Crossing

RELATED MOVES

MOVE	BUTTON COMMAND	EXECUTION TIPS	GENERAL ADVICE	RELATED PLAYER ABILITIES
Long Cross	◇ + *Long Pass Button*	This standard type of cross is the most powerful, and will usually be played towards the far post area.	Always take your player's favoured foot (and, if you're willing to go deeper, their Weak Foot Frequency and Weak Foot Accuracy ratings) into account before you commit to playing a cross. With some players, it's often advisable to make all crosses with their stronger foot – the results when they use their weaker side can be highly inaccurate.	Agility, Long Pass Accuracy, Long Pass Speed, Teamwork, Passing ●, Playmaker ●
Medium Cross	◇ + *Long Pass Button* x2	Struck with less power and elevation, this second type of basic cross should be used to reach players in the near post area, or to chip the ball into the penalty area for flick-ons. Their trajectory and speed often make them easier to intercept, but they can be used to set up spectacular shots and headers.	See "Long Cross".	Agility, Long Pass Accuracy, Long Pass Speed, Teamwork, Passing ●, Playmaker ●
High Arc Cross	Hold *Special Controls Button* and press ◇ + *Long Pass Button* or ◇ + *Long Pass Button* x2	As with Long Passes, pressing the *Special Controls Button* adds height to the Long and Medium cross types, but sacrifices a degree of speed. These crosses are more difficult for defenders to cut out, as they must usually be cleared with a header, which makes them highly dangerous if you have at least one tall striker with excellent aerial ability. If your opponent's centre-backs have a notable height advantage over your forwards, though, this is obviously a poor choice of cross.	The lower speed of High Arc crosses makes them much less efficient when you need to pick out a moving player. If played too close to a goalkeeper, he will have little difficulty catching the ball, or punching it to safety.	Agility, Long Pass Accuracy, Long Pass Speed, Teamwork, Passing ●, Playmaker ●
Low Cross	◇ + *Long Pass Button* x3	This low cross, drilled along the ground at pace, is generally harder to direct than the other cross types. It is best used during counter-attacks, with a player drilling the ball across the box, behind the defensive line, for a sprinting forward to stab the ball home.	Though it can be useful if you spot an unmarked player in the near post area, the Low Cross is rarely profitable once an opponent's defenders are in position.	Agility, Short Pass Accuracy, Short Pass Speed, Teamwork, Passing ●, Playmaker ●
Quick Low Cross	◇ in direction of movement + *Pass Button* (or *Through-Ball Button*) while very close to (and facing) the touchline in your opponent's half	This move can only be performed inside the "automatic crossing" zone either side of your opponent's penalty area, and you must also be facing the goal line. It's the speed and predictable trajectory of this "hidden" cross type that makes it so dangerous. It is performed instantly, minimising the possibility that the intended recipient will move, and it is always played across the face of the goal.	Be warned: this type of cross can turn into an unexpected pass if you have a teammate very close to your player.	Short Pass Speed
Automatic Cross	*Change Player Button* + *Long Pass Button* + ◇	This command will cause a player to cross the ball from any position on either touchline, and is the principle method of crossing if you prefer to use the Type 4 or Type 5 Long Pass Mode. It can be combined with all the standard cross command variations (double-tap, treble-tap, *Special Controls Button*), though having to hold the *Change Player Button* simultaneously can be a little off-putting at first. However, it can also be used to pump the ball towards your forwards from any position on the pitch no matter which Long Pass Mode you favour.	The Automatic Cross can be used as a very efficient type of clearance when executed in your own half of the field. It can also function as an accurate "long ball" command if you want to simply pump the ball upfield to a waiting target man.	Agility, Long Pass Accuracy, Long Pass Speed, Teamwork, Passing ●, Playmaker ●

AIMING CROSSES 🔘 DVD

Though it's a context-sensitive system complicated by numerous variables and factors, the basic process of aiming "automatic" crosses (that is, those played with the *Long Pass Button* that take place immediately) is actually quite easy to get to grips with. The first thing to take into account is that automatic crosses are aimed at specific players, not regions of the pitch. Therefore, assuming that your player is performing a cross from the bottom right-hand side of the pitch, you should press ◇ to reach a player at the far post, ◇ to reach a player in the centre of the penalty area or close to the near post, and ◇ to play the ball to a teammate just inside or even outside the penalty area. Take a look at the annotated screenshot below for a visual illustration of how this works.

The actual quality of a cross will vary in accordance with the following variables:

• The Long Pass Accuracy, Long Pass Speed and Agility ratings of the player, plus the Passing special ability. Teamwork also plays an important role.

• The speed the player is moving at, the direction he is facing, and his position on the pitch. As with other pass types, if a player needs to twist or turn to play the ball, the accuracy and speed will be commensurately reduced.

• The relative strength of the foot he kicks with, so the Weak Foot Accuracy and Weak Foot Frequency stats also play a big part. A shot played with a player's weaker foot will usually be less accurate.

• The distribution of players in the 18-yard box. For example, if your forwards are standing right next to the goalkeeper, he will usually be the favourite to win any ball that you place into that area. If there's no-one in a good position, it can be better to dodge the attentions of a marker and wait for your players to move to better positions.

• The close physical proximity of a marker. If an opponent is tugging your player's shirt, for example, this may have an effect on the pace and precision of the cross.

Bear in mind that the foot that your player uses to strike the ball will determine how the ball may curl, and whether the cross is inswinging or outswinging. Inswinging crosses (face away from the goal) can be more effective when you would like to reach players around the goalmouth, and outswinging crosses (face the goal-line) are better for reaching players outside the six-yard area, making a run into the box, or even outside the penalty area. It's also worthy of note that crosses made to running players tend to be aimed a little further in front of them, so remember to take this into account.

Confused? Don't be. Use Training mode to practice, and you'll find that it all makes perfect sense after a while. Mastering the art of putting in the best possible cross will take a little longer, though…

SPECIAL CROSSES 🔘 DVD

While "traditional" crossing types work in a wide range of situations, there are additional techniques that you can use to set up your teammates.

USING MANUAL PASSES TO CROSS

A Manual Pass can enable you to make a precision cross to a teammate when they are in specific positions, or pump the ball across with a clear trajectory. Naturally, you can't play the ball at the same acute angles as you could with an "automatic" cross, but you do have complete control over the pace and height of the ball. As you gradually build an automatic understanding of when this type of cross will be appropriate, this can be a powerful addition to your attacking arsenal. It's especially effective when you need to aim the ball at a teammate on the opposite side of the penalty area, which is often a rather hit-and-miss process when attempted by other means.

