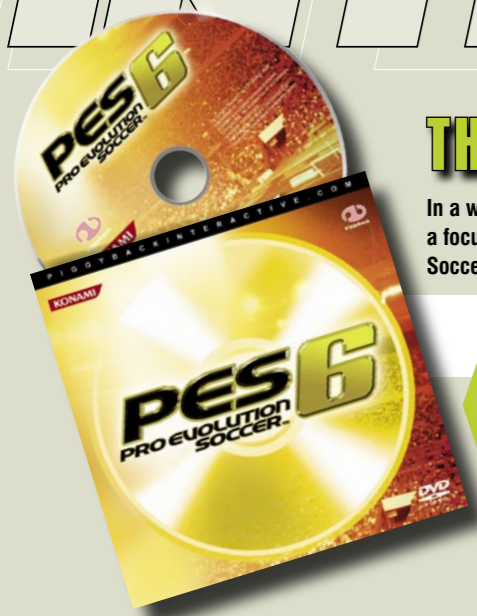


# INTRODUCTION



## THE GUIDE: WHAT'S NEW?

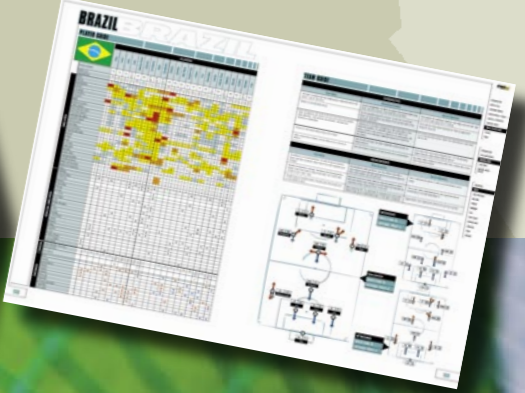
In a word? Everything. Pro Evolution Soccer 6: The Expert Guide is an all-new companion to PES6, with a focus on ease of use and professional-level advice. For readers familiar with last year's Pro Evolution Soccer 5 guide, we've prepared the following introduction to some of the key new features.

**Guide Companion DVD:** With over 150 moves, tricks and techniques to view, the Guide Companion DVD is an invaluable accompaniment to the guidance offered in the Coaching Manual and Secret Moves & Tricks chapters. With real-time executions of every move and onscreen demonstrations of button commands, it makes the process of learning new techniques much, much easier.

**How to Play (page 8):** We've included a very short chapter to help Pro Evo newcomers to get started, but don't expect a blow-by-blow account of every available option – this is, after all, the **Expert Guide**. If you need assistance with configuring options or menu navigation, consult your game manual.



**Team & Player Guide (page 100):** Featuring 23 national and international sides, plus the Master League Default Team, the Team & Player Guide tells you everything you need to know about PES6's best sides. With recommended formations, tips on strengths and weaknesses, and unbelievably detailed player tables – including unique special moves – this exhaustively researched chapter is designed to help you take your understanding of Pro Evolution 6 to an entirely new level.



## USING THE GUIDE COMPANION DVD

After inserting the Guide Companion disc into your DVD player, you will be asked to choose a language. After this you will reach the Main Menu, where you will find five options to choose from: Coaching Manual, Secret Moves, Situation Guide, Beautiful Goals and Interview. For more information on the features and functionality of the DVD, please turn to page 58-59.

**Coaching Manual – Moves Index (page 19):** This massive table details over 130 moves, each with complete button instructions for PlayStation 2, Xbox 360 and PC versions. If you require further information, you can follow the page references to reach detailed advice on each and every move.



**Coaching Manual – Move Descriptions (page 23):** We've completely overhauled last year's Coaching Manual chapter, and now explain each move in a unique "table" format. From relative difficulty of execution to useful tips – and, of course, where you can find a demonstration on the Guide Companion DVD – you'll have all the information you need at your fingertips.



The **Coaching Manual** section features demonstrations of every single move in the Coaching Manual chapter of the guide, divided into categories that correspond with the DVD numbers provided in each move table. Every move is played twice: once at normal speed, and then again in slow motion. While this happens, you will see the required button commands highlighted on the Xbox 360 and PlayStation 2 controller diagrams. If you would like to view a specific move, simply select a category, and then use the Chapter functions of your DVD remote controller to skip to the required section.



**Secret Moves & Tricks (page 60):** Beginning with its own master Moves Index (as with the Coaching Manual), the Secret Moves & Tricks chapter reveals undocumented moves, features and exploits used by the world's best Pro Evo players. Even dedicated PES veterans may struggle to perform some of these advanced techniques.



