can select between Type 1 and Type 2

Rule Settings

OPTION	EFFECT
Match Type: EX	Choose whether a match can go into extra time or not, and whether the "golden goal" or "silver goal" rules will apply.
PK	Choose whether you want a penalty shoot-out to settle the match in the event of a draw. If the "silver goal" rule is active, the match will automatically go to penalties.
Max. No. of Substitutions	Select the number of substitutes permitted during the match.

Effects Settings

OPTION	EFFECT
Ball Effect	When purchased from the PES-Shop, this option activates a special ball effect during replays.

► **Formation Settings**

This screen enables you to select your team, pick (and edit) a formation, and adjust dozens of other strategic settings. For further information, make use of the in-game Help function – just press SELECT when the Help icon appears.

Main Menu

The Main Menu has been introduced as an easy-to-use front end to the traditional Formation Settings screen. It offers the following options:

Match Start: Start the game.

Simple Settings: Configure your strategy by selecting keywords that best suit what you expect from your team, and the PES 2008 artificial intelligence will configure your tactics and team line-up accordingly.

Auto Settings: This option will suggest a formation, tactics and a first team that the PES 2008 AI believes is the best for your chosen squad.

Manual Settings: Provides access to the “classic” Formation Settings options, which enable you to configure every aspect of your team’s tactics.

Disable Top Menu: Select this option to go straight to the Manual Settings screen on future visits to the Formation Settings page.

Manual Settings

Changing the Formation Display: Press the analog stick left or right to toggle the different “pages” of the Formation Display. The default display shows your team’s current formation, but you can also view shirt numbers, movement directions (areas of the field that your players have been told to cover when your team is in possession), and defensive instructions (the longer the arrow, the more concerned a player will be with breaking up attacks than taking part in them).

Changing the Status Display: Press the **L** or **R** button to switch through the different pages of the Status Display. These show player positions, stamina and condition, yellow and red cards, and set-piece takers. In Master League mode, or if you have the “Cumulative Fatigue” option active during league and cup competitions, an additional gauge will appear beneath the players’ Stamina bars as they participate in successive matches. As this gauge fills a player’s ability to regain stamina will be reduced, and they will become more susceptible to injury.

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

► **Match Start/Exit**

Select this option to begin (or return to) a match.

► **Change Player**

This menu enables you to pick your team and substitutes. Select a highlighted player with the **X** button, then choose the desired replacement and press **X** button to implement the switch. Players in the first eleven are displayed in black text, substitutes in blue, and reserves in green. The following additional options are available on the

Change Player screen:

Teamwork Display: Press the **○** button to activate and deactivate the Teamwork diagram.

Auto Filter: Press the START button to automatically pick eligible and appropriate players to suit the current formation. Press the START button again to revert back to the original order.

Ability Display: Use the analog stick to scroll through the different pages of the Ability Display.

Auto Select: Choose a player to be substituted and press the START button to automatically receive a suggested replacement.

Note on Player Abilities: Each player in PES 2008 is unique, defined by strengths and weaknesses that you can study in the Ability Display window. In addition to basic attributes such as height, age, dominant foot and preferred positions, you can view color-coded abilities (capabilities rated between 1 and 99 or 1 and 8) and “special” abilities (stars indicating that a player has a particular aptitude in that area). Tip: you can learn more about the function of player abilities by using the Edit Player option in Edit Mode.

► **Set Formation**

Use the directional button to select your formation. Now pick one of the preset variants for each formation, and use the **L** and **R** buttons to activate and disable a sweeper system in defense. Finally, press the **○** button to confirm your choice.

► **Edit Position**

Select a player, move his button icon with the directional button, and then press **X** to confirm his new position. Press the **○** button with a player selected to change his specific role – for example, central midfielder (CMF), full-back (SB) or striker (CF). Each player specialises in one or more predefined areas of play, so a side midfielder (SMF) may also be comfortable playing as a winger or central midfielder. It’s important to note that putting a player out of position can lead to invisible ability penalties, reflecting his unfamiliarity with that role.

► **Team**

Change Gameplan: This screen can be used to assign manual gameplans/strategies to the directional buttons (**↑**, **↓**, **←**, **→**). You can activate or disable these during a match by pressing the SELECT button + the appropriate directional buttons. You can also choose from three different strategy systems: Manual (you have full control), Semi Auto (you have control of one strategy activated with the SELECT button, and the AI activates the other three at its discretion), and Full Auto (all chosen strategies are under AI control).

Strategy Plan A/Strategy Plan B: Use these options to configure additional formations that can be assigned to Manual Strategy buttons via the Strategy menu. You could, for example, create one system with an emphasis on attack to use while striving for a late equaliser, or a highly defensive formation to preserve a slender lead during the closing minutes of a tight match.