USING LOFTED THROUGH-BALLS TO CROSS

When your player is near the six-yard box and none of his teammates are in an offside position, a lofted through-ball can be an efficient substitute for a cross. Performed correctly, it can enable you to chip the ball over the keeper and defenders. However, note that this only works when you are deep inside the penalty area – lofted through-balls played from outside the box are slow, and therefore easily intercepted.

THE QUICK LOW CROSS

When your player is inside the "automatic crossing" zone and facing your opponent's goal-line, this type of cross is very fast and surprisingly accurate. As it is made almost instantaneously it can take human opponents completely by surprise, and it's perfectly suited to quick counter-attacks when you notice an unmarked teammate ready to strike in front of goal. It's obviously less useful when the penalty area is crowded.

Shooting

RELATED MOVES

MOVE	BUTTON COMMAND	EXECUTION TIPS	GENERAL ADVICE	RELATED PLAYER ABILITIES
Shoot	*Shoot Button* until power bar reaches required level, ◇ to aim	The length of the button press governs the height and power of a shot, though countless other factors – the direction the player is facing, his shooting ability, the close proximity of a marker, the position of the ball, and the foot used to strike it – all have a bearing on its eventual execution and accuracy. Generally, a short tap will suffice for a low shot inside the penalty area. For longer shots, the most important thing is not to "over-cook" the button press. A slightly less powerful shot that a keeper palms behind for a corner is worth more than one belted over the bar for a goal kick.	For first-time shots, such as headers, toe-pokes, scissor kicks and volleys, different rules apply. See "First-Time Shots & Headers" for more information.	Attack, Body Balance, Agility, Shot Accuracy, Shot Power, Shot Technique, Swerve, Scoring ●. 1-On-1 Score ● Middle Shooting ●

Free Kicks (Offence)

RELATED MOVES

MOVE	BUTTON COMMAND
Quick Free Kick	*Pass Button* + ◇ when player puts the ball on the free kick mark
Aim Shot	◇ or ◇
Standard Strength Shot	*Shoot Button*
Straight Shot	*Shoot Button* + *Through-Ball Button* once the power gauge appears
Strong Shot	*Shoot Button* + ◇
Very Strong Shot	*Shoot Button* + ◇ + *Through-Ball Button* once the power gauge appears
Sloping Shot	*Shoot Button* + *Pass Button* once the power gauge appears
Weak Shot	*Shoot Button* + ◇
Very Weak Shot	*Shoot Button* + ◇ + *Pass Button* once the power gauge appears
Special Shot 1	*Shoot Button* + ◇ + *Through-Ball Button* once the power gauge appears
Special Shot 2	*Shoot Button* + ◇ + *Pass Button* once the power gauge appears
Apply Curl	◇ or ◇ when the power gauge appears
Change Kick Direction	After choosing a direction with ◇, press *Change Player Button* to adjust to the left, *Sprint Button* to adjust to the right
Long Pass/Cross	*Long Pass Button*
Long Pass (High Arc)	*Special Controls Button* + *Long Pass Button*
Kick Along Ground	*Long Pass Button* + ◇
Short Pass	*Pass Button*
Through-Ball	*Through-Ball Button*
Manual Pass	Hold ⦿ in required direction, then press *Manual Pass Button*
Add Kicker 2	Hold *Change Player Button* + *Sprint Button*
Kicker 2 Makes Long Pass	Hold *Change Player Button* as you perform a long pass with *Long Pass Button*
Kicker 2 Nudges Ball For Kicker 1	Hold *Change Player Button* and press *Pass Button*
Kicker 2 Takes Shot	Hold *Change Player Button* as you perform a shot with *Shoot Button*

CHOOSING A KICKER

For shots on goal, Free Kick Accuracy, Shot Power, Shot Accuracy and Swerve are essential abilities. While it's easy to understand the relevance of the first three, don't assume that the Swerve attribute only influences the left or right motion of the ball, as it also dictates the player's ability to make the ball dip once it clears the wall.

Always take your player's dominant foot into account when making an attempt on goal. Right-footed players can curl the ball to the left, left-footed players to the right; in the opposite direction, even the most capable set-piece specialist will struggle to apply large amounts of curve. The exception is when a player performs a long run-up in the Roberto Carlos style: such individuals can generally curl the ball in either direction.

DIRECT SHOTS 🔘 DVD

Training mode has a dedicated Free Kick option, which enables you to practice them from any position on the pitch. We very strongly suggest you take advantage of this feature, and read the following advice to improve your understanding of how the system works.

- **AIMING:** Use ◇ and ◇ to line up your shot. If you need a reference point to judge the exact centre of the screen, look at the number that appears to show the distance from goal, then draw an imaginary line down from it (Fig. 1). Now that you have chosen the point you are aiming for, you need to decide if you would like to apply curl to the ball. If so, you'll need to adjust your aim to the left or right accordingly to take the potential swerve of the shot into account. The higher your player's Swerve attribute, the further you will need to move (Fig. 2). You should also take your player's strong foot into consideration. You should only use the instep of your player's dominant foot to perform curled free kicks – so use a right-footed player if you want to curl it to the left, and vice versa for a left-footed player (Fig. 3).

- **DISTANCE:** The second consideration is to decide how powerful the kick will need to be, based on the distance from goal. The free kick button command table offers general guidelines, but you'll also need to take your kicker's Shot Power and Swerve attributes into account.

- **CHOICE OF KICKER:** The distance from goal will also suggest which player is the best choice to take the free kick. While the Free Kick Accuracy stat is the most important of all, Shot Power and Swerve tend to be appropriate in different situations. The further away from goal you are, the less useful Swerve becomes, as curling shots are much less powerful. Between 17 and 28 metres, it's good to pick a player with a high Swerve attribute, as you will generally be attempting to lift the ball over the wall to swing into the top corner. If you are striking the ball from 28 to 35 metres out, though, a straight shot hit by a player with an impressive Shot Power rating is more appropriate.

