

INTRODUCTION

It was shortly after the release of Pro Evolution Soccer 4, towards the end of an epic multiplayer tournament, that we first discussed the possibility of writing this guide. As the conversation meandered back and forth against a backdrop of shouts, laughs and instructive epithets from those either side of the PlayStation2, we noticed that a player had sustained a “yellow cross” minor injury. This otherwise inconsequential incident proved to be the catalyst for a major debate. Everyone agreed that such injuries led to a reduction in a player’s abilities in PES4, but which ones exactly? Would it be worth allowing a star player to continue if mildly hurt? Would it harm an ace striker’s ability to hit the target, or an indispensable defender’s strength in the tackle? If so, how serious would the penalties be?

The more we deliberated, we came to realise that — despite certain members of the team being genuinely expert players — there were many other things that we didn’t entirely understand. While those present could confidently and accurately explain many PES4 features and systems, there were other aspects of the game for which we could only volunteer plausible assumptions, educated guesses, or even wild speculation. From stamina loss to condition arrows, the effects of specific special abilities to the relative merits of other player characteristics, we wondered if other PES players had also considered such issues.

Turning to fan sites and forums for answers, we instead found many more questions and a similar thirst for Pro Evo information. Talking to both friends and other PES players online, it was surprising to discover that even experienced players were unaware of many specific tricks, features or functions.

With that, we decided that we positively **had** to produce a Pro Evolution Soccer 5 guide. Despite being reminded on more than one occasion of the potential risks — most specifically, the perceived wisdom that guides for sports games are viewed as being utterly dispensable by players, and have a very minor audience — we began laying the groundwork for the book that you now hold in

front of you. The first (and most vital) aspect of such a guide, we decided, is that it should offer tips, advice and never-before-revealed insights into the underlying Pro Evo mechanics from the PESS team.

Once we had been assured support from the legendary Shingo “Seabass” Takatsuka (the Pro Evolution Soccer series producer/mastermind) and other members of the PES5 development staff, we began to research and write the guide that **we** wanted to read. Pestering busy designers and programmers repeatedly for information (our heartfelt thanks and apologies go out to all concerned) during our time in Tokyo, we sought to find the answers to literally hundreds of PES-related questions — including, of course, the handful posed many months before.

During informal interviews with Seabass and his colleagues — the results of which can be read throughout the guide — we were frequently struck by the sheer depth and complexity of PES5’s simulation of the real-life sport. Nothing is preordained: practically every part of it is calculated “on the fly”, with outstandingly authentic realtime physics governing each kick, collision, tackle and save. On a more immediately tangible level, we learned how a player’s attributes and condition play a critical role in what he can and can’t achieve on the PES5 pitch. While virtuoso veterans may be familiar with various moves and game concepts in this guide, even they will be surprised by many insights and revelations contained within these pages. We certainly have been.

In short, this book has been a labour of love from start to finish. Despite warnings from PES-playing friends on the dangers of mixing business and pleasure, the Official Pro Evolution Soccer 5 Strategy Guide editorial team is pleased to announce that even months of **enforced** play have not diminished its enthusiasm for PES5. It is, without question, the finest football game money can buy.

We hope this guide contributes to and enhances your enjoyment of it.

Thanks for reading,
THE PIGGYBACK TEAM



QUICK START

This guide has been designed for users of all abilities. As a consequence, the first two chapters may be a little lightweight for experienced players. Such individuals should feel free to skip straight ahead to the Team Management chapter if they so wish.

To help players quickly find useful and interesting information most relevant to their ability level, we have prepared the following quick-start suggestions. Those who have never played a Pro Evolution Soccer game before should refer to the Beginners section, players with reasonable ability should consult the Intermediate links, and PES veterans should peruse the page references in the Expert section. We have also included links to pages that discuss features new to PES5.



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Throughout this guide we use PlayStation2 controller symbols to represent button commands and combinations. Xbox and PC users should turn to page 16 for an explanation of the button command scheme used in this guide.

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- Read about the new wing-back (WB) and support striker (SS) roles → Turn to pages 58 and 59.
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INTERMEDIATE PLAYERS

NEW FEATURES

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COACHING MANUAL



4

With over 100 moves to learn and use, Pro Evolution Soccer 5 is a tough game to master. In this chapter we examine button commands and concepts that, with practice, will exponentially improve both your playing skills and your understanding of the game. With key points illustrated by useful diagrams, and featuring insider information from the PES5 development team (including direct quotes from main man Shingo “Seabass” Takatsuka), the following pages will make you a far better PES5 player: we guarantee it.