Team Strategy: Adjust the behaviour of your defensive line to suit your playing style. Back Line is used to determine how deep (C) or high (A) up the field your defensive line will sit. The "Offside Trap" option is used to specify how often your defenders should push up to catch opposing players offside, from frequently (A) to rarely (C). Caution: adjusting these options to "A" can lead to your defenders tiring more quickly during a match.

Attack/Defense: The Attack/Defense gauges appear at the bottom of the screen during a match and indicate a team's current attitude, from defensive (blue) to attacking (red). You can adjust these manually in all modes bar Full Auto – see General Controls, page 13.

Manual: You manually change the Attack Level during a match.

Auto Defense: The AI adjusts the gauge towards defense only.

Semi Auto: The AI controls both attack and defense.

Attack Auto: The AI adjusts the gauge towards attack only.

Full Auto: The AI assumes complete control of the Attack/Defense gauge.

Mark Settings: Select "Mark Key Player", and the appropriate member of your team will man-mark the opposition's most dangerous player. Select "Disengage marking" to undo this change.

Select Kicker: Choose players to take corners, free kicks and penalties. If you select "Auto Settings", the AI will automatically pick these for you.

Select Captain: Use this to award the captain's armband to a member of your first eleven.

Change Settings: The two options in this menu enable you to assign responsibility for player substitutions and positional changes to the AI.

► Individual

Use this option to give each player specific instructions for the forthcoming match.

Attack: Assign up to two directional arrows to indicate runs a player should make while your team is in possession. This could be used to instruct a full-back to provide greater support during attacks along his touchline, or for a central midfielder to make runs into the penalty area.

Defense: Adjust how actively the player will track back to defend. This can be set to "High", "Normal" or "Low".

Mark Settings: By default, all players in your team are assigned to zonal marking. Use this option to instruct a player to man-mark a specific member of the opposing team. Use the "Normal" or "Aggressive" settings to determine how closely your player should mark his opponent. Select "Disengage marking" to return to zonal marking. Sweepers cannot be given man-marking duties.

Edit Position: Change a player's position on the field.

Select Role: Pick a player's specific role – for example, should a midfielder play as a DMF or CMF?

Data Management

Use this menu to store, save and load formation settings for future use.

Copy Formation: Copy formation data from one location to another.

Delete All Stock Data: Delete all formations temporarily saved in Stock Data.

Save Stock Data: Save the data held in Stock Data.

Load Stock Data: Load formation data).

Copy Opponent Stock Data: Copy opponent's Stock Data into your own stock.

Exchange Stock Data: Exchange your own team's Stock Data with that of your opponent.

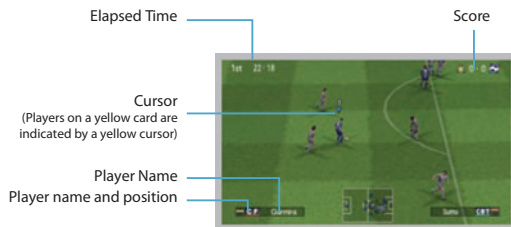
Formation Menu

Use this option to return to the Formation Menu.

► Match Screens

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

► Match Display



Attack/Defense 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: Arrow symbols representing Manual Strategies appear on-screen 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 field with a clean bill of health.



Returning to the Match (Slight Injury):

A player is returning to the field, 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 field, 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.

► **Play Modes**► **Match Mode**

Use this mode to play individual matches against the CPU. If you're keen to play your first game of Pro Evolution Soccer, this is the quickest way to get onto the field!

Exhibition: Play a one-off match against AI.

P1 Quick Start: Use this option to bypass settings screens. Choose P1 Quick Start to play against the AI.

Penalties: Play a penalty kicks competition.

► **League Mode**

Select this mode to play in a single league over one season or more. With the optional cup enabled, can you lead your team to a glorious double?

► **Cup Mode**

This mode offers a wide range of configurable knockout competitions, from the epic 32-nation International Cup to smaller, user-designed tournaments with club teams.

Start New Game/Load Data/Load General Settings/Receive PlayStation®2 Data

Select Start New Game to begin a new cup competition, and resume a saved competition with Load Data. You can also choose Load General Settings to select a saved tournament file to restart from the beginning. Choose "Receive PlayStation®2 Data" to continue a game you have started or continued on your PlayStation®2.

Game Settings

If you choose "New Game", decide on your Game Settings and select a team to lead to cup glory.

► **World Tour**

Clear various challenges as you match up with clubs from across the globe. In each round (continent), you must pass a wide range of tests. Prove that you are the most resilient squad on the planet.