- **THE WALL:** Take the time to examine the defensive wall for weaknesses before you line up your shot. If you espy a particularly short player in the middle, you might be able to squeeze a powerful shot through the gap above his head. If the wall is packed with statuesque defenders, you may need to fill the power gauge fractionally more than usual. If your opponent consistently orders his wall to jump as you take free kicks, consider attempting a sneaky low shot if you are between 17 to 20 yards from goal. Just aim at the corner of the goal behind the wall, hold down ◇ and make a brief tap of the *Shoot Button*.

- **HOW TO CURL:** You can apply curl to any type of free kick. For example, if you would like to perform a strong, curled shot to the left, you have to hold ◇. If you want to perform a weak shot with a high trajectory and apply curl to the right, hold ◇. Finally, if you want to perform a standard shot with curl, hold ◇ or ◇ once the power gauge appears.

- **POWER GAUGE:** For first-time Pro Evo players, knowing how best to fill the free kick power gauge before releasing the button can seem an impenetrable mystery. Actually, though, it's really simple. For most shots on goal, it should be at approximately the 50% mark. If you're close to goal, it should be marginally below that level; if you're shooting from range, it should be just over. These general guidelines tend to be true irrespective of the player you use. The power of a shot is not finalised until the player strikes the ball. If your first button press ended too soon, you can actually top up the gauge with an extremely brief tap of the *Shoot Button*.

- **17-22 m**
  `45%`
- **23-27 m**
  `50%`
- **> 27 m**
  `55%`
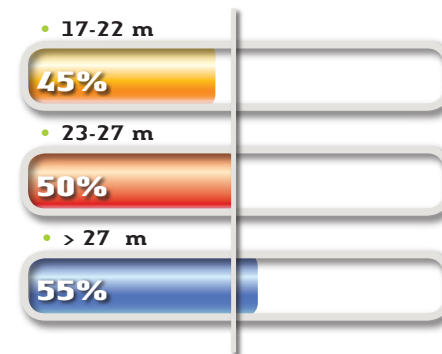
- **DIRECT SHOT TYPES:** The accompanying table shows an overview of all types of direct free kicks. In the columns to the far right you will see a series of bars that indicate whether curving the ball or raw power is most appropriate (or, indeed, if both are applicable). You will also find our suggestion on what the optimum distance is for each type. These are guidelines, of course, and are no substitute for actual first-hand experience. We can't take the varying abilities of every potential free kick taker in PES 2008 into account, which is why we strongly suggest that you spend time in Training mode with your favourite teams. We're constantly amazed by how many online PES players are openly embarrassed by their feeble free kick skills, yet fail to realise just how important this aspect of the game is and neglect to practice. Trust us: even a mere half-an-hour on the training ground can make a big difference.

#	FREE KICK TYPE	SHOOT BUTTON + …	DISTANCE TO GOAL	CHARACTERISTICS	
1	Very Weak Shot	◇ + *Pass Button*	17 – 20 metres	Curve	
				Shot Power	
2	Weak Shot	◇	17 – 22 metres	Curve	
				Shot Power	
3	Sloping Shot	*Pass Button*	23 – 26 metres	Curve	
				Shot Power	
4	Standard Strength Shot	-	23 – 28 metres	Curve	
				Shot Power	
5	Straight Shot	*Through-Ball Button*	26 – 30 metres	Curve	
				Shot Power	
6	Strong Shot	◇	26 – 30 metres	Curve	
				Shot Power	
7	Very Strong Shot	◇ + *Through-Ball Button*	28 – 35 metres	Curve	
				Shot Power	
8	Special Shot 1	◇ + *Through-Ball Button*	23 – 28 metres	Curve	
				Shot Power	
9	Special Shot 2	◇ + *Pass Button*	28 metres	Curve	
				Shot Power	

OTHER FREE KICKS 🔘 DVD

If your team lacks a dead-ball expert, making shots on goal with a player ill-suited to free kick duties is wasteful. However, shots on goal made after a second kicker nudges the ball ahead are a genuinely effective alternative. Take the time to plan ahead and take the direction of the ball push into account. For example, if the second kicker nudges the ball to the "weak" side of the free kick taker, the shot trajectory will be high and curled, as demonstrated by the accompanying screenshots.

01 02 03

Team Instructions

ATTACK/DEFENCE LEVEL

The Attack/Defence gauges are situated at the bottom of the screen during every match, and display the current "mentality" of both teams (Fig. 1). By default, the game AI has control over this in the Semi-Auto setting, but we highly recommend that you switch to the Manual option as soon as you feel comfortable enough to do so. To change it, visit the Set Tactics option, then enter the Controller Support menu. With a little practice, it becomes second nature to adjust the Attack/Defence gauge during a match. The benefits of having full control will soon become apparent.

The problem with the other options, where the AI has a degree of (or full) control over your players' attacking or defensive instincts, is that it can often be at odds with what you're trying to achieve at a given moment. If you're trying to play the ball out of defence, building your attack from your back line, a green "defensive" setting can make your players sluggish to push forward. As a consequence, you can find that you lose possession simply because you lack passing options.

As a rule, the all-out attack and all-out defence settings should be saved for very specific circumstances: when you desperately need to score a goal, and when attempting to preserve a lead (or even draw) at all costs. Even then, you should think twice before using either too casually. Both settings can lead to members of your team abandoning their designated positions, which can be confusing and, therefore, counter-productive.

You should always bear in mind that changing your Attack/Defence level during a match often completely overrides individual player instructions set at the Formation Settings screen. Move to the "attacking" level, and your entire team will push forward, even though you may have configured your side for defence; similarly, the "defensive" level will make a team in an adventurous formation drop deeper and curb their attacking instincts.

01

MANUAL STRATEGIES

Manual Strategies enable you to make immediate predefined tactical changes during a match. However, many PES players tend to overlook them, perhaps regarding them as an unnecessary complication, or too awkward to configure. In actual fact, it's very easy to assign a few to your controller's face buttons and begin experimenting. The true difficulty is knowing *when* to use them – not how.

You can assign a total of four Manual Strategies to the **Pass Button**, **Long Pass Button**, **Shoot Button** and **Through-Ball Button** at the "Change Game Plan" section of the Set Tactics menu (Fig. 2). During a match, your active Manual Strategies appear at either the bottom-left (Fig. 3) or bottom-right of the screen, depending on whether you are playing at home or away.