The **Secret Moves** section works in exactly the same way as the Coaching Manual.

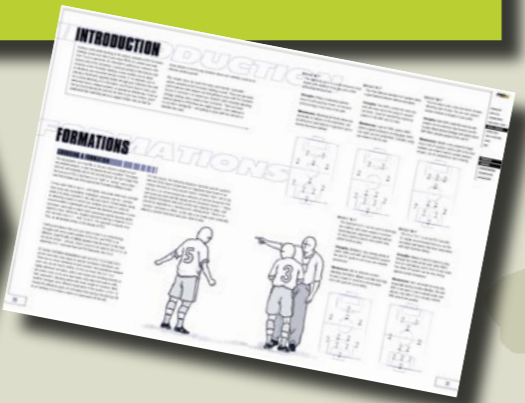
The **Situation Guide** provides a series of visual tutorials designed to improve your PES6 play in a variety of ways.



**Beautiful Goals** is a showreel of goals and sublime moments of skill recorded during the creation of the guide. Enjoy!



**Tactics & Strategies (page 68):** If you're one of the many Pro Evo players who feel intimidated by the wealth of options available at the Formation Settings screen, worry no more: we explain the use of every single feature, from the powerful Manual Strategies to the creation of unique formations. We also take a close look at the systems that govern how players perform on the pitch, from special abilities to condition arrows and stamina loss.



**Interview** leads to an informal, illuminating chat with PES producer Shingo "Seabass" Takatsuka.



- INTRODUCTION
- HOW TO PLAY
- COACHING MANUAL
- SECRET MOVES & TRICKS
- TACTICS & STRATEGIES
- MASTER LEAGUE
- TEAM & PLAYER GUIDE
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- WHAT'S NEW?
- USING THE DVD
- PES6: NEW FEATURES
- EXPERT TIPS

# PRO EVOLUTION SOCCER 6: NEW FEATURES

## NEW MOVES

We can guess that you're probably eager to try out some of the new tricks and techniques introduced in PES6, and we're more than happy to help you find them. The following table reveals a selection of new PES6 moves – and, of course, where you can locate each one in the Coaching Manual chapter.

MOVE	DESCRIPTION	SEE PAGE
Revised Sidestep	The "Sidestep" move is no longer activated with <b>+</b> alone; veterans will notice that the system used prior to PES5 has been reinstated	31
Slow Dribble	The "intermediate" running speed has been replaced by a slow dribble, which has many new applications	31
Backheel Shot	This new context-sensitive move can be used to score some impudent goals. Our Shooting: Expert Advice section in the Coaching Manual features a diagram that illustrates how to perform it	42
V-Feint	This eye-catching new trick combines a drag-back with a sudden turn and burst of pace	51
Inside-Outside Trick	This new move is exclusive to a tiny handful of "flair" players. We tell you not merely how to execute it (and how it can be used), but also <i>who</i> can perform it	52
Quick Feint	Taunt opponents with this all-new stamp of the foot	53
Matthews Feint	Use this excellent new trick to wrong-foot defenders from a stationary position	53
90-Degree Turn	A new abrupt turn that enables players with a requisite 90+ Dribble Accuracy rating to suddenly twist away from onrushing opponents	53

## NEW GAMEPLAY/BALANCE

We asked legendary Pro Evo producer Shingo "Seabass" Takatsuka to explain some of the changes he and the PES6 team have made to the way that this year's update plays. To relate every single difference between PES5 and PES6 would take dozens of pages, so we've simply focused on some of the more interesting developments. If you'd like to hear more from Seabass, you can watch an interview with the man himself on the Guide Companion DVD.



**Less fouls, more flowing moves:** "One of the biggest changes from PES5 to PES6 is the referee, and how he detects fouls. The team felt with PES5 that we had to accurately simulate the number of fouls in a real football match. We found

that this interfered with the gameplay in PES6, and so there are now fewer interruptions to the flow of each match."

**All-new goalkeeper AI:** "We've been working intensively on the goalkeeper AI. It's now calculated in a more realistic way, and is much more true to life. Goalkeepers are now stronger in certain areas, but are still authentically weak in specific scenarios; they can't always perform Superman-style saves. A goalkeeper's ability level is now much more important. You will notice the difference between a stopper with a Keeper Skills rating of 95, and another with a rating of 75 – the latter will be more prone to fumbling the ball, and will be less reliable."



**Influence of the World Cup on PES6:** "When we watched World Cup matches during the summer, we noticed certain key differences between teams, and decided to revise the game engine accordingly. An example? In PES5, the passing ability of teams didn't vary too widely, meaning that even a weak team could pass, pass, pass, pass and then make a shot. In the World Cup, though, you could see that weaker teams passed much more slowly, and had more difficulty putting passing moves together – especially when compared to better sides with a faster, more fluid style of football. You'll see this when you play PES6."