World Tour Flow

While playing matches against teams from around the world, satisfy various conditions such as "Win by at least two goals!" or "Win the match in the last 15 minutes!" A certain number of challenges are waiting for you in each round. You must clear all of them to advance to the next. If you progress through all of the rounds, you will have completed your World Tour.

New Game/Load Data/Receive PlayStation®2 Data

Select New Game to create a competition, or Load Data to resume a previously saved game. Choose Receive PlayStation®2 Data to continue a game you have started or continued on your PlayStation®2.

Starting a World Tour

If this is your first time playing a World Tour, select "New Game". Then choose a team and advance to the World Tour Menu Screen. If you already have saved data, select "Continue" to resume your World Tour. Choose "Receive PlayStation®2 Data" to continue a game you have started or continued on your PlayStation®2.

► **Master League Mode**

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 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 soccer.

New Game/Load Data/Receive PlayStation®2 Data

Select New Game to create a competition, or Load Data to resume a previously saved game. Choose Receive PlayStation®2 Data to continue a game you have started or continued on your PlayStation®2.

Getting Started

Choose "New Game" to begin your Master League career. After you have selected your preferred Player Settings, you will be taken to the Master League Game Settings screen. Select "Master League Original Members" to begin with a fictional squad of only modestly gifted players, "Match Mode Members" to pick a team with its existing player roster, or "Create Custom Team" to create a club from scratch. Don't worry too much about your other decisions – you can revise difficulty options at the Game Settings screen that follows. If you opted for "Create Custom Team", you will first be asked to edit your club and choose your players.

OPTION	RESULT
Game Level	Sets the quality of the AI teams during matches.
Master League Level	Determines the difficulty of the Master League. The higher this is, the more difficult transfer negotiations will be. You will also lose the ability to view certain information displays.
ML Starting Points	Once you have purchased this option from the PES-Shop, you can choose the number of "P" points your club will start with.
Transfer Frequency	Determines how active other teams will be in the transfer market.
Hidden/Classic Players	Choose whether to allow players purchased at the PES-Shop to appear in Master League Mode.
Auto Save Function	Activate this if you want your progress to be automatically saved after each match.
Reset Prevention Function	If this option is active, abandoned matches will automatically count as a win for your opponent.
Strip Selection	Activate this option if you wish to check and change kits before each match.
Lineup Auto Select	Sets whether the lineup is automatically selected or not.
Topics Display	Enable or disable occasional help and information displays.

Select Teams

Choose the team you wish to control, and the remaining teams will be selected automatically. You begin in Division 3.

► Basic Rules

Master League mode simulates a real-life soccer season: you play league matches, and can buy or sell players during two transfer windows (one mid-season, the other at the end of a year). When you win matches and perform well in competitions, you will be awarded "P" points – the Master League's in-game currency. These are used to pay player salaries, and to buy new squad members.

There are three situations that can lead to a Game Over situation:

Insufficient Funds to Pay Salaries: Player salaries are paid in a lump sum of "P" points on the last week of the season. If you don't have sufficient funds to pay your team, the game will end.

Your "P" Point Balance Falls Below Zero: You will be immediately taken to the Game Over screen. Be careful when negotiating multiple transfers! **Squad Size Falls Below 16 Players:** If your squad shrinks to 15 players or less due to player retirements and failed contract negotiations, the game will end.

► Training Mode

Use this mode to practice basic controls, or to master advanced techniques.

Free Training

This option enables you to choose a team and play practice matches against up to eleven reserves. The following tables detail General Settings and Pause Menu options specific to Free Training.

General Settings

OPTION	DESCRIPTION
Fouls	Enable or disable fouls.
Offside	Enable or disable offside decisions.
Goal Kick/Corner Kick/Throw-In	Use this option to specify that free kicks, goal kicks and throw-ins be awarded to your team only.

Pause Menu

OPTION	DESCRIPTION
Resume Training	Quit the Pause Menu and continue training.
Training Menu	Choose different training modes.
General Settings	Visit the General Settings screen.
Quit Current Training	Return to the Mode Select screen.

► Edit Mode

This option enables you to customise the many teams and players featured in PES 2008, and even create your own original club. Use the SELECT button (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.

Edit Player: Create your own unique players, or edit existing players.

Register Player: Use this to transfer players between clubs, call up players to international squads, and to assign players of your creation to teams of your choosing.

Edit Team: Change a side's name, strip and logo. You can also assign squad numbers here. Note: some options are unavailable for certain licensed teams.

Edit Emblems and Logos: Select this option to use a flexible design utility to create badges and logos that can be applied to strips in the Edit Team menu.

Edit Boots: Create new boot types that can be assigned to individuals via the Player.