BALL CONTROL



If your experiences with PES so far have led you to believe that ball control and trapping are in any sense random, cast this erroneous assumption from your mind right now. While a player's stats do influence his ability to bring the ball under control, the vast majority of instances where your onscreen representative fails to trap the ball well are prime examples of operator error.

As he receives a pass, a player's first touch is massively influential on the following few moments of play. Go one way and you escape a marker, have space to play a through-ball, or enjoy a clear shot on goal; turn in another direction and you could, in the same situation, surrender possession of the ball, be forced to retreat, or watch as your strike is blocked by a defender.

A player's first touch and trapping skills are governed by the Technique ability. The higher this is, the more deftly he can control an incoming pass. At very high levels — say, over 90 — a player could kill the pace on a crossfield ball with a single touch. If this ability is in the 70s or lower, though, he might need a second or even third touch to get it under control. It's worth studying your favourite teams to learn which players have a high Technique attribute. With a player like Dennis Bergkamp, for example, you can have confidence in his ability to skilfully control almost any pass in an instant. With fictional Master League "default team" defender Valeny, though, use of **R2** to "kill" the ball is always advisable.

You can't predict how the ball will react in every situation: there are just too many variables to consider. The pace, height and spin of each pass differs on every occasion, as does the position and movement of the player receiving it. With experience, though, you will acquire a "feel" for how players can (and will) react. The trick is knowing which trapping technique to use to suit the situation in hand — and, naturally, to restrain yourself from holding **R1** unless it's really necessary.

CONTROL BALL



As the ball reaches your player, press **⬆** to bring it under control and turn him in the required direction,

taking the flight, velocity and height of the ball into account.

Other than suggesting that you instead trap with **R2** and **⬆** if the ball is moving at pace and/or your player's Technique is low, we can't really offer much more in the way of advice. The sheer number of factors involved in ball control renders any attempt to offer guidance impractical. Without offering tortuously complicated equations or blow-by-blow accounts of hundreds of possible scenarios, the best and most applicable advice we can offer is a single prosaic word: practice. A strategy guide that recommends empiricism might seem like a turkey voting for Christmas, but this is the beauty of Pro Evolution Soccer 5's physics engine. Although you can make educated predictions, you never truly know what could happen at any next...

KILL BALL MOVEMENT & TURN

R2 + **⬆** as your player receives a pass

Trapping the ball while also holding **R2** makes a player stop the ball and turn to face the direction specified with **⬆**. Useful in many circumstances, it's actually the most effective way to immediately bring the ball to a halt when a player has a low Technique rating, or when the incoming pass could be awkward to control.

STOP BALL & FACE GOAL

Hold **R2**

With this method of trapping, the absence of directional control on **⬆** means that your player will turn to face the opposition goal. You should be wary of the ball's tendency to slightly dribble away from your player's feet, though. If it does, there will be an additional delay before you can pass, shoot or start to dribble.

TURN AND RUN ONTO INCOMING PASS

R1 + **⬆** in direction of ball movement

Rather than trapping the ball and turning, your player will wait for the ball to come to him (Fig. 1), then turn suddenly and run along its path to collect it (Fig. 2). This works best with angled passes, and is a great way to lose your marker. During instances when your player is already running in the direction of a pass, pressing **R1** plus the direction that the ball is moving in will sometimes make him jump it to avoid making an initial touch.

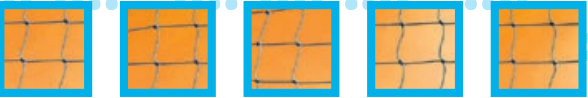
SHIELD BALL

Press nothing!

If your marker is standing directly behind you as a pass rolls toward your player's feet, you can release **⬆** just before it arrives to have your man use his strength to hold off his opponent as he automatically traps the ball. This can be very risky, though. As it only works in very specific circumstances, it's generally safer to use another trapping method to receive the ball.



BASIC DRIBBLING



When your player is in possession of the ball, AI teams (and all capable human players) will immediately close him down, restrict his passing options, and attempt to make a tackle. In many situations, you will have a teammate in space to pass to. When you don't have that luxury, or are actively waiting for a better opportunity to present itself — such as a player escaping his marker and making an intelligent run — being able to use your man's strength and dribbling skill to shield the ball is an essential talent.

