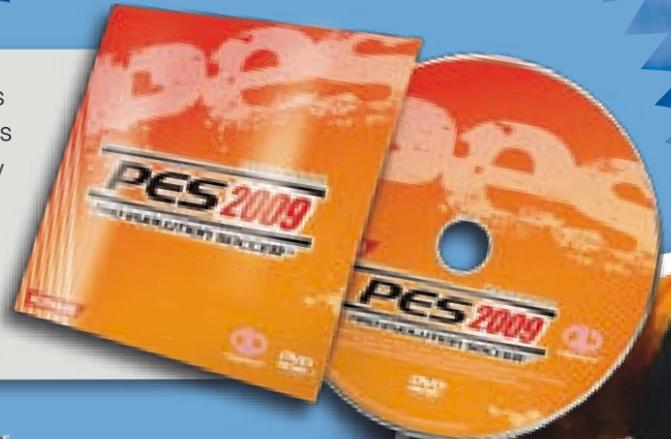


USING THE COACHING DVD

There's no reason why you can't watch this year's all-new Coaching DVD in one sitting if you like: it's designed to be an entertaining and informative study of all aspects of PES, from defensive techniques to tactical tips. For the best possible learning experience, though, you should use it in conjunction with the Coaching Manual chapter.

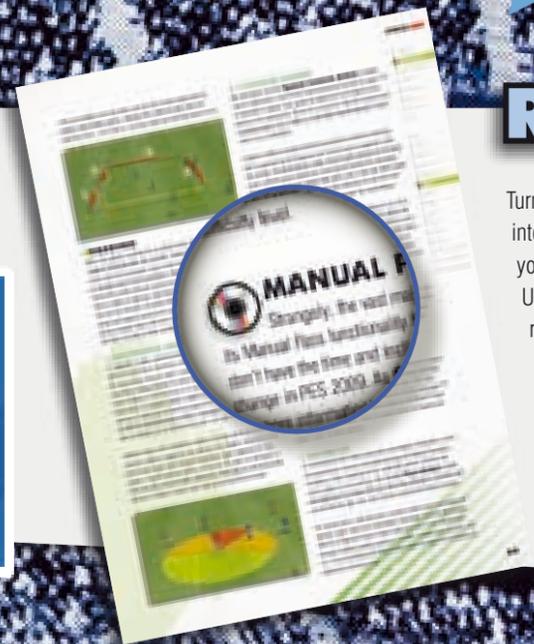


PRACTICE!

Using the guide for easy reference, start up a Free Training session and try things out for yourself. Training mode is a great way to hone the abilities that are less frequently used during matches. Take free kicks, for example – you could expect to have no more than a handful of these in any given match. In Training mode, though, you could easily perform fifty or so in the space of ten minutes. This really makes a difference. With difficult tricks or skills, Free Training gives you the time and space to refine your execution, turning a vague appreciation of the required button presses into an instinctive, automatic action.



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READ!

Turn to the section of the guide that interests you most. Let's imagine that you're having problems in front of goal. Use the vertical tab system on each right-hand page to find the Shooting section of the Coaching Manual chapter, then look for the DVD icon – as pictured here. This icon means that techniques discussed in the text are also covered on the Coaching DVD.

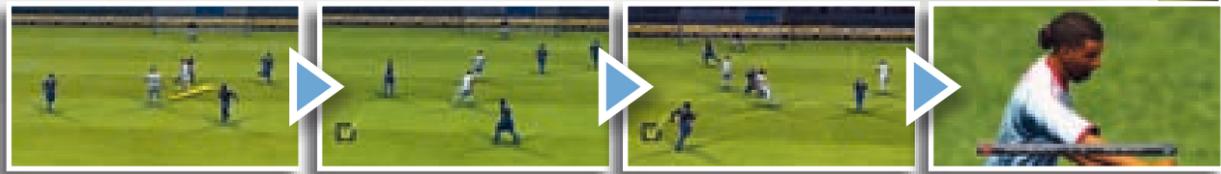


WIN!



WATCH!

Seeing moves in action makes a massive difference, especially if you're new to PES. No matter how descriptive the guide may be, the DVD can illustrate many concepts in a far more immediate way – and you obviously gain a better appreciation of the required timing and positioning.



TACTICS & STRATEGIES DVD SECTION

Making its debut on this year's Coaching DVD, we have a dedicated **Tactics & Strategies** section designed to improve your ability to make strategic adjustments that really make a difference to your performances on the pitch.



ANALYSIS & ADVICE

PASS ACCURACY

Passes of all varieties are generally faster and more accurate when a player makes them to a teammate in front of him. With the obvious exception of backheels, the further away the direction specified with  is from the direction that your player is facing, the more he must (usually) adjust his body position to make the pass. Take a look at the diagram that accompanies this text. With the player facing east, passes made between the compass points north and south will be, player ability notwithstanding, the most precise he can make. Between northeast and north, southeast and south, the accuracy and speed can drop; the further towards west the pass direction is, the less reliable it will be. This advice is especially true of first-time passes. The behaviour of the ball as your player meets it can make it much harder for him to make clean, precise contact.



LONG PASSES

Long passes can be used to add variety and flexibility to your attacking play, but they take time to master. As they are often harder to control than low passes, it's best to gradually integrate them into your attacking game.

I: AIMING

By default, long passes are assisted through auto-aiming code (see Long Pass Modes), with PES 2009 intuitively playing the ball to the appropriate player based on your aim and specified power. This does not apply when you play passes into space where you have no teammates, though – for example, a long-ball over your opponent's defensive line will travel in exactly the direction specified. However, there is a useful technique you can use to fine-tune the direction of long passes. Let's assume that your player is running from left to right, and that you want to play a pass to a player who is positioned slightly to his left. Press the **Long Pass Button** and . Then, just before the player kicks the ball, press . The result is a slight change of the ball trajectory to the left. You can, of course, apply this technique in any direction.