**Dribbling in PES6, and the removal of the "Medium Sprint":** "The main reason was that we wanted the R2 button [Xbox 360: Right Trigger; PC:



Special Controls Button] to be the "trap" button, so we removed the Medium Sprint from R2 because we felt it was confusing for many players. This does not mean that the Medium Sprint is no longer in the game, though. You will notice that if you press Sprint button and run, players are not quite as fast as they were in previous

PES games; this is effectively the Medium Sprint now. There are exceptions, though. If you're controlling a player noted for their ability to dribble at speed, such as Ronaldinho and Giuly, they will still move very quickly if you hold the Sprint button down.

Where has the big sprint gone? You have to tap the sprint button or direction of movement rapidly to reach a player's maximum possible speed with the ball at his feet. In the world of football, there's no player who can regularly beat an entire team with his dribbling skills alone. That's why we've made it more realistic. You'll still notice a difference with real stars, but most players with the ball at their feet are authentically slower than opponents running without the ball."



**A secret:** "There is a hidden player statistic called "Cool". It doesn't directly affect gameplay, but if a player has it, he will not lose his cool after scoring a goal, and during the goal celebrations."

**Player abilities, and world-class skills:** "Player abilities of 95 or above are in what we call the "God Region", and we've adjusted the stats so that there are now fewer players with this level of proficiency. Henry, for example, is very special, and has a few abilities in this range, so you can really notice – for example – his superior acceleration and technique.

The philosophy is that if a player has an ability of 95 or more, it's a real world-class talent, and there's a much bigger



gulf in ability. As in real life, this only applies to a relatively small number of players."

# INTRODUCTION

This chapter examines every major move in PES6 (with additional "advanced" techniques and tricks covered in the separate Secret Moves & Tricks chapter – see page 60). The moves are divided into broad categories as an aid to easy reference. The chapter is designed to be used with the Guide Companion DVD. Ideally, you'll watch the DVD to view examples of each move in action, study the advice offered in this chapter, then finally try out your newly acquired skills on the pitch.

Even though this is a guide designed to hone the talents of experienced Pro Evo players, we've taken every step to ensure that newcomers can also learn about basic gameplay concepts and features. Each move description, even simple PES "staples" that veterans may barely glance at, is supplemented by helpful tips and advice. We do, however, assume a basic level of football knowledge throughout. If you are confused by words and terms such as "drop-shoulder", "nutmeg" or

"closing down", we can only apologise in advance, and respectfully suggest you consult your internet search engine of choice.

PES6 is, at its heart, a simulation: it's all physics, artificial intelligence and approximated muscle and sinew. Even Seabass and the Pro Evo development team can only speculate on how events may unfold at any given moment. For that reason, don't expect this chapter to provide a grand, unified solution for "beating" PES6 and winning every game by several goals: it simply doesn't work that way. What we can offer, though, is a body of tips, tactics, tricks and techniques that will vastly improve your Pro Evo play. No matter how accomplished you may believe yourself to be, the following 44 pages have much to teach you.

This chapter employs tables to maximise ease of use. The following annotated diagram offers a simple overview of the basic information each one contains.

**TACKLE (MANUAL)**

**PLAYSTATION 2**  
⊗ to make a challenge/apply physical pressure

**XBOX 360**  
⊗ to make a challenge/apply physical pressure

**PC**  
Pass Button to make a challenge/apply physical pressure

**DIFFICULTY** + + + + **EFFECTIVENESS** + + + +

**Overview:** This command instructs your player to make a challenge if the ball is within reach, or apply physical pressure to the man in possession if it is not. The timing of the button press is vitally important

**Execution Tips:** You should always remember that successfully tackling with the Pass Button doesn't instigate a simple transfer of possession – things have moved on considerably since the early days of soccer simulations. You may manage to knock it from in front of your opponent, but the ball won't always automatically fall under your player's control. You need to consider your angle of approach, the speed of movement of the ball and both players, the physical attributes of both players, and many other variables

**General Advice:** Late in the match, a player's energy level also plays a part in how well he can tackle. As low stamina also affects your player's Response ability, his reaction to your instruction to tackle can be slower if he is tired (and more so if his is completely exhausted).