ATTACK/DEFENCE LEVEL SETTINGS

1. ALL-OUT DEFENCE
2. DEFENSIVE
3. BALANCED
4. ATTACKING
5. ALL-OUT ATTACK

02

03

STRATEGY	DESCRIPTION	STRENGTHS	WEAKNESSES
No Strategy	Has no effect on your team's performance, and can be applied to slots you wish to remain "empty".	N/A	N/A
Centre Attack	All attacking players (midfielders and forwards) will move into more central positions, leading to a more narrow formation.	This is useful if you wish to overwhelm your opponent with sheer weight of numbers in the centre of the pitch.	Leaves you vulnerable to attack on either flank.
Right Side Attack	Players on the right side of the pitch will actively overlap – for example, a full-back will regularly make runs forward to support a side midfielder or winger. Your formation as a whole will move slightly to the right, unless you compensate for this by simultaneously activating the Left Side Attack strategy.	Great for attacking wing play.	Can be tiring for full-backs or wing-backs, and can often leave you exposed in defence.
Left Side Attack	Works in exactly the same way as Right Side Attack, but on the left side of the pitch. Activate both if you want your team to regularly mount attacks from the flanks.	Great for attacking wing play.	Can be tiring for full-backs or wing-backs, and can often leave you very short-handed in defence.
Opposite Side Attack	With this strategy enabled, side midfielders, wingers, full-backs and wing-backs will remain in wide positions rather than moving into the centre of the field, even when play is taking place on the opposite flank. This is only active when your team is in possession of the ball.	This helps your team to maintain width at all times, potentially giving you more attacking opportunities. It also means you can make regular crossfield balls, "spreading" the play to confuse your opponent.	Can leave you short-handed in midfield, and can leave space that could be exploited in a counter-attack. Wingers and side midfielders will also be less inclined to make runs into the penalty area.
Change Sides	When this strategy is active, your side midfielders/wingers and strikers (depending on the formation used) will regularly exchange positions, moving from left to right (and vice versa).	This can be used to confound your opponent's attempts to man-mark a key winger or striker, and adds an element of surprise: which player will appear where, and when?	The time it takes for players to move between both positions (particularly SMFs and WFs) can mean that they spend more time in central positions, leaving you without a much-needed passing option on either wing. It also makes your formation less predictable as you build an attack, which can lead to passing moves breaking down.
CB Overlap	When you select this strategy, you will be asked to select a central defender. Once it is activated during a match, the specified centre-back will rush forward to join the midfield and even attack when you are in possession. He will return to his role in defence when you lose the ball.	If you're dominating play, and really need a goal – while trying to come back from a goal behind late in the game, for example, or when struggling to score against weaker opposition – having a defender push forward can add a new attacking dimension.	This leaves you extremely vulnerable to counter-attacks. If used constantly, it will leave the centre-back utterly exhausted in a very short period of time (30 minutes could be enough to tire him out completely). It will also affect the stamina of neighbouring players (a full-back, for example), who will have to travel greater distances to cover for him.
Pressure	The effect of this strategy is rather subtle, and only applies when your team is not in possession of the ball. When it is active, a player near to an opponent with the ball at his feet will slowly move towards him.	This can make closing down easier in conjunction with the Call For Assistance command (**Shoot Button**).	When active, you may find that players (particularly strikers) will drop into deeper positions, which can make it harder to build attacks once you regain possession.
Counter Attack	Attacking players (strikers, support strikers, wingers) will stay in forward positions.	This enables you to catch opponents out with rapid counter-attacks.	If your attacking players stay forward, it can be harder to defend during periods of sustained pressure.
Offside Trap	This is a unique strategy, and one that requires much practice before it can be used effectively in competitive matches. Shortly after you activate it your back line will step forward in an attempt to catch opposing forwards offside. The strategy is then immediately deactivated.	If you're prepared to practice it, and have a reliable defensive line, you can use this to catch opponents offside by activating it just before they attempt to play through-balls.	If the timing is wrong, you can gift your opponent a free run at goal. This is an expert-level strategy, and one that you should only attempt if you feel confident enough in your abilities.
Strategy Plan A	This will activate Strategy Plan A, which will replace your default match tactics.	Enables you to immediate change your tactics.	If you're switching to a radically different formation, it's best to make the change just before the ball goes out for a throw-in (or similar), rather than having your players adjust their positions while the ball is in play.
Strategy Plan B	This enables Strategy Plan B. If both Strategy Plan A and Strategy Plan B are simultaneously active, Strategy Plan A is given priority.	See Strategy Plan A.	See Strategy Plan A.

TEAM STRATEGY

There are two team-specific settings that you can adjust at the Team Strategy menu (Fig. 4), which have a very significant influence on how your defenders (and, as a consequence, your entire team) will behave.

BACK LINE

You can instruct your defence to defend from deep (C), high up the pitch (A), or somewhere between the two (B).

C: If your back line is very deep, you are less susceptible to instances where players break through your back line (either with the ball at their feet, or running onto through-balls or long passes) with a clear run on goal. However, this also means that there will unusually be more space between your defensive and midfield lines, which can be exploited by opposition players (particularly support strikers and attacking midfielders). It can also lead to situations where your team is constantly pushed back into its own half.

A: If your back line operates much further forward, you can minimise the space between your defence and midfield, denying creative opposition players (attacking midfielders, strikers, support strikers) room to operate in. It also pushes your entire formation forward, which can help you play in a much more attacking fashion. However, there's a constant danger that opposition players with notable pace (particularly wingers and strikers) will be able to break through your defence and enjoy a clear run at goal (Fig. 5).

B: The "B" setting is a compromise. If in doubt, this is the option to pick.

04

05

Using the Team & Player Guide

While much of the information included in the Team & Player Guide tables is self-explanatory, the following annotated diagram explains how each one works.

ENGLAND

[Large data table for England players including Kirkland, Robinson, Foster, R. Ferdinand, Terry, King, Dawson, Ashley Cole, Bridge, G. Neville, Carrick, P. Neville, Gerrard, Lampard, Beckham, Wright-Phillips, Downing, Lennon, Rooney, Owen, Defoe, Andrew Johnson, Crouch with POSITIONS, ABILITIES, SPECIAL ABILITIES and ML columns]

1 Player name and age.

2 The player's "favoured" foot – that is, their stronger side. Consult the Weak Foot Accuracy and Weak Foot Frequency ratings to ascertain how capable a player is of kicking with either foot.