For the purposes of discussion, it's worth drawing a distinction between simple movement with the ball, manoeuvring your man to avoid potential tackles in order to make space for a pass, shot or cross, and dribbling to beat players. The first is something any player can do; the second takes weeks of practice, and is a skill no player will ever truly perfect; the third type isn't so much an ability as a science. In this section, we examine the first two categories (however meaningless the differentiation may actually be during a match), leaving "flair" play until later in this chapter.

The best way to prevent an opponent from tackling your player is to show him as little of the ball as possible. The easiest way to achieve this is to keep your back to him, but doing so will often restrict your

range of passing: more often than not, you will find yourself turning away from the opposition goal. To create the half-yard of space required to make a pass, shot or cross, you must learn to read the behaviour of the player (or players) closing you down. On an elementary level, it could be said that if your marker moves one way, you should turn to move in the other direction. In actuality, these confrontations are much more complicated. Knowing how (and when) to react is part skill, part intuition. Both can only be acquired through match practice.

One thing you should always take into account when dribbling the ball is how gifted a player is in this area. The primary abilities are Dribble Speed, Dribble Accuracy and Response, but Balance and Attack also play a part by influencing how capable a player is of holding off his marker and staying on his feet. As you should already know, a high Response rating makes a player react to your controller input more quickly, and Dribble Speed is how fast he runs while moving him with **⬆** alone.

It is Dribble Accuracy, though, that defines the difference between, say, Patrick Vieira and Christian Ronaldo, as Seabass reveals. "When there is a player who is difficult to tackle when he is dribbling, that player usually has a high Dribble Accuracy,"

he explains. "If he dribbles the ball at full speed he touches it frequently and keeps it very close, so it's very difficult for defenders to tackle. That's the Dribble Accuracy. It's not a matter of speed — it's a matter of how good the dribbling of that player is. There are players who have a slow Dribble Speed, but are very accurate in controlling the ball at the same time."

Knowing the extent of a player's dribbling skill is always of benefit, enabling you to judge what you can or cannot reasonably expect him to do. It may be stating the obvious, but you cannot expect a central defender to turn and go by an opponent in the way that, for example, Pablo Aimar can — and yet, along with over-use of **R1**, this is the most common mistake made by PES players. If an obvious pass presents itself, it's always safer to take that option.

Finally, a (hopefully obvious) caveat: the more you make a player run with the ball, the greater his stamina loss will be. As is examined on page 60 of the Team Management chapter, low stamina has a negative effect on a player's Dribble Speed, Acceleration, Top Speed, Jump and Response abilities. If you have a star player who has a tendency to tire quickly, use him sparingly if you want him to be effective in the final third of a match.

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
DRIBBLE BALL




If we need to explain this activity to you, you're probably reading the wrong book. As we've already discussed, dribbling is a marriage of your skill with the controller and your player's abilities in this area. His Dribble Speed dictates how fast he moves with the ball, Dribble Accuracy and Response help him react to your instructions with greater fluidity and speed (and, in the case of Dribble Accuracy, make him harder to tackle), while Balance and Attack enable him to withstand physical contact with opposing players.

SIDESTEP


Press  at a right angle to the player's current direction of movement

One of the most tangible differences from Pro Evolution Soccer 4, PES5's integration of the sidestep move (previously activated with ) to the range of movement accessed with  or left analog stick takes a little getting used to. If you tap  at a ninety degree angle while dribbling, your player will begin sidestepping with the ball. Left to his own devices, he will continue to move automatically for a few moments, then stop.

The sidestep was frequently used as a way to pass players in PES4, and this will be no different in PES5. As an opposing player draws near to your man, and just before he attempts a tackle, tap  at a right-angle to your current direction to begin the sidestep and avoid the challenge (Diagram 1). Your timing is critical, but so too are your player's Dribble Accuracy, Dribble Speed and Response abilities. The higher they are, the quicker and more effective this move will be. Against human players, it's wise to use it in moderation: the more you perform it, the more


predictable (and, therefore, easy to foil) it will be.




There's more to the sidestep than going past opponents, though, as it's also a good way to shield the ball (while facing away from a marker, of course). It's also an effective ability when you have space to move with the ball. As it enables you to maintain your player's physical orientation while moving, you can use it when you are waiting to make a precise forward pass.