II: POWER

Being able to judge the relationship between the size of the power gauge and the actual distance that your pass will travel is a vital skill. The accompanying diagram illustrates three long pass distances and the corresponding "charge" status of the gauge.



III: LONG PASS MODES

Depending on your playing style, you may reach a point where you begin to find the auto-aiming code used for long passes and automatic crosses rather restrictive. This table explains the differences between the five available modes. Crossing is covered in a dedicated section that begins on page 42.

LONG PASS MODES

MODE	DIFFICULTY	ADVICE
Type 1	★	Long passes are supported by auto-aiming code. The ball is crossed automatically when you press the Long Pass Button when on the touchline deep inside your opponent's half, or when level with their penalty area.
Type 2	★★★	Long passes are entirely manual, with no auto-aiming assistance. Crosses are performed in the same way as with Type 1.
Type 3	★★	Long passes are supported by auto-aiming code. Crosses only take place automatically when you are level with your opponent's penalty area.
Type 4	★★★	Long passes are supported by auto-aiming code. To cross the ball, you must additionally hold the Change Player Button .
Type 5	★★★★★	Long passes are entirely manual, with no auto-aiming assistance. To cross the ball, you must additionally hold the Change Player Button .

IV: SCENARIOS

When both formations become compressed on one side of the pitch, "switching the play" by using a cross-field ball to reach a teammate on the opposite touchline is a simple yet effective way to create space. Even if you ignore all other applications of the basic long pass, this is one skill that you should definitely use. While side midfielders and wingers tend to move infield, full-backs are more inclined to stay close to the touchline when you are in possession. In its most basic form, the cross-field ball is an escape plan; a way to retain the ball when

your opponent has pushed you out onto the flanks and is forcing you back into your own half. However, you should always take the higher and perhaps slower style of these passes into account – unlike PES 2008, you really need to ensure that an opponent isn't within around ten metres of the targeted player before you pass.



Long passes can also be employed to play direct, angled passes into the channels for your forwards to run onto. The basic passing speed is often too fast for this type of speculative ball, so use the **Special Controls Button** to play the "high arc" variant. The reduced momentum and lofted trajectory will give you more time to run a player into position to collect it. This tactic works well if your opponent is playing a high back line, and if you have plenty of pace in attack.



If you play with a traditional target man, long passes can be employed if he has a clear height advantage over his marker. Naturally, this only works if you are using a formation in which there are support strikers, wingers or attacking midfielders nearby to receive cushioned headers and flick-ons.



THROUGH-BALLS & ONE-TWO PASSES

Many PES players are happy to base their gameplan on short passes, dribbling and crossing, employing basic low through-balls in attacking areas only. There's nothing wrong with this approach per se; it's a natural and instinctive way to play the game. However, when pitted against a player who uses tactical options (such as, say, switching to a defensive 4-5-1 when they lose possession) and an intelligent mixture of marking and pressing, it becomes extremely difficult to create space.

If you want to engineer chances against a well-drilled defensive unit, you need to vary your build-up play, and create plenty of movement in midfield. Clever use of through-balls and one-two moves is, more often than not, the key to unlocking the most obstinate defences.

I: THROUGH-BALLS

There are many situations where through-balls are a dangerous and effective alternative to "normal" passes. Lofted through-balls are more suited for use on the open wings, while low through-balls are perfect for central areas as you conspire to unlock a packed defence. Remember that you always have the option to play both low and lofted through-balls to more distant players by holding the **Through-Ball Button** for longer, though this delay can be dangerous if you have an opponent closing you down.

Always take the body position and momentum of the intended recipient into account when you use these passes. The trick to playing the best through-balls is to look for runs – a player sprinting into space is actively looking for a pass. If a player is slowing down or turning, though, he will need much more time to get up to speed and intercept the ball.

As through-balls often cause players to move "on rails" as they run to collect them, it's beneficial to learn how to use the special Super Cancel command. See page 59 for more details.

II: ONE-TWO MOVES

The true beauty of the one-two pass is that, unless you artlessly employ the same routine repeatedly, your opponent can only guess your intentions. Once the initial runner makes his break, you are under no obligation to play the second pass; your counterpart, therefore, will be torn between tracking the runner, and closing down the player on the ball.

As with through-balls, the choice of a low or lofted return pass during a one-two move depends on your position on the pitch. The latter is more effective on the wings (and, for that matter, over greater distances – at short range, lofted returns are too easy to intercept), while a low return pass is preferable in the central areas. Sometimes, there is no need to pass at all. If the defending player moves with the initial runner, you may have enough room to advance with the ball in search of a better opportunity for a killer pass.