3 This section reveals all player ability stats, and uses the same intuitive colour-coding system employed in the game. Consult page 68 of the Tactics and Strategies chapter for an explanation of each attribute.

☐ 1-74	Average or below-average ability
75-79	Above average ability
80-89	The player is particularly gifted in this area
90-94	World-class ability
95-99	Legendary-grade ability

4 The "special abilities" that each player possesses. Again, you can learn more about these on page 70 of the Tactics and Strategies chapter.

5 For those searching for transfer targets for their Master League team, we've included the different "growth curve" types to help you better judge which players have long-term potential.

Early :		Player peaks at an early age, then declines.
Early (Lasting):		Player peaks at an early age, but maintains this high ability level for a long period.
Normal:		Player reaches his ability peak midway through his career, then steadily declines thereafter.
Normal (Lasting):		Player reaches his ability peak in his mid-20s, but maintains this standard for a longer period.
Late:		Player reaches his peak at a later stage of his career, then declines thereafter.
Late (Lasting):		Player fulfils his potential at a later age, but maintains this standard into the twilight of his career.
Dual Development:		Player hits an initial ability peak, then declines, before hitting a second peak at a later date.

PES 2008 Superstars

The following tables reveal, in no fixed order, the best 20 players in each position in PES 2008. Chosen with a complicated formula that takes the most important attributes for every role into account, these individuals have the kind of world-class ability that makes them an integral part of their respective teams – and, of course, excellent acquisitions for your Master League side.

GOALKEEPER (GK)

PLAYER	TEAM(S)	PAGE(S)	NATIONALITY	AGE
Abbondanzieri	Argentina, Getafe C.F.	96, 141	Argentina	35
Buffon	Italy, Juventus	102, 131	Italy	29
Cañizares	Valencia C.F.	146	Spain	37
Casillas	Spain, R. Madrid	105, 143	Spain	26
Cech	Czech, London FC	100, 110	Czech	25
Júlio César	Brazil, Inter	97, 131	Brazil	28
Coupet	France, Olympique Lyonnais	101, 121	France	34
Dida	A.C. Milan	133	Brazil	34
Doni	A.S. Roma	135	Brazil	28
Dudek	R. Madrid	143	Poland	34
Friedel	Lancashire	109	United States	36
Given	Newcastle United	114	Ireland	31
Hildebrand	Valencia C.F.	146	Germany	28
Landreau	France, Paris Saint-Germain	101, 124	France	28
Niemi	West London White	112	Finland	35
Roma	AS Monaco	123	Italy	33
Sorensen	Denmark, West Midlands Village	100, 108	Denmark	31
Toldo	Inter	131	Italy	35
Van der Sar	Netherlands, Man Red	103, 113	Netherlands	36
Víctor Valdés	F.C. Barcelona	139	Spain	25

SWEEPER (CWP)

PLAYER	TEAM(S)	PAGE(S)	NATIONALITY	AGE
Ayala	Argentina, R. Zaragoza	96, 147	Argentina	34
R. Carvalho	Portugal, London FC	104, 110	Portugal	29
Chivu	Romania, Inter	105, 131	Romania	27
R. Ferdinand	England, Man Red	101, 113	England	28
Heitinga	Netherlands, Ajax	103, 148	Netherlands	23
Kompany	Belgium	–	Belgium	21
R. Kovac	Croatia	99	Croatia	33
Lugano	Fenerbahçe SK	156	Uruguay	26
Maldini	A.C. Milan	133	Italy	39
Márquez	Mexico, F.C. Barcelona	103, 139	Mexico	28
Materazzi	Italy, Inter	102, 131	Italy	34
Mexés	A.S. Roma	135	France	25
G. Milito	Argentina, F.C. Barcelona	96, 139	Argentina	27
Nesta	A.C. Milan	133	Italy	31
Stam	Ajax	148	Netherlands	35
Terry	England, London FC	101, 110	England	26
Thuram	France, F.C. Barcelona	101, 139	France	35
Tulio	Japan	–	Japan	26
Vargas	Chile	–	Chile	31
Yépes	Paris Saint-Germain	124	Colombia	31