**Related Player Abilities:** Defence, Body Balance and Response. To a lesser extent, Marking\* and Covering\* can be influential, as they often ensure that a defender is in a good position when you take control

- 1 DVD Reference Number:** This will guide you to the correct menu of the Guide Companion DVD.
- 2 Button Commands:** Instructions on how to perform the move for the PlayStation 2, Xbox 360 and PC versions.
- 3 Difficulty:** A relative indication of not merely how hard this move is to perform in terms of button presses, but also how tricky it is to execute successfully during a match.
- 4 Effectiveness:** A measure of how genuinely useful each move is. We'll freely admit that categorising moves in this manner is a little arbitrary, but it remains a useful yardstick nonetheless.

- 5 Overview:** An introduction to the move, technique or function described.
- 6 Execution Tips:** Advice designed to help you perform each move successfully.
- 7 General Advice:** Additional tips and tactics – for example, when and where a move can be most effective, or how it can be combined with other techniques to great effect.
- 8 Related Player Abilities:** This explains which player abilities and special ability stars govern the use of each move.

# MOVES INDEX

The following table is an at-a-glance guide to every move in the Coaching Manual chapter. It includes the button commands for PlayStation 2, Xbox 360 and PC versions, and features page references that you can follow for further instructions.

CATEGORY	MOVE	PLAYSTATION 2	XBOX 360	PC	PAGE	DVD
Defence	Cursor Change	LB	LB	Change Player Button	23	A-1
Defence	Sprint	RT + ⬆	RB + ⬆	Sprint Button + ⬆	23	A-2
Defence	Tackle/Pressing (Automatic)	Hold ⊗ for your player to "home in" on an opponent and automatically attempt to tackle/apply pressure	Hold ⊗ for your player to "home in" on an opponent and automatically attempt to tackle/apply pressure	Hold Pass Button for your player to "home in" on an opponent and automatically attempt to tackle/apply pressure	24	A-3
Defence	Tackle (Manual)	⊗ to make a challenge/apply physical pressure	⊗ to make a challenge/apply physical pressure	Pass Button to make a challenge/apply physical pressure	24	A-4
Defence	Call For Assistance	Hold ⊕	Hold ⊗	Hold Shoot Button	24	A-5
Defence	Sliding Tackle	⊙	⊙	Long Pass Button	24	A-6
Defence	Clearance (Kick)	⊕ while a player is in possession, or just before the ball reaches him (own half only)	⊗ while a player is in possession, or just before the ball reaches him (own half only)	Shoot Button while a player is in possession, or just before the ball reaches him (own half only)	25	A-7
Defence	Clearance (Header)	⊕ when ball is in the air (own half only)	⊗ when ball is in the air (own half only)	Shoot Button when ball is in the air (own half only)	25	A-8
Defence	Jockeying	While defending, move with ⬆ alone when in close proximity to an opponent in possession	While defending, move with ⬆ alone when in close proximity to an opponent in possession	While defending, move with ⬆ alone when in close proximity to an opponent in possession	25	A-9
Defence: Goalkeepers	Rush Goalkeeper From Goal	Hold ⊕	Hold ⊖	Hold Through-Ball Button	27	B-1
Defence: Goalkeepers	Direct Goalkeeper Control	Hold LB + ⊕	Hold LB + ⊖	Hold Change Player Button + Through-Ball Button	27	B-2
Defence: Goalkeepers	Goal Kick (From Hands)	⊙ or ⊕ + ⬆	⊙ or ⊗ + ⬆	Long Pass Button or Shoot Button + ⬆	27	B-3
Defence: Goalkeepers	Throw Ball	⊗ + ⬆	⊗ + ⬆	Pass Button + ⬆	27	B-4
Defence: Goalkeepers	Goalkeeper Drops Ball	Release ⊕, then press RT	Release ⊕, then press RB	Release ⊕, then press Sprint Button	28	B-5
Defence: Goalkeepers	Goal Kick (Long Pass)	⊙	⊙	Long Pass Button	28	B-6
Defence: Goalkeepers	Goal Kick (Short Pass)	⊗	⊗	Pass Button	28	B-7
Ball Control	Control Ball	⬆	⬆	⬆	29	C-1
Ball Control	Control Airborne Ball	Hold RT and, if necessary, ⬆ as your player receives a high pass	Hold RB and, if necessary, ⬆ as your player receives a high pass	Hold Sprint Button and, if necessary, ⬆ as your player receives a high pass	29	C-2
Ball Control	Control & Tap Ball Ahead	Hold RT + ⬆ as your player receives a pass	Hold RB + ⬆ as your player receives a pass	Hold Sprint Button + ⬆ as your player receives a pass	29	C-3
Ball Control	Kill Ball Movement & Turn	RT + ⬆ as your player receives a pass	RT + ⬆ as your player receives a pass	Special Controls Button + ⬆ as your player receives a pass	29	C-4
Ball Control	Stop Ball & Face Goal	Hold RB	Hold RT	Hold Special Controls Button	30	C-5
Ball Control	Turn & Run Onto Incoming Pass	RT + ⬆ in direction of ball movement	RB + ⬆ in direction of ball movement	Sprint Button + ⬆ in direction of ball movement	30	C-6
Ball Control	Shield Ball	Leave ⬆ in a neutral position	Leave ⬆ in a neutral position	Leave ⬆ in a neutral position	30	C-7
Basic Dribbling	Dribble Ball	⬆	⬆	⬆	31	D-1
Basic Dribbling	Sidestep	RT + ⬆ at a right angle to the player's current direction of movement	RT + ⬆ at a right angle to the player's current direction of movement	Special Controls Button + ⬆ at a right angle to the player's current direction of movement	31	D-2
Basic Dribbling	Slow Dribble 1	Hold ⬆ and RT while moving in a specific direction	Hold ⬆ and RT while moving in a specific direction	Hold ⬆ and Special Controls Button while moving in a specific direction	31	D-3
Basic Dribbling	Slow Dribble 2	Release ⬆ while moving in a specific direction	Release ⬆ while moving in a specific direction	Release ⬆ while moving in a specific direction	31	D-4
Basic Dribbling	Sprint	⬆ + RT	⬆ + RB	⬆ + Sprint Button	32	D-5
Basic Dribbling	Sprint: Knock Ball Further Ahead	While sprinting, press ⬆ x2 in direction of movement or rapidly tap RT to make a player knock the ball further ahead as he runs	While sprinting, press ⬆ x2 in direction of movement or rapidly tap RB to make a player knock the ball further ahead as he runs	While sprinting, press ⬆ x2 in direction of movement or rapidly tap Sprint Button to make a player knock the ball further ahead as he runs	32	D-6