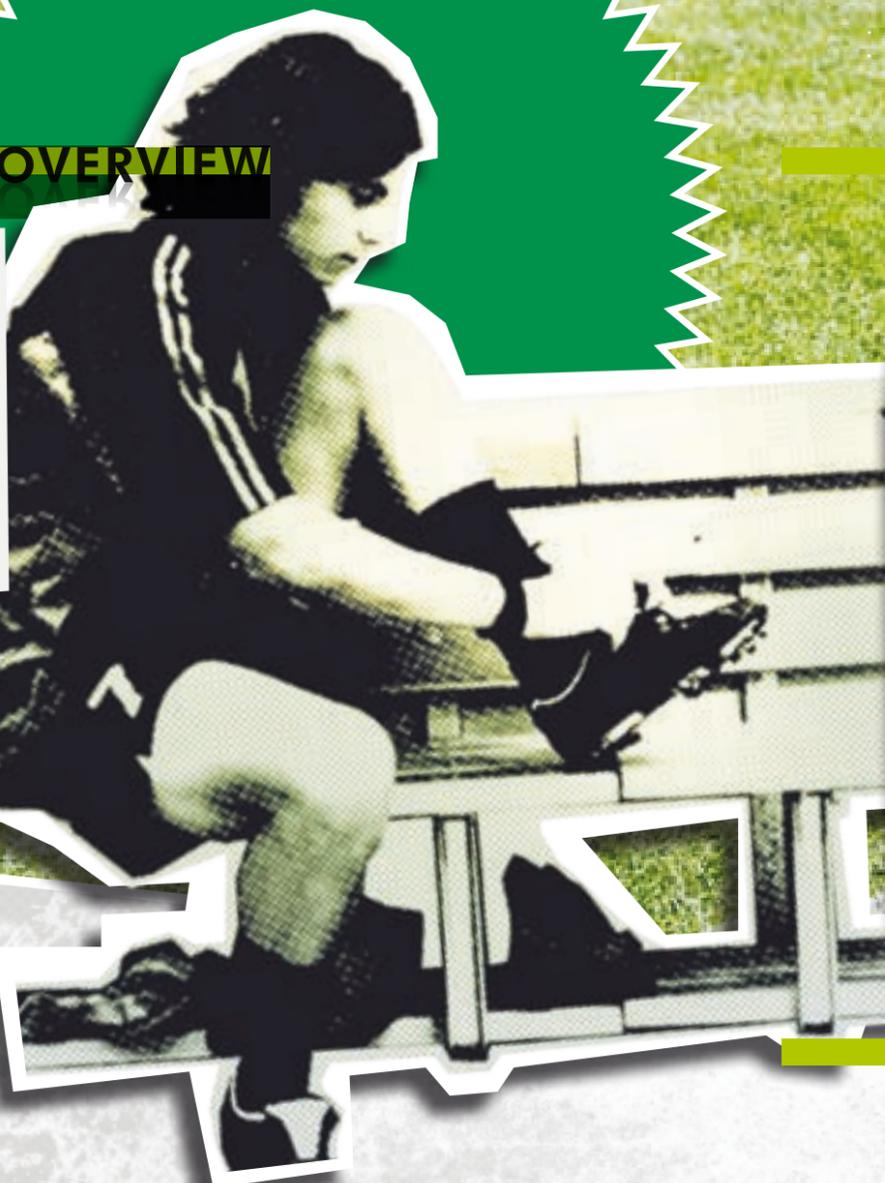
The one-two move (and the related Pass & Move command – see page 59) isn't just a passing technique – it's also a way to manually create movement when your players are being closed down quickly, or when attacks are faltering because your attacking players are too static. It's also a useful way to make deep-lying teammates run forward to join the attack. You should note, though, that over-using it can leave gaping holes in your formation that can be exploited should you lose possession.

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PENALTIES

BUTTON COMMANDS OVERVIEW

Move	Button Commands	Notes
Control Kicker	PS3 ⊕ + ⊕	<ul style="list-style-type: none"> The length of your button presses has no effect on the resultant kick. If you leave your player for several seconds, he will take the shot automatically.
	Xbox 360 ⊕ + X	
	PC ⊕ + Shoot Button	
Control Goalkeeper	PS3 ⊕	<ul style="list-style-type: none"> Goalkeepers can dive in four directions. Leave ⊕ in a neutral position to make them stand their ground.
	Xbox 360	
	PC	



ANALYSIS & ADVICE

TAKING PENALTIES

Penalty kicks can be aimed in one of six directions. Low shots aimed at positions 1 and 3 on the screenshot are the most accurate, and are least likely to go wide. However, they are also relatively simple for a goalkeeper to stop if he dives in that direction. Shots aimed at positions 4 and 6 are far harder for keepers to get a hand to, but the odds of the ball flying over the bar or going wide are significantly higher. A player with the Penalties special ability, though, enjoys a higher probability of success when aiming for these areas. We recommend that you avoid striking the ball at area 2 and, to a lesser extent, 5. These shots are easily saved if a keeper stays in place, with those at 2 likely to be stopped on occasion by a trailing leg if he dives late.

SAVING PENALTIES

You can instruct a goalkeeper to move in one of five directions. It's usually better to stay in position 1 or dive for areas 2 and 3, as you have much less chance of saving shots made to positions 4 and 5.



OFF-THE-BALL MOVEMENT

BUTTON COMMANDS OVERVIEW

Move	Button Commands	Notes
Super Cancel	PS3 R1 + R2	<ul style="list-style-type: none"> Your player is very sensitive to directional changes when you use Super Cancel, so be very measured in your use of ⊕. Sometimes the merest tap of both buttons, and/or momentary modification with ⊕ will suffice to regain control; on other occasions, you may need to hold the buttons down for longer. The manual control feels very unwieldy at first but you'll soon gain a more intuitive understanding of how to use it with practice. While both buttons are held, and for a fraction of a second after they are released, your player will not automatically take control of the ball unless your aim is very precise. It's better to let go a moment before you collect or kick the ball. While Super Cancel brutally wrestles control from the CPU, using the Special Controls Button makes the man under your control move at a more manageable pace, and is therefore far more precise. Using it can cancel the "magnetism" that draws a player into position to meet a high ball. If this happens, you'll need to position your player manually. You cannot always manoeuvre your player if he is being held or obstructed by an opponent. Release the button a moment before you attempt the required kick or header.
	Xbox 360 RB + RT	
	PC Sprint Button + Special Controls Button	
Headers: Positional Control	PS3 R2 + ⊕	<ul style="list-style-type: none"> This simple yet versatile move instructs a player to make a forward run. It can only be activated after making a pass. The speed at which you press the button determines how quickly a player will move forward. There is a limited window of opportunity to use it, though.
	Xbox 360 RT + ⊕	
	PC Special Controls Button + ⊕	
Pass & Move	PS3 As soon as a player passes the ball, tap R2 to instruct him to make an immediate forward run	<ul style="list-style-type: none"> This simple yet versatile move instructs a player to make a forward run. It can only be activated after making a pass. The speed at which you press the button determines how quickly a player will move forward. There is a limited window of opportunity to use it, though.
	Xbox 360 As soon as a player passes the ball, tap RT to instruct him to make an immediate forward run	
	PC As soon as a player passes the ball, tap Special Controls Button to instruct him to make an immediate forward run	