ENGLAND

Player	Stronger Foot	GK	CWP	CB	SB	WB	DMF	CMF	SMF	AMF	SS	CF	WF	Attack	Defence	Body Balance	Stamina	Top Speed	Acceleration	Response	Agility	Dribble Accuracy	Dribble Speed	Short Pass Accuracy	Short Pass Speed	Long Pass Accuracy	Long Pass Speed	Shot Accuracy	Shot Power	Shot Technique	Free Kick Accuracy	Swerve	Header	Jump	Technique	Aggression	Mentality	Goalkeeping Skills	Teamwork	Condition/Fitness	Weak Foot Acc	Weak Foot Freq	Injury	Special Abilities	Growing Curve
Kirkland (26)	R	★												30	83	82	63	69	70	88	80	53	58	62	54	70	68	60	78	44	47	47	84	71	75	83	62		2	4	4	C	1-On-1 Stopper	Normal
Robinson (28)	L	★												35	85	89	63	64	68	89	63	57	63	55	57	59	70	42	80	41	41	47	47	85	70	85	70		5	4	4	A		Normal
Foster (24)	R	★												30	82	84	61	73	72	86	70	50	58	50	50	60	66	43	81	46	43	43	45	75	55	65	70		67	5	4	4	A		Normal
R. Ferdinand (28)	L		★	★										65	94	86	83	82	79	92	76	78	77	79	80	83	77	64	80	62	65	67	83	85	83	63	86	50	82	7	5	5	A	Marking / Covering / D-Line	Normal (Lasting)
Terry (26)	L		★	★										60	94	88	83	76	73	84	72	73	70	76	70	76	72	64	80	63	60	62	92	86	76	60	90	55	83	6	6	6	B	Marking / Covering / D-Line	Normal
King (27)	R		★	★			★	★						52	85	87	85	78	77	80	71	70	63	72	70	72	70	57	72	69	65	64	74	87	72	55	69	50	70	5	5	B		Early (Lasting)
Dawson (23)	R			★										57	82	86	83	74	75	76	71	72	70	72	70	72	60	68	60	70	75	72	59	77	72	60	71	50	66	5	5	A		Normal
Ashley Cole (26)	L				★	★				★				77	68	80	92	90	93	84	90	80	87	76	77	82	83	70	80	64	70	74	87	80	85	65	89	50	77	6	4	3	B	Sliding Tackle / Covering / D-Line	Normal
Bridge (27)	L				★	★				★				74	66	76	89	83	82	72	78	76	80	75	77	82	84	68	79	69	71	75	67	78	74	75	77	50	80	7	5	5	A	Covering	Normal (Lasting)
G. Neville (32)	R				★	★								70	75	76	85	76	75	75	76	70	76	75	83	76	62	70	60	64	72	70	80	75	65	89	50	90	7	5	5	B	Long Throw	Normal
Carrick (26)	R						★	★		★				76	69	74	80	78	77	73	78	81	79	90	86	93	75	72	84	75	74	75	69	76	81	64	68	50	72	5	6	6	A	Passing	Normal (Lasting)
P. Neville (30)	R			★			★	★						69	70	75	82	79	78	80	74	74	77	64	62	65	72	72	75	65	50	60	80	6	6	B	Long Throw	Normal
Gerrard (27)	R						★	★	★	★				85	70	89	85	85	84	76	81	80	82	88	99	97	96	82	96	82	75	75	82	83	85	50	80	6	6	A	Playmaking / Scoring / 1-1 Scoring / Middle Shooting / Side / Centre / Outside of the Boot	Normal
Lampard (29)	R							★		★				86	65	82	97	77	78	75	81	85	87	94	89	90	83	92	84	87	83	76	75	82	83	75	50	8	6	5	A	Reaction / Playmaking / Passing / Scoring / 1-1 Scoring / Side / Centre / Penalties	Normal
Beckham (32)	R							★	★					79	65	75	88	75	73	78	73	82	89	90	88	98	96	72	87	50	96	73	66	84	87	50	75	6	5	4	A	Passing / Middle Shooting / Side / Centre / Outside of the Boot	Late
Wright-Phillips (26)	R								★	★	★		★	76	49	72	82	93	92	78	92	83	78	73	78	76	75	76	78	79	65	74	62	72	82	83	68	50	70	5	5	A	Dribbling	Normal
Downing (23)	L								★	★			★	75	56	71	76	83	84	73	77	80	82	73	84	84	72	79	70	77	87	61	72	78	72	66	50	70	4	4	A	Side	Normal (Lasting)
Lennon (20)	R								★				★	79	45	74	78	92	88	77	93	83	90	68	74	74	78	74	73	63	66	64	82	83	68	50	5	5	B	Dribbling	Early (Lasting)
Rooney (22)	R									★	★	★	★	92	50	89	94	86	90	84	85	87	87	81	92	79	89	85	90	91	88	82	80	69	71	88	80	50	80	4	5	A	Dribbling / Tactical Dribble / Reaction / Scoring / 1-1 Scoring / Post Player / Side / Centre	Normal (Lasting)
Owen (27)	R											★		89	35	78	80	91	90	84	85	74	74	70	70	91	79	94	63	65	85	92	85	93	76	50	70	5	5	C	Reaction / Scoring / 1-1 Scoring / Post Player / Penalties	Dual Development
Defoe (25)	R											★		85	43	75	82	86	88	87	90	81	80	70	81	76	84	87	84	71	71	72	84	94	66	50	74	4	5	A	Scoring	Normal
Andrew Johnson (26)	R										★	★		86	39	77	83	90	86	85	83	79	86	68	68	71	67	80	80	80	60	62	70	82	78	88	50	76	5	5	A	Scoring / 1-1 Scoring / Penalties	Early
Crouch (26)	R											★		83	38	81	77	78	72	79	63	82	70	74	67	65	68	80	76	87	66	56	80	72	82	76	68	50	70	5	5	A	Post Player / Centre	Normal