## CHIP SHOT 2



**PLAYSTATION 2**  
 Ⓞ + Ⓢ to shoot, Ⓚ when the gauge appears

**XBOX 360**  
 Ⓞ + Ⓢ to shoot, Ⓚ when the gauge appears

**PC**  
 Shoot Button + Ⓢ to shoot, Sprint Button when the gauge appears

**DIFFICULTY** + + + +    **EFFECTIVENESS** + + + +

**Overview:** This chip shot type is generally much lower and hangs in the air for less time than the "Type 1" chip shot. As an additional benefit, the manner in which your player shapes to shoot can fool goalkeepers into believing that you are attempting a standard shot on goal.

**Execution Tips:** The timing of the **Sprint Button** press is critical: if it's too late, your player will blast the ball instead. This can occasionally be a problem with players that have a very high Agility rating. As they are more inclined to make immediate (or at least quicker) kicks, the timing of the **Sprint Button** press can sometimes be tricky.

**General Advice:** If you select the "Type 2" option for Chip Shot 2 at the Button Configuration screen, you can also perform this kick by rapidly tapping the **Shoot Button**.

**Related Player Abilities:** Technique, Attack, Body Balance, Agility, Shot Accuracy, Shot Power, Shot Technique, Scoring\*, 1-On-1 Score\*

## FIRST-TIME SHOTS & HEADERS



**PLAYSTATION 2**  
 Ⓢ + Ⓢ just before the ball reaches a player

**XBOX 360**  
 Ⓢ + Ⓢ just before the ball reaches a player

**PC**  
 Ⓢ + Shoot Button just before the ball reaches a player

**DIFFICULTY** + to + + + + + +    **EFFECTIVENESS** + to + + + + + +

**Overview:** There are many different types of context-sensitive shots and headers that players can perform from corners, crosses, long passes and free kicks. The vast majority of these are performed instantaneously (there is no power gauge), and are context sensitive. Which move takes place depends on a number of variables, including ball height, speed, player position, player speed, the presence of an opposing player, and much more. Turn to page 43 for a visual guide to when each move is likely to occur.

**Execution Tips:** With first-time shots & headers, the power bar rarely appears (and if it does, it has much less influence on the resultant kick). Far more important is the timing of the button press – generally, a quick tap just before the ball reaches a player is best – and the direction specified with Ⓢ. Equally significant is a player's position in relation to both the goalmouth and ball. If the latter is above head height, he will attempt a header; a scissor kick, or stooping to head the ball is more likely between chest and waist height; below the waist, diving headers, volleys and toe-pokes are more frequent outcomes.

**General Advice:** Moving a player with the **Special Controls Button** before the ball reaches him (see Off The Ball Movement, page 49) can enable you to manually engineer certain types of shots and headers.