ANALYSIS & ADVICE

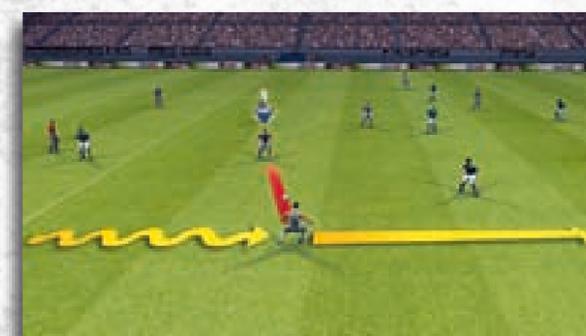
PASS & MOVE

The Pass & Move command is useful all over the pitch, but especially so during counter-attacks. It enables you to manually dictate how many players will run forward to join the attack, which can help you to put a flowing move together with lots of movement. Be warned, though – this can leave gaping holes in your formation that an opponent will exploit if you surrender possession. You can even use it after playing a short free kick, which can set up interesting attacking options.

SUPER CANCEL

The PES 2009 simulation engine provides assistance to players by steering members of their team into position to receive passes (particularly through-balls), and guiding them subtly but firmly into the appropriate spot to meet aerial passes and crosses. This system is absolutely vital: without it, PES would be inaccessible to all but a tiny number of experts, and much less enjoyable as a whole.

Sometimes, though, this code-controlled magnetism can be a little intrusive, or even counter-productive. In these situations, Super Cancel is the magic fix. On a basic level, activating it (however briefly) instructs a player to stop what they are currently doing, whether they are running for a ball or preparing to kick. It's also efficient when a player perplexingly begins to jog after a through-ball – a quick tap of the buttons will help him get back up to top speed. On a deeper level, though, it gives you complete control over a player's movement whenever you need it – and the importance of this cannot be overstated.



FORMATIONS

CHOOSING A FORMATION

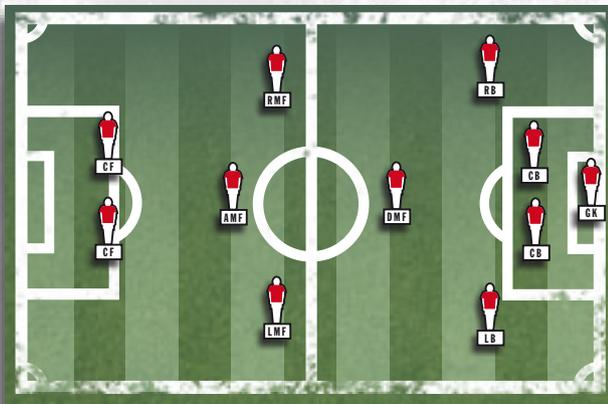
There is no such thing as the “perfect” formation: all you can reasonably hope to do is to adopt a system that balances attack with defence, and suits your playing style. Most PES players tend to find one system and stick with it until failure drives them to look elsewhere. There’s nothing wrong with this approach per se, but practicing with a handful of different formations will give you much more flexibility. In this section, we look at the main formation types and examine their relative strengths and weaknesses.

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4-4-2

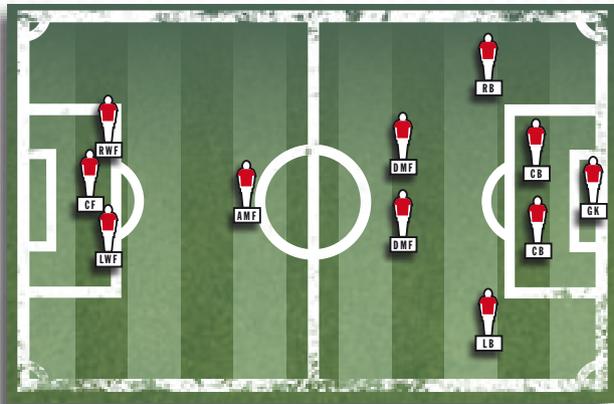
Offers a good blend of strengths in attack and defence, but opposing teams employing the 4-5-1 or 3-5-2 may stifle creativity in the central areas.



The 4-4-2 “A-1” has many strengths, but is weakest in the centre of the pitch.

4-3-3

This formation type generally suits a fast counter-attacking style of play, but can fall apart against defensive opponents. You can use support strikers instead of wingers to address this if you prefer, though this rather robs the formation of its principle strength: width.



The 4-3-3 “B-1” is an excellent counter-attacking strategy, with a solid defence – but if your opponent can stop your wingers, it’s tough to retain possession.

Defence

- The four-man defence is a solid foundation in most instances, but can be stretched very wide by the wing play of the 4-3-3.
- Having a defensive midfielder to protect your back line is important, but this can leave his partner in the centre isolated. Employing both players in the DMF role (unless you’re protecting a lead) places too much emphasis on wing play, which may make you too predictable.
- Full-backs are very adventurous by default. We look at the various ways to address this later in the chapter.

Midfield

- It’s easy to adjust the roles and positions of the two central midfielders to suit the demands of the current match without disturbing the balance of the system too much.
- Strong on the touchlines (with the exception of narrow variants with no conventional side midfielders), but very defensive full-backs can be employed by your opponent to prevent frequent runs along the flanks.
- Weak in the middle of the park when pitted against a 5-4-1 or 3-5-2. You will often find that your build-up play in central areas is forced out onto the touchlines when you face a team employing a five-man midfield.
- Wing play can falter if you order your full-backs to focus on defensive duties, but having two centre-forwards means that you can instead play off them to get your SMFs behind the defensive line to make crosses.