FRANCE

Player	Stronger Foot	GK	CWP	CB	SB	WB	DMF	CMF	SMF	AMF	SS	CF	WF	Attack	Defence	Body Balance	Stamina	Top Speed	Acceleration	Response	Agility	Dribble Accuracy	Dribble Speed	Short Pass Accuracy	Short Pass Speed	Long Pass Accuracy	Long Pass Speed	Shot Accuracy	Shot Power	Shot Technique	Free Kick Accuracy	Swerve	Header	Jump	Technique	Aggression	Mentality	Goalkeeping Skills	Teamwork	Condition/Fitness	Weak Foot Acc	Weak Foot Freq	Injury	Special Abilities	Growing Curve
Coupet (34)	R	★												30	88	83	65	67	70	90	76	50	56	53	50	54	63	46	66	40	77	44	43	45	43	53	62	80	88	74	7	5	5	A		Normal (Lasting)
Landreau (28)	R	★												40	83	81	60	68	73	93	79	50	50	50	57	52	67	40	81	42	43	40	43	83	47	68	81	85	80	7	6	6	A	1-On-1 Stopper	Normal
Thuram (35)	R		★	★	★									59	92	92	76	83	83	89	82	78	75	76	81	75	57	77	62	56	62	78	89	79	76	60	80	50	86	7	5	5	A	Marking / Sliding Tackle / Covering / D-Line	Normal (Lasting)
Escudé (28)	R		★	★										61	82	81	85	73	72	72	71	75	72	70	77	69	83	73	63	83	62	70	66	83	84	80	64	75	50	80	6	5	5	A	Covering	Normal
Gallas (30)	R		★	★										65	87	87	88	83	83	76	75	77	77	69	75	63	61	65	75	60	61	73	85	75	51	70	50	74	5	5	A	Covering	Normal
Boumsong (27)	R		★	★										53	82	85	84	78	79	78	72	72	73	73	74	76	60	83	60	62	61	73	85	75	51	70	50	74	4	4	A		Normal (Lasting)
Givet (26)	L		★	★										58	80	79	80	77	78	80	75	70	77	63	68	72	66	64	55	74	62	55	58	68	85	65	62	78	50	80	6	5	5	A	Covering	Normal (Lasting)
Abidal (28)	L		★	★										58	76	83	86	82	83	66	74	64	64	55	74	66	58	60	74	90	72	69	70	50	70	6	5	5	A	Covering	Normal
Sagnol (30)	R		★	★	★	★	★							74	79	80	88	79	80	83	82	76	74	78	75	91	78	61	76	63	68	77	65	77	65	71	50	84	6	5	B		Normal
Clerc (24)	R			★										67	63	84	82	74	74	73	70	72	71	70	82	70	73	66	66	72	65	68	70	75	50	73	5	5	A		Normal
Makélélé (34)	R						★							64	85	73	90	82	82	88	85	75	70	84	86	70	70	54	72	90	82	62	77	50	93	5	5	B		Late (Lasting)
Mavuba (23)	R						★	★						68	70	72	85	80	82	75	90	75	77	72	73	70	70	72	64	66	63	61	68	80	72	50	69	5	5	A		Normal
Alou Diarra (26)	R						★							61	76	84	80	78	68	78	66	68	70	69	72	66	70	72	75	63	53	54	71	88	69	66	50	72	5	5	A		Normal (Lasting)
Vieira (31)	R						★	★						77	77	91	85	79	79	73	76	78	78	86	91	81	84	72	83	69	70	76	78	80	84	73	82	50	83	5	6	B	Reaction / Passing / 1-Tch Pass	Normal
Toulalan (24)	R						★	★						74	70	81	85	78	73	76	74	78	74	78	78	69	69	70	76	80	69	70	75	50	78	5	5	A	Passing	Normal
Ribéry (24)	R					★	★		★				★	80	45	74	86	90	93	77	88	86	86	81	85	81	80	71	77	71	76	79	64	75	83	82	73	50	6	6	A	Dribbling	Normal
Malouda (27)	L							★		★			★	81	50	81	86	84	77	76	80	85	75	82	77	78	83	78	66	70	79	84	81	75	50	90	7	4	4	A	Side	Normal (Lasting)
Wiltord (33)	R							★	★	★			★	84	43	78	82	87	86	75	84	80	84	78	78	73	76	80	83	70	80	78	50	79	5	5	A		Normal
Henry (30)	R									★	★	★		96	33	82	80	93	96	83	94	98	85	81	83	93	88	89	80	80	96	75	62	90	80	50	4	5	A	Dribbling / Tactical Dribble / Reaction / Scoring / 1-1 Scoring / Post Player / Side / Centre / Outside of the Boot	Normal
Saha (29)	R									★		★		84	44	86	83	91	87	85	84	87	75	78	72	79	84	86	85	73	66	76	85	84	68	50	7	5	A	Scoring	Normal (Lasting)
Anelka (28)	R									★	★	★		85	35	84	87	91	88	77	85	80	82	70	74	75	76	76	77	70	60	88	68	50	76	5	5	A		Early
Trézéguet (30)	R											★		90	40	85	81	78	78	95	72	75	66	74	77	69	66	90	79	95	61	62	94	86	90	50	76	5	5	B	Scoring / 1-1 Scoring / Penalties	Normal (Lasting)
Govou (28)	R								★				★	80	45	76	78	87	88	74	86	84	83	78	78	78	90	75	71	50	75	5	5	A	Dribbling	Normal

Unlockables

Pro Evolution Soccer 2008 features seven unlockable "classic" teams and 13 groups of hidden players that can be obtained by winning specific competitions. The following tables explain what you must do to win them.

CLASSIC TEAMS

TEAM	REQUIREMENT	DIFFICULTY LEVEL
Classic England	Win International Cup with England	Beginner – Top Player
Classic France	Win International Cup with France	Beginner – Top Player
Classic Germany	Win International Cup with Germany	Beginner – Top Player
Classic Italy	Win International Cup with Italy	Beginner – Top Player
Classic Netherlands	Win International Cup with Netherlands	Beginner – Top Player
Classic Argentina	Win International Cup with Argentina	Beginner – Top Player
Classic Brazil	Win International Cup with Brazil	Beginner – Top Player

HIDDEN PLAYERS

PLAYERS	PLAY MODE	REQUIREMENT
Group 1	Master League	Win the D1 League title
Group 2	Master League	Win the D1 Cup
Group 3	Master League	Win the European Championship
Group 4	Master League	Win the European Masters Cup
Group 5	League	Win the England League title
Group 6	League	Win the League 1 title
Group 7	League	Win the Serie A title
Group 8	League	Win the Eredivisie title
Group 9	League	Win the Liga Española title
Group 10	Cup	Win the European Cup
Group 11	Cup	Win the African Cup
Group 12	Cup	Win the American Cup
Group 13	Cup	Win the Asia-Oceanian Cup

GALLERY

The Gallery option in PES 2008 enables you to watch saved replay clips, edit the song playlist or study the Track Record menu. The latter is an extensive collection of statistics, including your accomplishments in competitions, goals scored, fouls, play time, and much more. Xbox 360 owners will find this a useful way to judge how close they are to unlocking certain Achievements.

Edit Mode

Creating or editing teams and players in PES 2008 is a simple process, with easy-to-use menus and onscreen explanations guiding you every step of the way. What's more, the support for the "PlayStation Eye" and "Xbox LIVE Vision" cameras means that you can even import facial textures and club logos if you're a stickler for accuracy. Unfortunately, we simply don't have the space to examine every feature and function of Edit mode. However, we have included a guide to registering players with teams to help first-time players keep their favourite squads up-to-date.

REGISTERING PLAYERS: NATIONAL TEAMS

1: At the main Edit mode menu, select "Teams", then "Register Player", then pick the appropriate national side.

2: Select the player you would like to replace.

3: From the menu that appears on the right-hand side of the screen, choose a replacement player (Fig. 1). These will all have the same nationality as the team you have chosen – you are not allowed to place a German in the Portuguese national side, for example.

4: Finally, confirm your decision. This change will be active in most play modes, but will not apply to online games or previously saved cup, league or Master League competitions. If a player removed from a national side does not play for a club team, you can find him at a later date by looking in the "Others" menu.

CREATING CUSTOM TEAMS

If the league featuring the team you support isn't included in PES 2008, don't despair. The Pro Evo development team has thoughtfully included 18 "blank" teams in the Other Leagues C menu (Fig. 2) that can be edited in any way you see fit. It might seem like an onerous task, but one lazy Saturday of research and data input could be all it takes to create your own favourite national division. See your user manual for further details.

REGISTERING PLAYERS: CLUB TEAMS

1: At the main Edit mode menu, select "Teams", then "Register Player", then pick the appropriate club side.

2: Select the team that the player will be moving to, then select "Add". Choose the player you wish to register from a national side, club team or the Edited Player or Non Affiliated lists (the latter two can be found in the Other menu). If a player is contracted to a club, you must transfer him from there – you cannot select him in his national squad.