It's worth mentioning that sidesteps are trickier to perform accurately with the left analog stick than they are with . As you need to quickly return the analog stick to a neutral position before moving it at a right-angle, your input will always be slightly slower, and with a greater potential for error. We recommend that analog stick advocates take the time to practice sidesteps in Free Training before they attempt to use them regularly in matches.




SLOW DRIBBLE & STOP

Release  while moving in a specific direction

If you release  while dribbling, your player will steadily reduce his pace before coming to a complete halt approximately two seconds later (Fig. 1). Don't dismiss this as a mere aesthetic touch, as it's actually a very useful feature.


After making a player immediately halt with  or , you will find there can be a slight but perceptible pause when you resume movement (as the player brings the ball back under control). It's also not possible to perform certain tricks (such as the both-feet fake and drop-shoulder) or the sidestep from a stationary position. By releasing  and allowing your player to jog, though, you ensure that he maintains close control, can move in another



direction immediately, and that you can perform tricks (particularly the sidestep) while he is still in motion.

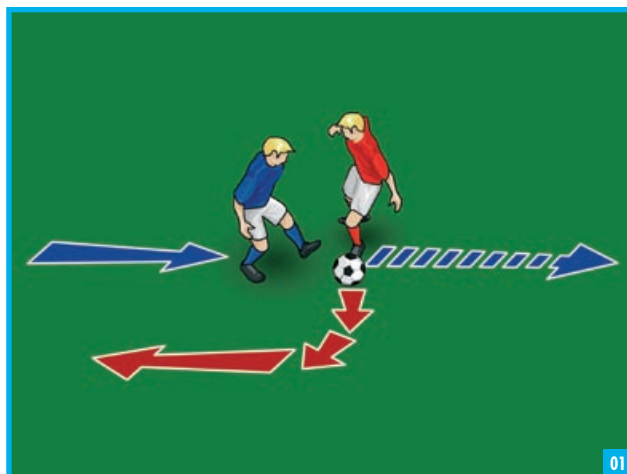
While apparently an automatic move, you can actually sustain this slow jog manually by tapping  very briefly in the direction of movement. If your timing is precise, your player will touch the ball ahead and trot forward at a very leisurely pace. The trick is to tap  just before your player's foot touches the ball.* As the degree of precision and concentration required makes this prohibitively difficult to perform in match situations (no matter how good it might look in Free Training), most players should simply aim to tap  to "reset" the dribble-to-stop move when necessary.

FAST DRIBBLE

 + 

Somewhere between the  sprint and the basic dribbling pace, this speed enables you to move faster, but retain a greater degree of control over the ball. You also continue to turn in the basic eight directions (unlike sprinting), which brings us to a peculiar aspect of this dribble speed. When you turn your player by forty-five degrees he will slow down, then reaccelerate when he faces his new direction. When you change direction by ninety degrees he will make a sudden turn, stabbing the ball in the new direction if you are turning toward his "weak" foot, or bringing it to a complete halt before moving on in the opposite direction.

If you need to make a full-speed turn by forty-five degrees, you can do so by holding  in addition to  just before the player touches the ball for an immediate turn. This is essentially making a player sprint, though — if you try to repeat the trick on your next turn, the player will knock the ball far ahead as if running at full speed.

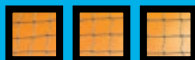


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*This move is much easier to perform with the directional pad than it is with the left analog stick.



COMPETITION WINNINGS

Each Master League competition offers currency for wins, draws, and goals scored. There are also some rather substantial bonuses for a team’s final placing (especially winners) and having team members receive one of three awards: Overall Best Player, Top Scorer, and Assist Leader. The following table (Table 1) reveals the rewards available in each competition.

DISCIPLINE

All Master League competitions feature the same simple disciplinary system. It may be somewhat draconian — especially in the leagues, and for clubs participating in the WEFA Champions Cup from the Qualifying Round — but at least it’s equally harsh for all teams. You should always be careful to check yellow card counts before cup semi-finals and vital matches at the end of league campaigns. It’s frustrating to enter a big match with a player you view as being irreplaceable serving a one-match suspension, but even more so when you know that with a little forward planning, it could have been avoided . . .