Attack

- Having two CFs enables you to employ the classic strong target man/fast striker combination which, though less fashionable in top-level football these days, is still very effective in PES.
- Both strikers will move out onto their nearest flank to help in build-up play; the more distant partner will usually remain in a central position.

Defence

- In many respects, the advice offered for the 4-4-2 is equally applicable here. However, orthodox wingers are far less inclined to track back when your team is defending. This makes the system vulnerable to play channelled onto the touchlines. You can order your full-backs to stick to defensive duties, but this causes problems in midfield.
- If you want to draw opponents forward in order to catch them on the break, you should really consider playing with two defensive midfielders.

Midfield

- It’s hard to build through the centre with the 4-3-3 – especially if your opponent is happy to sit back and defend.
- If your full-backs are assigned to strict defensive duties, this leaves your wingers very isolated. Without their support, you’ll need to use expert dribbling skills to create space.
- With a few minor tweaks (or a pre-prepared Strategy Plan A or B), a 4-3-3 can be switched to a more solid 4-5-1 if required.

Attack

- This formation really needs a powerful yet versatile target man to act as the lone striker.
- If your opponent allows his full-backs to push forward in a 4-4-2, a 4-5-1 or another 4-3-3, it’s open season for your wingers. Supply them with accurate through-balls into space on the touchlines, and the only question is whether you can get men into the box to meet a cross.
- You can give wing-backs nightmares if your opponent uses a 3-5-2 formation, but the three centre-backs will make it harder to score unless you can engineer clear chances – just pumping hopeful crosses over will not work.
- Relatively toothless against a defensive 4-5-1 – if your wingers are shackled by defensive full-backs, it’s supremely hard to maintain possession.
- An attacking midfielder making regular runs into the box will help you to convert the chances you create from the flanks, but at the expense of strength in midfield – players in the AMF role are more likely to be marked out of the game during build-up play than roaming central midfielders.

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PLAYER ROLES

Don't make the mistake of assuming that player role designations are only used to classify players within each formation, as they actually determine how a player will behave within a tactical system. There's a big difference in the positional play of a DMF and a CMF, even if they apparently both sit in close proximity on the pitch at the Formation Settings screen.

Playing individuals in roles that they do not specialise in may lead them to suffer from poor movement and positioning, plus invisible ability penalties. These drawbacks are relative, though: while playing a tall striker as a makeshift centre-back could be disastrous, it's okay to use a CMF as a DMF as long as he's broadly equipped to deal with the demands of the position. Indeed, as we'll discuss later, setting full-backs to the CB role is an easy and effective way to address their penchant for attacking runs.



CB: Central defenders invariably stick rigidly to the task of defending their goal, and rarely venture further forward unless instructed to do so. They have a tendency to move out to the flanks to cover for absent full-backs and wing-backs.



CWP: Using the sweeper system is very much a matter of personal preference, but it's a role that most PES players rarely use. Sweepers generally only appear in back lines that feature a trio of centre-backs (usually the 3-5-2), and drop back behind their centre-backs to fill gaps as they appear, acting as a last line of defence.



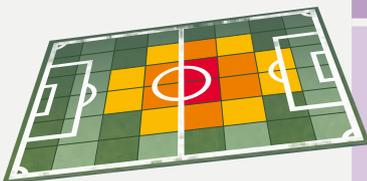
SB: Full-backs are ostensibly defensive players, charged with defending the wings on either side of your goal. However, they will often get forward to make overlapping runs to help build attacks, but this leaves your team vulnerable to counter-attacks along the touchlines.



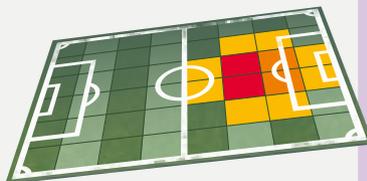
WB: Wing-backs are generally used in formations that have a three-man defence, and perform the combined duties of both an SB and SMF. Unless they have wingers playing in front of them, they can be frequently overwhelmed by opposing full-backs, side midfielders and/or wingers as they attempt to divide their time between attack and defence.



DMF: Defensive midfielders are given the task of shielding their defence, and will generally remain in a deeper role as a team builds an attack. They operate over the entire width of the field. The use of at least one DMF – though some would even say two – is generally beneficial in matches against skilled opponents.



CMF: Central midfielders divide their time equally between attack and defence. As they move forward so readily, you will find that they cannot be relied upon to break up quick counter-attacks.



AMF: Attacking midfielders are both playmakers and finishers, ideally linking the play between your midfield and forward line, but also getting into position to make attempts on goal. They are much less inclined to drop back to perform defensive duties unless your team is under sustained pressure.



SMF: Side midfielders operate on the touchlines, providing width. They move back to support their full-backs when their team is under heavy pressure. If operating in an advanced position, they will occasionally enter the penalty area to compete for balls crossed into the box.



WF: Wingers are closer to strikers in attitude than side midfielders, and rarely drop back to defend unless explicitly instructed to do so. However, their advanced position on the pitch can facilitate extremely fast counter-attacks. They will often enter an opponent's penalty area to meet anticipated crosses.



SS: Support strikers drop into a deeper position to collect the ball, or contribute assistance to their midfield, but remain committed to forward play.



CF: Unless you issue instructions to the contrary, strikers stay in very advanced positions and are often marked fairly tightly by opposing centre-backs. They will sometimes move out to the flanks to support side midfielders or wingers.

BECOME A LEGEND

The option to participate in matches as a single individual (rather than an entire team) has been an option in PES for more than a few years now. PES 2009 is the first in the series to formalise this distinct approach to the game in a dedicated play mode. Become a Legend offers a complete club and international career in which you start off as a lowly youth player, but aspire to reach the heights of becoming a genuine world-class footballer. What's more, you can take the player you nurture into the all-new Legends multiplayer mode.