3: Now select the team he is transferring to, and press the **Pass Button** to confirm. This change will be active in most play modes, but will not apply to online games or previously saved cup, league or Master League competitions. Each squad can have a maximum of 32 players. If the target club already has that total, you must remove someone from that team first.

REMOVING PLAYERS FROM CLUB TEAMS

1: At the main Edit mode menu, select "Teams", then "Register Player", then pick the appropriate club side.

2: Select the player you wish to remove from his team, and then press the **Through-Ball Button**. Players from the PES 2008 database will be moved to the Non Affiliated list, while your original creations will be returned to the Edited Player list.

Stadium Guide

Everyone has their favourite Pro Evo grounds, pitches that just feel "right" and are always a pleasure to play on. Conversely, though, it's understandable that there might be certain stadiums that you are less enamoured with. Sometimes a particular ground may feature an inexplicable source of irritation, such as shadows from the stand that somehow distract you from your wing play.

It's an entirely subjective thing, of course, but many PES players (as we well know and appreciate) can be very picky about their choice of pitch. The following visual tour of Pro Evolution Soccer 2008's 15 venues will help you pick your preferred stadiums with ease.

- Konami Stadium
- Estàdio da Luzii
- Estàdio Dragon
- Estàdio José de Alvalade
- Bristol Mary Stadium
- Ville Marie Stadium
- Mohamed Lewis Stadium
- Antlion Colosseum
- Teatro Blanco
- Orange Arena
- Catalonia Stadium
- Santiago Bernabeu
- Stadio Olimpico
- San Siro
- Stade Louis II

TURF GRAIN SELECTION

Thanks to a new (and long-awaited) feature addition, you can now choose the style of turf used in each stadium prior to Exhibition matches from the following selection:

Lattice	Diamond Lattice	Circular Pattern	No Pattern

Using the Coaching DVD

With over 80 minutes of footage carefully crafted to help you improve every area of your playing ability, the Coaching DVD has been designed to be used in conjunction with the Coaching Manual chapter of this guide. While you should feel free to simply watch it from start to finish if you like, the following step-by-step guide demonstrates the best way to use both the guide and DVD to learn particular skills and moves.
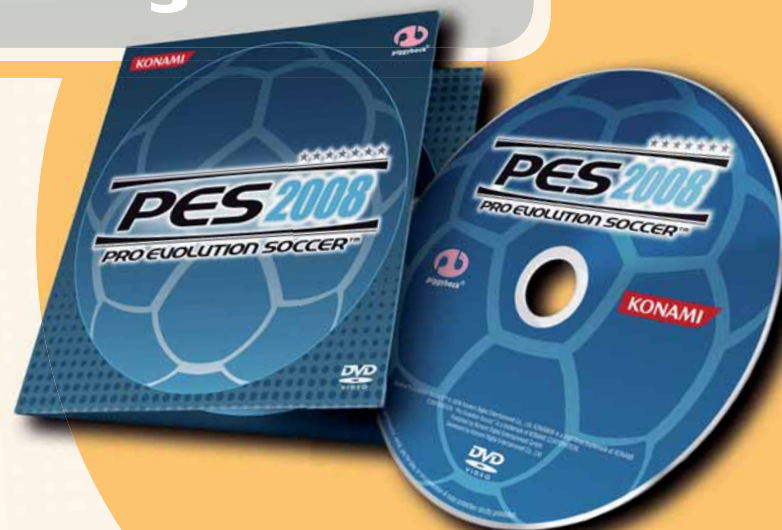
Step 1: Read the appropriate section of the guide.
Let's say that you're embarrassed by your appalling record at set-pieces, and would like to work on your ability to score from dead-ball situations. Open the Coaching Manual chapter, and use the tab system on the right-hand side of each page to flick through to the appropriate page. Then: read away. Sections that are also covered by the Coaching DVD tutorials are marked with a special icon, which we've highlighted here.

Step 2: Watch the techniques in action.
Sometimes, a picture really is worth a thousand words – and if it's a moving picture that sheds light on the required timing for a complex sequence of button commands, perhaps even more. Use your DVD remote to skip to the appropriate tutorial, and then sit back and relax in a suitably studious manner as the tips and tricks suggested in the guide are demonstrated.

Step 3: Try it for yourself.
Using the guide as a reference tool in case you forget anything, start up a Free Training session in PES 2008 and put the suggested advice into action. If you have a separate DVD player, you could even switch straight over to a training match prepared earlier (which tends to save time). This is especially useful if you're keen to work on several areas of your game at once.
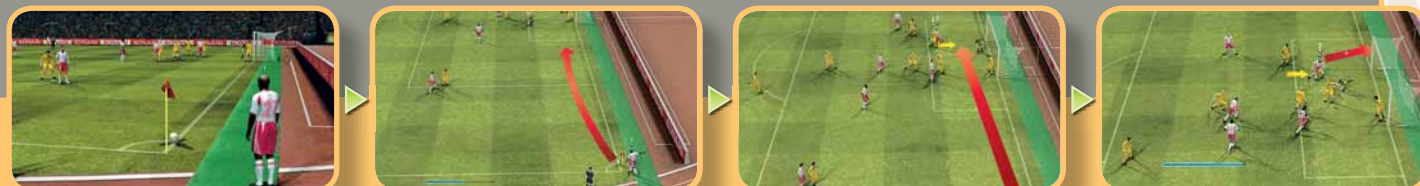
Step 4: Try it on somebody else.
It's generally easy to perform new moves in Training mode after a little practice, especially when the set-up pits your side against a single goalkeeper. To truly refine your newly acquired skills, though, you'll need to put them to the test in a competitive environment. However, note that this can be easier against a friend with a similar skill level, especially where tricks and dribbling are concerned – the Teamvision AI tends to focus on the ball, not the player, and is harder to fool with fancy footwork.

Step 5: Bask in the adulation of the crowd.
So: with your improved set-piece skills, you play a game and win a narrow victory with a late goal from a corner. The imaginary pundits that pass comment on your PES performances (admit it – you hear them too), however, are aghast at your poor approach play, lack of movement in midfield, dearth of creativity and creaking defence. It's back to Step 1 for you – but with another vital ability in your repertoire. Trust us: they soon add up.