**Related Player Abilities:** Technique, Attack, Body Balance, Agility, Shot Accuracy, Shot Power, Shot Technique, Swerve, Scoring\*, 1-On-1 Score\*, Middle Shooting\*, 1-Tch Pass\*

## EXPERT ADVICE: SHOOTING

### Shot Aim

Due to the bewildering variety of variables involved in every attempt on goal, though, it's near impossible to offer hard-and-fast rules on when, where and how to shoot. One thing we can say, though, is that shot power and accuracy is greatly increased if your player has a slight run-up to the ball – such as while knocking the ball further ahead while sprinting, or after any one of a number of dribbling techniques or tricks.

### Rabona Shot

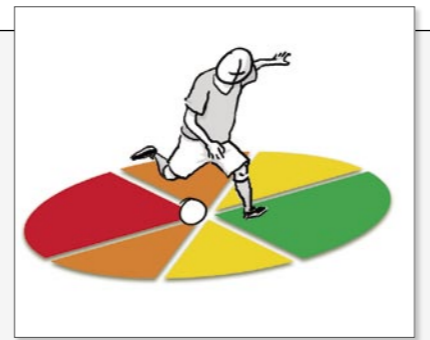
If you're curious as to where the context-sensitive Rabona shot has gone, worry not - it hasn't been removed. It can now only be performed by players with a Weak Foot Frequency of 3 or less, and a 90+ Technique value. Only two players fall into this category: Malgani, the number 10 of Classic Argentina, and Rivaldo of Olympiacos Piraeus. To perform it, run parallel to and in front of the goal with either player, „strong“ foot goalside, and they will perform the unique Rabona when you shoot.



### Body Position

As with passing, players are (as a rule) most effective at striking the ball in the direction they are facing. The further away your aim is from, approximately, a 90 degree "cone" in front of a player, the less powerful and accurate a shot will potentially be. If a player has high Shot Accuracy, Shot Power and Shot Technique stats (and, ideally, the Scoring special ability star), he will be far more proficient at shooting while running parallel to his opponent's goalmouth, but the odds of even a great player scoring are always reduced by facing further away from the goal.

If a player has his back to his opponent's goal, the precision and pace of shots is vastly reduced. As in real life, the difficulty of twisting to shoot from oblique angles – even at close range – means that the quality of contact will be lower, with the ball more likely to be scuffed harmlessly into a grateful keeper's hands. Players with the Scoring star are much, much better at turning to drill the ball into either corner, but only inside the penalty area. Unless you're deep inside your opponent's 18-yard box, a shot made while facing away from goal may be a waste of possession.



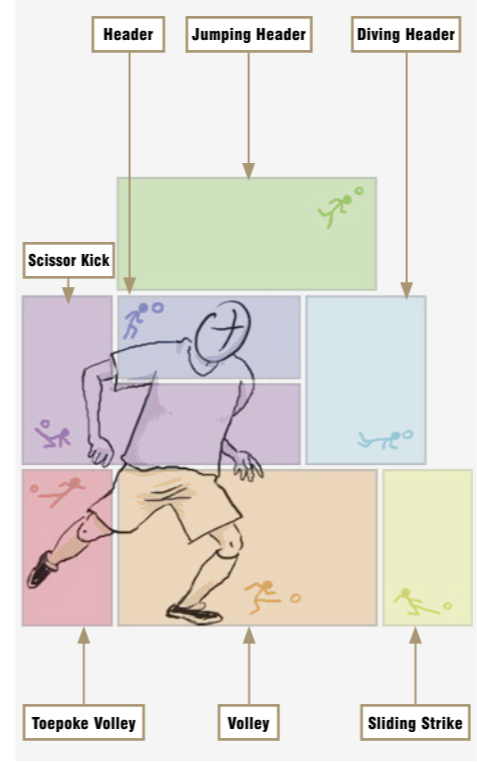
## First-Time Shots & Headers

When your player meets an incoming ball, the type of contact he makes depends on his body position and orientation, and the speed and height of the ball. These diagrams provide a rough approximation of where the ball must be for your player to perform the specified context-sensitive moves.