FIRST STEPS

Before you can make your Become a Legend debut, you need to create a new player, customise his appearance, and then dabble with a few options (such as choosing participating teams). This is a fairly painless process in principle, though the following tips will help you with some of the more important choices.

CREATING A PLAYER

The player creation suite offers an enormous range of customisation options (Fig. 1), and we imagine that many people will spend more time on this initial process than they will ever care to admit. Some will spend hours consumed by their goal of faithfully recreating themselves in digital form; others may prefer to take a holiday from their natural body shape of a capital "B" lying on top of a horizontal "D" in favour of a rather more athletic avatar. While you don't need any advice for the many purely cosmetic considerations, there are a few options during the initial setup process that have long-term repercussions.



01

- **Nationality:** A big part of the challenge in Become a Legend mode is to be called up for your international side, and compete for honours in continental and world tournaments. If you pick a nation not known for its success in world football, you may find that it's a struggle to even get through the qualification rounds. Furthermore, if you pick a nationality with no representative team in PES 2009, you won't get to enjoy this part of Become a Legend at all.
- **Injury:** Unless you're keen to increase the potential difficulty level of your career in a subtle but potentially significant way, it's best to stick with the "A" setting.
- **Position:** While you can choose to specialise in one of eight different player roles, you should note that it will be harder to find teams who use wing-backs, wingers, support strikers or even attacking

midfielders in their default formations. If you pick any of these four, you can usually expect to be played out of position until you find a club who actually need someone of your precise description.

- **Favoured Side:** Only important when you choose to specialise in the WF, SMF or WB roles, as it will usually influence the touchline that you play on – though there is no guarantee that managers won't play a left-footed player on the right side of midfield. Choose "Both Sides" if you aspire to become a versatile squad member who is just as happy on either side of the pitch.
- **Height:** This makes a difference to your ability to win headers, so we advise that you avoid making your player too short – unless you really want to, that is. While it might be tempting to create a striker over seven feet tall, it's probably best not to. We've obviously tried it, and they're a mite unwieldy; it also feels a little cheap, which is an issue when you're potentially investing weeks or months over the course of a career. For an authentic target man, something around a height of 187 is probably best.

GAME SETTINGS

Most of the options you face prior to starting your career are self-explanatory, but there are a few that warrant a little attention.

- **Select League:** The league you choose is simply a starting point; you can (and no doubt will) transfer between the four during your career. If you would like to edit the teams that appear in the available leagues, select "Change" when the prompt appears, then use the **Pass Button** to select and replace clubs on an individual basis.
- **Game Level:** No matter which setting you choose, your teams will always play with the Professional AI routines. This option enables you to pick the relative strength of opposition players. For a level playing field, pick Professional. If you choose World Class, the teams you face will have a clear advantage over your teammates in terms of dedication, imagination and raw playing ability, so you'll need to really make your contributions count to lead your club and national sides to success.
- **Auto-Move:** This is a special feature unique to this play mode, and it's extremely useful – especially when you play Become a Legend for the first time. We strongly recommend that you leave it at its default active setting.

SPECIAL CONTROLS

In terms of basic moves, tricks and techniques, control of your player when in possession works in much the same way as other game modes. When you don't have the ball, though, there are some special commands that are specific to this style of play.

Move	Button Commands		Description
Request Pass	PS3	R2 x2	<ul style="list-style-type: none"> • This, as the name suggests, is purely a request for a pass – not a demand that will be complied with instantly. If your teammate sees a better option, or decides to simply ignore your calls, you'll need to adjust your position and try again. • When used, the cursor above your player's head will flash to indicate that the "effect" is active; he will also raise his arm. • Inappropriate use can lead to your team losing possession. If your teammates need to twist and turn away from a marker to find you with a pass, it increases the likelihood that they will be tackled.
	Xbox 360	RT x2	
	PC	Special Controls Button x2	
Auto-Move	PS3	Hold L1	<ul style="list-style-type: none"> • When your player is not in possession of the ball, holding the Change Player Button will make the AI take over control of his basic movement. • Excellent for maintaining a good standard of positional play in your specified role, especially when you can't actually see your player due to your choice of camera system. • During the early stages of your career, this is a good way to better integrate your player into your team's passing moves. • The effect is cancelled if you press any other button.
	Xbox 360	Hold LB	
	PC	Hold Change Player Button	
Change Match Speed	PS3	L2 & R2	<ul style="list-style-type: none"> • In matches where you start on the bench, these controls enable you to adjust the game engine speed.
	Xbox 360	L1 & RT	
	PC	Strategy Button & Special Controls Button	



CAREER PROGRESSION

In this section, we'll take you step-by-step through the early stages of your career.

- 1: After creating your player, your next challenge is to play in an exhibition match between two fictional teams. The idea of this is to impress visiting scouts, thus securing offers from the best possible teams. It's also a baptism of fire – your player is woefully weak and unskilled at this point, so don't expect to be skipping past markers with consummate ease, scoring from 30 yards, or threading precise passes to teammates. Many will struggle to stay on the ball for more than a few seconds at a time, so try to keep things simple. Don't worry – the quality of play in this initial match is deliberately set to a low level.
- 2: The second step is to accept an offer from a club in your chosen league. A good final rating in the first fixture (usually anything over a 6.5) will secure you three offers, at least one of which should be from a club of reasonable stature (Fig. 2). An absolutely shocking match will probably mean that you will only receive two potential contracts from the smallest teams in your chosen league. Beyond personal preferences and loyalties (obviously, an immediate offer from the team you support will be hard to resist), there are two factors that you should take into account before you sign your first professional contract. The first is the relative strength of the club, as expressed by the "Rank" figure. This is a rough indication of a team's stature, based on performances in all competitions. Though it changes over time, picking a team with a very

low Rank may make your first season harder. Secondly, pay attention to the type of player a club is looking for. If you chose to be a WF, SS, AMF or WB, you'll need to get used to being played out of position by teams that don't accommodate your specialist role in their formation.