Edit League or Cup Name: Use this option to rename in-game competitions.

Save Data Management: This option enables you to load or save data and adjust Auto Save settings.

► **Wireless (Adhoc)**

Challenge your friends on the Wireless Mode. Following you'll find details on what is needed and how to use this mode.

► **Required Equipment**

PSP™ (PlayStation®Portable) x 2
"Pro Evolution Soccer 2008" x 2

This software is for use with a WLAN (Adhoc). It is possible to play against other PSP™ (PlayStation®Portable) players by using the Adhoc.

► **Wireless Adhoc**

The following requirements must be fulfilled in order to enjoy Adhoc mode connected play:

- There is a PSP™ (PlayStation®Portable) in the surrounding area which has the game running.
- Ensure the WLAN switch is ON before beginning Wireless gaming (Adhoc mode).
- If the distance between you and your opponent is further than the connected gaming connection range and the connection is lost during a Wireless game (Adhoc mode), play will automatically finish.

Once connected to the Wireless network, select a Lobby which you would like to enter.

Lobby Menu

Search Game	Search for opponents.
Player Info	Results from the last 40 matches can be viewed and your favourite team and players can be selected.
Create Player File	Create player data. Up to 3 sets of Player Data can be stored in the Wireless game data. Use the L and R buttons to switch between them.
Delete Player File	Use this to remove Player Data.
Load Data	Use this to load Wireless Match Data.
Save Data	Use this to store Wireless Match Data.
Auto Save Settings	Turn Auto Save On and Off.
Load Master League	Load Master League Data. If Master League Data is loaded here, Master League Teams can be used for Wireless matches
To Top Menu	Use this to return to the Mode Select screen.

► **Create Player File**

When "WIRELESS" is selected, the function changes to Wireless mode. However, it is not possible to start playing straight away. You must create a Player File before can start to play.

- 1 Select "Create Player File" from the game menu.
- 2 The name entry screen is displayed. Please enter the player data name (5-12 letters).
- 3 Player data creation is complete. Please select "Search Game" from the game menu.

Use the keyboard displayed on screen to enter the "Player name".
If unusable characters are entered a warning message will be displayed.

Note: You will be able to use Master League teams if you have loaded Master League Data by selecting "Load Master League Data".

- Edited player data cannot be used for Wireless matches.
- Master League Data containing Edited Players cannot be used.
- Teams in "Other league C" cannot be used for Wireless matches.

► **Wireless Mode**

It is possible to start games and view results of games here. Make sure the WLAN switch is turned ON and select an item by using the directional buttons, and press the **X** button to confirm.

► **Viewing Player Data**

Game results are displayed in the Player Data to the right of the game menu.

Level	As "Points" are gained, your rank improves.
Points	These build up as you win matches.
Games	The number of matches played.
Win %	Your ratio of match wins.
Wins	The number of matches you have won.
Draws	The number of matches you have drawn.
Losses	The number of matches you have lost.
Average Goals Scored	The average number of goals scored per game.
Average Goals Conceded	The average number of goals conceded per game.
Favourite Team	Your favourite team as selected in "Player Information".
Favourite Player	Your favourite player as selected in "Player Information".

► **Search Game**

Use this to find other players which have started in the surrounding area. Games are automatically searched when "Search Game" is selected from the game menu.

Challenge

When another Player is searching for a game in the surrounding area, the player will appear on the list and the player information is displayed. Either him or yourself can now challenge the other for a match. The game starts if either of you accepts the challenge.

If no challenger has been found after a while, you will be asked if you would like to "Play the game waiting for a challenger". If you select "No", the search for players searching for a game will be carried out again. If you would like to cancel the search, please push the  button. If you select "Yes", you will be taken to "Play the game waiting for a challenger", in which you can play other modes waiting for a challenger to appear. When a challenger appears during that, the line on the upper position of the screen will be red. Let's go back to the Mode Select screen to select Wireless Mode.

Wireless Gaming Important Information

Please select your team and uniform, and configure your formations. A time limit is in place for "WIRELESS", which will advance to the next screen if the settings are not complete. Kick-off takes place when the settings are finished. In "WIRELESS" games, the number of mid-match pauses, along with the number of times a kicker can be selected for free kicks, are fixed. If this number is reached, it will no longer be possible to pause the game or select a particular kicker, so think carefully about when to use these options.

PSP PES2008 can share some of game save data saved on PlayStation 2 version of Pro Evolution Soccer 2008. Connect PSP™ System with PES2008 to PS2 console with PES2008 via USB cable. Edited data, Master League, World Tour, League and Cup game data, can be used on PSP version. Please refer to the software manual of PS2 PES2008 as well.

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