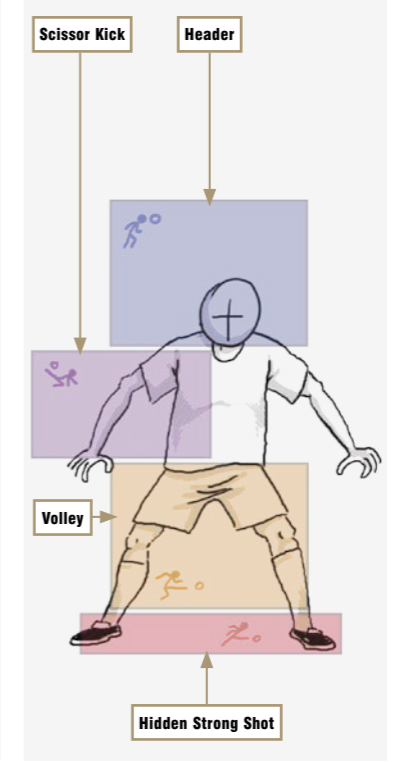
travels towards him can change the style of kick or header used. This is an expert-level technique, though: if you lack experience, you may find that you often accidentally move your player out of position, or provide a defender with a clear run forward to make a clearance.

Tiny adjustments of your player's position with the **Special Controls Button** (see Off-The-Ball Movement, page 49) as a cross or long pass

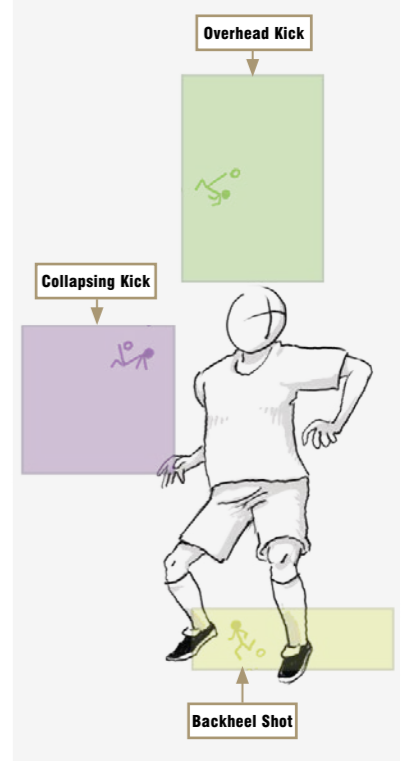
### Moving Player



### Standing Position



### Back to Goal



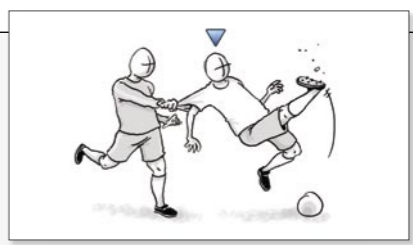
### Favoured Foot

Another factor that you must take into account when shooting is your player's dominant foot, and his Weak Foot Accuracy and Weak Foot Frequency stats. In the heat of the moment, even the most quick-thinking PES6 expert will not have time to consider these, which is why a few hours on the training ground with your favourite team can be hugely advantageous. Practice shooting from various angles and ranges with each player, and see how the contact made can vary. A player with high Weak Foot Accuracy and Weak Foot Frequency ratings will be comfortable striking the ball with either foot; a player with lower ratings will go out of his way to use his preferred foot. If a one-footed player has the Outside special ability star, he may instead use the outside of his stronger foot to strike the ball.



### Physical Pressure

When a defender is in close physical proximity to a player, the potential power and accuracy of his shots is reduced. The degree to which this affects him depends primarily on his Shot Technique rating, but is also influenced by his Body Balance and Attack stats. If you are controlling a player with low Shot Technique, it can be better to try to escape your marker before kicking, or pass the ball to a teammate in space.



# USING THE DVD



## INTRODUCTION



If a picture paints a thousand words, the guide DVD companion is the most knowledgeable and verbose Pro Evolution Soccer 6 coach you could ever hope to train with. With over 100 minutes of in-game footage – and plenty of extras, too – it is designed to be an all-encompassing visual accompaniment to the paper guide you hold before you.

## COACHING MANUAL



While this guide aims to explain PES6 moves and gameplay concepts in a clear and concise manner, it can often be hard to interpret (let alone perform) complicated, situation-specific button commands. This is where the Coaching Manual section of the DVD is worth its weight in goals – both scored and averted. It demonstrates all “standard” moves and tricks in PES6, with PlayStation 2 and Xbox 360 controllers to the left side of the video display illustrating the correct timing for all button presses. There’s a slow-motion replay of every move after the initial performance, and you’re free to use the features on your DVD to review the footage in any order or at any speed you please.

## SECRET MOVES



Using the same format as the Coaching Manual, this section of the DVD acts as an accompaniment to the Secret Moves & Tricks chapter. Even with assistance in video and text form, you may still find the difficulty of performing these moves rather extreme. For that reason, it’s a good idea to watch each demonstration repeatedly until you’ve memorised the correct timing.