02

3: Once you sign for a team, you need to establish your credentials as a potential star by participating in training matches between first-team and reserve players. At first you'll be in the latter line-up, and can remain there (depending on your performances) for several matches. Eventually, though, you'll be given the opportunity to start for the "A" team. Make your presence felt in these games, and your first-team debut will follow shortly afterwards. This is also the first time that you can take a look at your player's starting attributes. These are slightly

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PES 2009 SUPERSTARS

In this first section, we take a look at the very best players in every position featured in PES 2009. These have been calculated using complicated formulas that take the most important attributes for each role into account. Even though the calculations themselves are a little too long and dry for publication, the results, as you'll find, make interesting reading. We've also collated a collection of "bonus" tables that focus on specific ability areas, such as free kick prowess and marksmanship.



CENTRE-BACK (CB)

Strength, tackling ability and a commanding aerial presence are the attributes that make a great centre-back, though we've also taken secondary considerations (particularly pace and stamina) into account. We've put a special emphasis on the importance of the Response stat – it really improves a defender's ability to intercept passes, pick up loose balls, and just generally get to where they need to be first.

Name	Nationality	Page(s)	Name	Nationality	Page(s)
Puyol	Spain	128, 143	Touré	Cote d'Ivoire	118, 131
F. Cannavaro	Italy	123, 144	Vidic	Serbia	133
Nesta	Italy	141	Pepe	Portugal	125, 144
Ferdinand	England	120, 133	Essien	Ghana	122, 131
Terry	England	120, 131	Chivu	Romania	126, 139
R. Carvalho	Portugal	125, 131	Gallas	France	121, 131
Thuram	France	121	Crís	Brazil	136
Lúcio	Brazil	117	Mexés	France	142
Kaladze	Georgia	141	Iván Córdoba	Colombia	139
G. Milito	Argentina	116, 143	Maldini	Italy	141
Carragher	England	132	King	England	134
Chiellini	Italy	123, 140	Micah Richards	England	120, 133
Samuel	Argentina	139			

LEFT-BACK (LB)

Truly accomplished left-sided players are always valuable, though some may perhaps find it a little surprising to see the evergreen R. Carlos top this list. Actually, through, he has the perfect range of abilities for a full-back, particularly in vital areas such as stamina, speed and crossing ability.

Name	Nationality	Page(s)	Name	Nationality	Page(s)
R. Carlos	Brazil	155	Heinze	Argentina	116, 144
Chivu	Romania	126, 139	Sylvinho	Brazil	143
Ashley Cole	England	120, 131	Magnin	Switzerland	129
Tonetto	Italy	142	Barry	England	120
Jankulovski	Czech	119, 141	Emanuelson	Netherlands	124, 147
Maxwell	Brazil	139	Pasqual	Italy	139
Riise	Norway	142	Bouma	Netherlands	124
Kim Dong Jin	South Korea	127, 153	Zhirkov	Russia	126
Chiellini	Italy	123, 140	N'Zogbia	France	134
Van Bronckhorst	Netherlands	124, 147	Djordjevic	Serbia	150
Vargas	Peru	139	Antonio López	Spain	144
Kaladze	Georgia	141	Léo	Brazil	151
Bridge	England	120, 131			

GOALKEEPER (GK)

Having one of these keepers behind your defence will make a world of difference – they're all defined by their outstanding Goalkeeper Skills, Response and Defence stats, and have the ability to earn you results in matches where the rest of your team is otherwise outclassed.

Name	Nationality	Page(s)	Name	Nationality	Page(s)
Buffon	Italy	123, 140	Landreau	France	138
Cech	Czech	119, 131	Dudek	Poland	144
Given	Ireland	134	James	England	120
Casillas	Spain	128, 144	Green	England	-
Júlio César	Brazil	117, 139	Gomes	Brazil	134
Toldo	Italy	139	Victor Valdés	Spain	143
Frey	France	121, 139	Niemi	Finland	-
Friedel	United States	-	Amelia	Italy	-
Van Der Sar	Netherlands	124, 133	Abbondanzieri	Argentina	-
Doni	Brazil	117, 142	Coupet	France	121, 144
Roma	Italy	137	Sereni	Italy	-
Dida	Brazil	141	Carini	Uruguay	130
Hildebrand	Germany	146			

SWEEPER (CWP)

Though it's a player role rarely encountered in PES matches, it would be remiss of us to leave it out entirely. A good sweeper doesn't necessarily need to be quite as strong and imposing as a centre-back, so our calculations put less emphasis on the importance of height and Body Balance.

Name	Nationality	Page(s)	Name	Nationality	Page(s)
Nesta	Italy	141	Gonzalo	Argentina	146
Ferdinand	England	120, 133	Materazzi	Italy	123, 139
R. Carvalho	Portugal	125, 131	R. Kovac	Croatia	119
Terry	England	120, 131	Fuentes	Argentina	146
Thuram	France	121	Burdisso	Argentina	116, 139
G. Milito	Argentina	116, 143	Nakazawa	Japan	-
Chivu	Romania	126, 139	Tulio	Japan	-
Mexés	France	142	Simic	Croatia	119, 141
Maldini	Italy	141	Paolo Cannavaro	Italy	141
Márquez	Mexico	123, 143	Cribari	Brazil	140
Lugano	Uruguay	130, 155	Osorio	Mexico	123
Heitinga	Netherlands	124, 144	Alex	Brazil	117, 131
Natali	Italy	-			

RIGHT-BACK (RB)

Full-backs are similar to central midfielders in that they need a good blend of solid attributes in many categories. As they're such an important part of any attack-minded team, it's not enough for them to be defensively sound – they also need to make valuable contributions to build-up play. Our calculations favour LBs and RBs who are comfortable in both attack and defence.