- Two yellow cards shown to the same player during a game lead to an immediate one-match ban.
- Two yellow cards accumulated by a player in different matches lead to a one-match ban.
- A red card leads to an immediate one-match ban.
- Cards and suspensions are specific to competitions, so a yellow card given in a Division 1 match will not apply to the WEFA Championships, WEFA Masters Cup or D1 Cup.

PRE-SEASON TRAINING

During the Negotiation Periods that take place between weeks 37 to 44, the following three pre-season training options appear. You can only select one of these per week, and your choice is final and irreversible.

AUTO TRAINING

Instruct PES5 to automatically train every player in all ability categories for a modest boost to each player’s individual development. This will, however, increase player fatigue by around a quarter — which can be an issue if you have a packed schedule of friendly fixtures arranged between weeks 37 to 44. Players that have moderate to high fatigue levels before you initiate this option will be rested — they will take no part in the session. Auto Training occurs immediately once you select this menu option.

ADJUST TRAINING MENU

Use this option if you want to train players in a way that enhances specific abilities (Fig. 1). Use Table 2 as an aid to choosing a training regime to suit each player.



TABLE 1

Competition	Win	Draw	Goal Bonus	Prizes	Player Awards
Division 2	800	400	20	4000 for 1 st place, 1200 for 2 nd , 1000 for 3 rd , 800 for 4 th , 600 for 5 th	1000 for each award
Division 2 Cup	800	400	20	2000 for 1 st place, 800 for the runner-up, and 600 apiece for the two defeated semi-finalists	1000 for each award
Division 1	1000	500	50	10,000 for 1 st place, 3000 for 2 nd , 2500 for 3 rd , 2000 for 4 th , 1500 for 5 th	2000 for each award
Division 1 Cup	1000	500	50	4000 for 1 st place, 1600 for the runner-up, and 1200 for the two defeated semi-finalists	2000 for each award
WEFA Masters Cup	1200	500	50	6000 for 1 st place, 2400 for 2 nd , 1800 for the two defeated semi-finalists	2000 for each award
WEFA Championships Qualifiers & First Round	1000	500	50	N/A	N/A
WEFA Championships Knockout Stage	1600	500	50	15000 for 1 st place, 5000 for 2 nd place, 2500 for the two defeated semi-finalists, 1250 for the four defeated quarter-finalists	2000 for each award
Pre-Season Friendlies	800 or 500	400 or 250	20	N/A	N/A

TABLE 2

Training Option	Abilities Enhanced
Rest	None — reduces fatigue level
Shoot	Attack, Shot Accuracy, Shot Power and Shot Technique
Dribbling	Dribble Accuracy and Dribble Speed
Pass	S-Pass Accuracy, S-Pass Speed, L-Pass Accuracy and L-Pass Speed
Defence	Defence
Free Kick	Free Kick Accuracy and Curling
Header	Header and Jump
Balance	Balance
Speed	Top Speed and Acceleration
Stamina	Stamina and Response
Goalkeeper	Response and Keeper Skills
Teamwork Ability	Teamwork

Confirm your choice by selecting “OK”, or use to restore all training to the default Rest setting. As with the Auto Training option, each participating player’s fatigue bar will be increased by a quarter. Be warned: players may suffer injuries if they are very tired. To be safe, try to avoid training individuals that have a fatigue level of approximately a third of a bar by setting their schedule to Rest. With a fatigue level of half a bar or more, players will be highly likely to pick up minor (yellow cross) injuries, and will be unavailable — in general — for around two or three weeks. Injured players are automatically set to the Rest setting: you cannot train them until they recover.

Given that you can only train players for two consecutive weeks without having to rest them for a third, and the fact that the actual stat increases are seemingly unspectacular, you might wonder why you should bother with the Adjust Training option. Don’t be quick to dismiss it, though: it’s a vital tool for honing the outstanding characteristics of top players.

As is discussed in the Team Management chapter on page 61, stats of 95 to 99 are reserved for truly exceptional players. An increase from 96 to 97 in Shot Technique is simply not comparable to an increase from 86 to 87 in another player: the leap in actual ability is much, much higher. In the Master League, ability levels that exceed 95 often increase at a painfully slow rate, or even stop growing altogether. It doesn’t matter how many games Player X may participate in, or how fantastic his post-match ratings are — he simply won’t seem to receive much (or, sometimes, any) experience in ability categories over 95.