Name	Nationality	Page(s)	Name	Nationality	Page(s)
Daniel Alves	Brazil	117, 143	Jørgensen	Denmark	120, 139
Sergio Ramos	Spain	128, 144	Pepe	Portugal	125, 144
Puyol	Spain	128, 143	Fiamini	France	141
Maldini	Italy	141	Elano	Brazil	133
Essien	Ghana	122, 131	Mellberg	Sweden	128, 140
Heitinga	Netherlands	124, 144	G. Neville	England	133
Zambrotta	Italy	123, 141	Cicinho	Brazil	142
Javier Zanetti	Argentina	116, 139	Gallas	France	121, 131
Sloeger	Germany	121	Chimbonda	France	134
Hargreaves	England	120, 133	Poulsen	Denmark	120, 140
Salihamidzic	Bosnia and Herzegovina	140	Ibarra	Argentina	156
Sagnol	France	121	Slinsizel	Germany	121
Iván Córdoba	Colombia	139			

WING-BACK (WB)

Wing-backs need a good blend of attributes that effectively make them a cross between a side midfielder and full-back, but our formula takes the importance of an excellent Stamina rating into account – these players need to cover an enormous amount of ground during a match.

Name	Nationality	Page(s)	Name	Nationality	Page(s)
R. Carlos	Brazil	155	Kim Dong Jin	South Korea	127, 153
Ashley Cole	England	120, 131	I. Juric	Croatia	-
Zambrotta	Italy	123, 141	Vargas	Peru	139
Javier Zanetti	Argentina	116, 139	Lucho González	Argentina	116, 151
Tonetto	Italy	142	Bridge	England	120, 131
Sloeger	Germany	121	Cicinho	Brazil	142
Salihamidzic	Bosnia and Herzegovina	140	Sylvinho	Brazil	143
Maxwell	Brazil	139	Fiamini	France	141
Hargreaves	England	120, 133	Bresciano	Australia	116
Riise	Norway	142	Slinsizel	Germany	121
Jankulovski	Czech	119, 141	Emanuelson	Netherlands	124, 147
Sagnol	France	121	Ibarra	Argentina	156
Chiellini	Italy	123, 140			

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SIGNATURE MOVES

PES 2009 takes further strides towards making “flair” players truly unique by increasing the number of moves that can only be performed by specific individuals. In this comprehensive set of tables, we reveal exactly who can do what. For more information on these special techniques (including button commands and general advice), consult the Coaching Manual and Moves Index chapters.

Note: All players with an asterisk are “classic” players, unlocked by winning in specific competitions and play modes. See the Extras chapter for more information. The numbers in the Marseille Roulette column refer to the version of the trick that a player uses – the new one-footed variant (1), or the classic two-footed move (2).

Name	Nationality	Cruyff Turn	Special Curling Chip Shot	Marseille Roulette	Elastico	Cristiano Turn	Special Step-Over	Chip Ball
A. Hleb	Belarus	★						
A. Modeste	France			1				
A. Ramirez	Colombia			2				
A. Svensson	Sweden	★						
A. Traoré	Cote d'Ivoire			2				
Aboutraïka	Egypt			1				★
Adebayor	Togo	★						★
Adriano	Brazil			2				
Adu	United States			1				
Agüero	Argentina			2				
Alex	Brazil			2				
Alex	Brazil			2				
Aliadiere	France			2				
Anderson	Brazil					★		
Andy Reid	Ireland			2				
Arango	Venezuela			1				
Arca	Argentina			1	★			
Arce	Bolivia			2	★			
Arda Turan	Turkey			2				
Arshavin	Russia			2				
Arteta	Spain					★		
Assulin	Israel			2				
Babel	Netherlands			2				
Babic	Croatia			2				
Bakari Koné	Cote d'Ivoire				★			
Barmsby	England	★						
Burdner*	England	★						
Baros	Czech	★						
Benar*	Brazil					★		
Beckham	England			2				
Bellamy	Wales					★		
Ben Arfa	France			1	★			
Benayoun	Israel			2				★
Bentley	England			2			★	
Benzema	France				★			
Berbatov	Bulgaria	★		2				
Bemkap*	Netherlands							★
Boa Morte	Portugal	★		2				

Name	Nationality	Cruyff Turn	Special Curling Chip Shot	Marseille Roulette	Elastico	Cristiano Turn	Special Step-Over	Chip Ball
Bojan Djordjic	Sweden			2				
Bojinov	Bulgaria			2				
Bolaños	Ecuador			2				
Bolívar	Brazil			1				
Bombardini	Italy			1				
Bouazza	Algeria			2				
Brahimi	France			2				
Bnarck*	Germany		★					
Bela Luigi	Costa Rica			1				
Buonanotte	Argentina			1				
Bujutava*	Argentina			2				
Burzanovic	Montenegro			2				
C. Martínez	Mexico			2				
C. Rodríguez	Uruguay			1				
C. Seedorf	Netherlands			2				
Caicedo	Ecuador			1				
Camoranesi	Italy			2				
Campbell	England	★						
Cassano	Italy		★	2	★			★
Centena	Costa Rica			2				
Cetari*	Brazil	★						
Cesc Fabregas	Spain			2				
Chafni	France			2				
Cominges	Peru			2				
Cossu	Italy			2				
Cozza	Italy			2				
Cwarim*	Netherlands	★						
David Pizarro	Chile	★		2				
Davies	United States			2				
Dayro M.	Colombia			2				
De Guzman	Canada			2				
De Guzman	Netherlands			2				
De Melo	Brazil			1				
De Zerbi	Italy	★						
Deco	Portugal			1				★
Defoe	England			2				
Del Nero	Italy			1				
Del Piero	Italy		★	2				★