This is where the Adjust Training Menu is worth its weight in gold: you can use it to increase abilities

over 95 by small but, ultimately, significant amounts. For other players in your squad with less spectacular stats — especially youngsters — we would advise you plan ahead and choose the highest abilities most pertinent to their specific roles in the side. Used wisely, the Adjust Training menu can help you, over time, to turn great players into legends.

FULL REST

Allow your players the luxury of time to recuperate. This isn’t merely an altruistic gesture - their fatigue bars will reduce by anything up to 50%, which is essential if you are embarking on a packed pre-season schedule of friendly matches and firing player-specific training regimes. Note that the rest occurs automatically once you choose this option from the Team Training menu, so be sure that a week off is actually necessary before you select it.

PRE-SEASON FRIENDLY MATCHES

After the final competitive game in a season, you have the option to arrange up to eight pre-season friendly matches that will take place between weeks 37 to 44. This is your only chance to do so, and your final decision is irrevocable — you cannot cancel these matches once they are arranged. Playing against teams in the four top divisions garners a reward of 800 currency for a win, 400 currency for a draw, and 20 currency per goal. For all other opponents — including the “special” teams that feature top European players, the best young players, and so forth — the reward is a less impressive 500, 250 and 20 potential currency respectively.

As the boost to player abilities after each game is fairly negligible — although, over the course of eight entire matches, not insignificant — the primary reason for playing them is to make extra currency for player transfers. If you arrange (and win) eight matches against top-class opposition, the potential monetary reward is over 6500 currency — more than enough to buy a promising young player. That said, there are drawbacks to arranging a full programme of pre-season fixtures. The first is time. Seasons in the top flight take long enough to complete as it is, and everyone has at least some vestige of a life that they lead while not playing Pro Evolution Soccer 5. If that’s of no consequence, there are two other immediately pertinent issues: the possibility of players picking up injuries, and increased fatigue compromising your pre-season training regime. If you do decide to play all eight matches, remember to rotate your squad and use all available substitutes to reduce the likelihood of players becoming too tired.

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 - ML MISCELLANY



INTRODUCTION: USING THE TEAM & PLAYER GUIDE

- 1 **Recommended Playing Style:** We specify at least one playing style for each team. While purely a guideline, this should provide an insight into each side's strengths. It may be a well-worn cliché, but attack is always the best form of defence in PES5, which is why "Attacking" is the most common suggestion. For teams that have strikers and/or wingers with great pace (and, more often than not, use a three-man strike force), "Counter-Attack" is often the best strategy: you should play on the break, inviting opposing teams forward before playing through-balls to your front men. Much less common are the "Direct" and "Defensive" recommendations. With the former, we feel that the team in questions should avoid unnecessarily intricate passing in midfield, aiming to supply their forwards with the ball as soon as possible. If we suggest "Defensive" — used with only a handful of sides — we believe a team has the requisite qualities to put men behind the ball and frustrate all attempts by the opposing team to penetrate their back line.
- 2 **Key Men:** These are the players we identify as being the most important individuals in your team. Unless afflicted by poor condition or injuries, they should be the first names on your team sheet.
- 3 **Set-Piece Specialists:** The players specified here are the best at taking free kicks and/or corners in their squad. The term "specialists" is relative, of course: not every player has the accuracy of Juninho, the power of Roberto Carlos, the curling ability of Pirlo, or the all-round dead-ball prowess of Beckham.
- 4 **Ability Guide:** This table features all key stats and special abilities for the ten outfield players we recommend you choose, plus the five best substitutes for national sides, and two substitutes for club teams. We have adopted PES5's colour-coding scheme for ease of reference, so noteworthy abilities are highlighted in specific hues: those between 80 and 89 in yellow, 90 to 94 in orange, and 95 to 99 in red. Because all but a handful of teams have their best goalkeeper in the first team by default, we decided that including them in these tables was unnecessary.
- 5 **Star Players:** National teams are often more popular than club teams in multiplayer Pro Evo games, which is why we devote two pages to each of the twelve best international sides in PES5. A dedicated "Star Players" section examines each squad's most important players in three categories: Ball Winners, Playmakers and Marksmen.
- 6 **Formation:** In this section, we look at each team's default formation, state our recommended starting eleven, and suggest tactical variations or alternative systems.
- 7 **Tactical Tips:** To increase your appreciation of each side's strengths and weaknesses, each team guide contains helpful tactical guidance, observations and playing advice.

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ARSENAL

Recommended Playing Style: Attacking
Key Men: Campbell, Henry, Huesy
Set-Piece Specialists: Henry, Huesy

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ARGENTINA

Recommended Playing Style: Attacking
Key Men: Samuel, Riquelme, Soriano
Set-Piece Specialists: Samuel, Riquelme

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PROMISING PLAYER GUIDE



SPOILER WARNING! If your enjoyment of the Master League will be in any sense compromised by knowing how certain players will develop, leave this section *now*.

Buying players and building a squad in Master League can be a time-consuming process. Acquiring established players is difficult enough, but knowing which youngsters will make the grade can be a frustrating trial-and-error process. Over the next seven pages, we reveal a selection of over two hundred players between the ages of 17 and 22 with notable (and, in some instances, astonishing) growth potential.

FIELD OF PLAY: GOAL

Name	Age	Positions	Growth Type	Growth Information Over Time						Peak (age)	Noteworthy Starting Attributes	Special Abilities	Initial Wages
				20	24	28	30	32	35				
Ma-Kalambay	19	GK	Normal	83,5	89,5	90	89	86,5	83,5	91 (27)	Balance 84, Response 87, Jump 86	None	241
Hartock	18	GK	Normal	79	84,5	88,5	90,5	88,5	84,5	90,5 (30)	Balance 80, Response 83, Jump 80	None	255
Jaccard	20	GK	Normal	77,5	81,5	86,5	89	85	82,5	89 (30)	Balance 83, Response 80	None	262
Ruddy	18	GK	Normal	79	84,5	88	90	88	80,5	90 (30)	Balance 84, Response 81	None	279
Vembasheda	20	GK	Late Long	76	77,5	88,5	88,5	88,5	85	88,5 (28-33)	Balance 83	None	287
Morten Jensen	18	GK	Late Long	77	82	88,5	88,5	87,5	84	88,5 (28-31)	Balance 81	None	302
M'Bolhi	19	GK	Normal	80	85	90,5	89	86,5	82,5	90,5 (28)	Balance 82, Response 83, Jump 82	None	312
Padelli	19	GK	Normal	79,5	84,5	88,5	90,5	88	84,5	90,5 (30)	Balance 85, Shot Power 81	None	312
Pipolo	19	GK	Normal Long	78	86	90,5	90,5	88,5	84,5	90,5 (26-30)	Balance 83, Response 83	None	312
Stuhr Ellegaard	22	GK	Normal	-	79,5	89,5	86	85	82	89,5 (28)	Balance 92, Response 80	None	312
Vanin	20	GK	Normal	76	76,5	84,5	89,5	86,5	83,5	89,5 (30)	Response 80	None	312
Waterman	21	GK	Normal	-	82	89,5	89,5	87,5	84,5	91 (29)	Balance 86, Response 81	None	312
Pidgeley	21	GK	Normal	-	83,5	89,5	87,5	84,5	82,5	89,5 (28)	Balance 86, Response 86, Shot Power 82	None	323
De Lucia	21	GK	Normal	-	78,5	85	89	86,5	84	89 (30)	Response 85, Jump 80	None	338
Deichelbohrer	19	GK	Normal	78	83,5	87,5	89,5	87,5	84	89,5 (30)	Balance 82	None	338
Knight	18	GK	Normal Long	79	86	90,5	89,5	87,5	85,5	90,5 (26-29)	Balance 80	None	338
Paolletti	20	GK	Normal	77,5	80	85	88,5	85	81,5	89 (29)	Balance 84, Response 80	None	338
Pasveer	21	GK	Normal	-	78,5	85	89,5	88	84,5	89,5 (30)	Balance 84, Response 81	None	338
Thebaux	20	GK	Normal	71	83,5	87,5	85	84,5	82	89 (26)	Response 80, Keeper Skills 80	None	338
Tomasig	21	GK	Normal	-	77,5	79,5	88,5	87,5	84,5	88,5 (30-31)	Balance 80, Response 80	None	338
Vermeer	19	GK	Normal	78	83,5	87,5	89,5	87,5	84	89,5 (30)	Balance 80, Response 82, Jump 80	None	338
Alnwick	18	GK	Normal Long	79,5	85	93	92	89,5	86	93 (26-29)	Balance 80, Response 85, Jump 80	None	350
Burch	21	GK	Normal	-	81	86	89	85	87,5	89,5 (29)	Balance 82, Response 82, Shot Power 80, Jump 80	None	350
Fevzi Elmas	22	GK	Late Long	-	82	90,5	90,5	90,5	86,5	90,5 (27-32)	Balance 82, Response 81, Keeper Skills 80	None	350
K. Schmeichel	18	GK	Normal	78	80	87	92,5	89,5	80	92,5 (30)	Balance 82, Response 84	None	350
Mario Cassano	22	GK	Normal	-	80	86	88	85	82,5	89 (29)	Balance 82, Response 83, Shot Power 80, Jump 80	None	350
Yohann Pelé	22	GK	Normal	-	85	91,5	92	89,5	86,5	94 (29)	Balance 88, Response 82, Jump 84, Keeper Skills 84	1-On-1 Stopper	350
Barbosa	21	GK	Dual Development	-	86	86,5	89	85	84	86 (24) / 89 (30)	Defence 80, Response 91, Jump 84	None	362
Coe	21	GK	Late Long	-	80,5	92,5	92,5	92,5	87,5	92,5 (27-32)	Balance 84, Response 86, Shot Power 80, Jump 80	None	364
Curci	20	GK	Late Long	82	83,5	93	93	93	89,5	93 (28-33)	Defence 80, Balance 89, Response 88, Shot Power 81	None	364
Marshall	20	GK	Normal Long	82	89,5	93	93	90	88	93 (26-30)	Balance 84, Response 92, Jump 82, Keeper Skills 81	Penalty Stopper	364
Proto	22	GK	Late Long	-	82	92,5	92,5	90	87,5	92,5 (27-30)	Balance 80, Response 87, Jump 81, Keeper Skills 83	None	364
Gordon	22	GK	Normal	-	81	85	87,5	85	82,5	87,5 (30)	Balance 84, Response 83, Shot Power 80	None	377
Akinfeev	19	GK	Normal Long	82,5	89,5	92,5	92,5	90,5	87,5	92,5 (26-30)	Balance 82, Response 88, Jump 84	None	389
Chaigneau	21	GK	Normal Long	-	86	89,5	89	87,5	85	89,5 (26-29)	Balance 85, Response 85, Jump 80, Keeper Skills 80	None	391
Ejide	21	GK	Normal Long	-	85	88,5	88,5	86,5	84,5	88,5 (26-30)	Balance 87, Response 84, Shot Power 81, Keeper Skills 80	None	391
Handanovic	21	GK	Late Long	-	82	88,5	88,5	88,5	86	88,5 (28-34)	Balance 88, Response 84	None	404
Viera	22	GK	Normal	-	84,5	88,5	90	89	85	90 (30)	Defence 82, Balance 85, Response 88, Keeper Skills 82	None	432
Komeni	21	GK	Normal	-	88,5	88	86,5	84,5	83,5	90,5 (25)	Acceleration 80, Response 93, Jump 89, Keeper Skills 80	None	449

If you are new to the series, use this at-a-glance guide to familiarise yourself with the default PES5 button configuration.

CONTROLS OVERVIEW

CONTROLLER: PS2

DIRECTIONAL BUTTONS

RIGHT ANALOG STICK/R3 BUTTON

LEFT ANALOG STICK/L3 BUTTON

PS2	XBOX	PC	WITH BALL
			Movement
			Movement
			Tricks (no button held) & Manual Pass (with R3 held)
			Pass Button Short pass & head ball
			Shoot Button Shoot & head ball
			Long Pass Button Long pass & cross ball
			Through-Ball Button Through-ball
			Change Player Button Change player
			Sprint Button Sprint
			Strategy Button Strategy
			Special Controls Button Fast dribble & context-sensitive commands
			Activate Manual Pass Button Activate Manual Pass function of R3
START			Pause menu

CONTROLLER: XBOX

LEFT THUMBSTICK

DIRECTIONAL PAD

PS2	XBOX	PC	WITHOUT BALL
			Movement
			Movement
			Pass Button Tackle/apply pressure
			Shoot Button Call for assistance
			Long Pass Button Sliding tackle
			Through-Ball Button Goalkeeper button
			Change Player Button Change player
			Sprint Button Sprint
			Strategy Button Strategy
			Special Controls Button Special Controls
START			Pause menu