## SITUATION GUIDE

The Situation Guide is designed to compliment the raw instructions provided in the Coaching Manual and Secret Moves sections of the DVD, showing you how to use a variety of skills, tricks and techniques in real match situations. We have chosen ten scenarios that players will frequently encounter in PES6, and offer five “solutions” for each one. In each case we begin with the easiest, gradually working up to the most complicated (yet stylish) way to triumph in a particular exchange. By watching this footage you’ll acquire a better understanding of how effective certain moves can be, from using

Super Cancel to meet a cross, to jockeying an attacker in defence. While watching each situation, pay attention to the Coaching Manual and Secret Moves references (A-1, N-19, and so forth) that appear on screen. These link to the relevant sections of both guide and DVD, where you can learn how to use each move and (with the paper guide) gain further inspiration on ways to improve your Pro Evo play.

Let’s take a look at the ten scenarios featured in the Situation Guide...

### Stationary player receives incoming pass

In this situation, the stationary player receiving a pass can safely trap the ball, or choose to beat his opponent with varying degrees of skill.



- C-4: Kill Ball Movement & Turn
- C-6: Turn & Run Onto Incoming Pass
- N-1: Leave Ball/Jump Ball
- N-21: Kick Feint 1
- R-3: Secret Ball Control

### One-two pass variations

When you initiate a one-two pass and see the instigating player make his forward run, you have a variety of options at your disposal. You can obviously play the natural return ball, but you could also initiate a more involved team move...



- E-13: One-Two Pass
- E-14: One-Two With Lofted Return Ball
- N-6: Drag-Back
- One-Two: Combination With 3 Players
- One-Two: Combination With 4 Players

### 1-on-1 with attacker moving

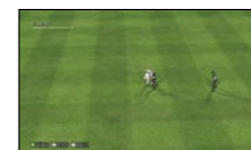
If you are running at an opponent, you can use the following tricks to pass him stylishly and effectively. The Acceleration, Dribble Speed, and Dribble Accuracy player abilities are hugely important in these situations.



- D-2: Sidestep
- N-5: Quick Turn
- N-8: Marseille Roulette
- R-4: Sprint: Diagonal Dash
- R-5: Step-Over Into Diagonal Dash

### 1-on-1 with defender

Defending can be hard work in PES6: you need to concentrate at all times, and experiment with different techniques to break up attacks. This section of the Situation Guide explores five ways to disrupt the opposing team’s march towards your goal.



- A-3: Tackle/Pressing (Automatic)
- A-4, A-5: Tackle (Manual), Call For Assistance
- A-6: Sliding Tackle
- A-9: Jockeying
- S-2: Body Check

### Crossing

There are more ways to cross than many Pro Evo players suspect. In this section, we reveal which cross types can be most effective – and perhaps more pertinently, when they should be used.



- E-1: Short Pass
- E-17: Manual Long Pass
- F-2: Medium Cross
- F-3: High Arc Cross
- Q-1: Hidden Low Cross

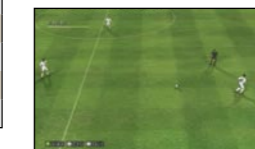


## INTERVIEW

In this section, you can watch an interview with legendary PES producer Shingo “Seabass” Takatsuka, who provides insights into the creation of PES6 and the future of the series on next-gen consoles, and reveals how the 2006 World Cup influenced the Pro Evo team.

### Moving player receives incoming pass

If your player is in motion as he receives a pass, you have a different range of options. Should you choose to trap the ball, or cleverly change his trajectory with subtle use of the powerful Super Cancel feature?



- C-3: Control & Tap Ball Ahead
- C-5: Stop Ball & Face Goal
- M-1: Super Cancel
- Q-4: Leave/Jump Through-Ball
- S-1: “La Ginola”

### 1-on-1 with stationary attacker

There are many different ways to beat an opponent from a stationary position in PES6. This section shows a mere selection of techniques – depending on your playing ability, there are many more.



- N-7: V-Feint
- N-14: Matthews Feint
- N-23: Chip Ball
- N-12, N-3: Stationary Feint, Stop & Play
- Q-6: Fake Turn 2

### 1-on-1 with attacker against goalkeeper

No matter the relative ability of the goalkeeper you face, attacking players have a far greater number of moves at their disposal in one-on-one situations...



- G-4: Chip Shot 2
- N-21: Kick Feint 1
- N-23: Chip Ball
- N-27: Fake Shot/Pass
- R-1, R-7: Immediate Angled Sprint, Disguised Pass

### Wing play

With all good Pro Evo players appreciating the importance of restricting free space on the wings, creating sufficient room to put in a pin-point cross or pass can be tricky. The following techniques are always useful in these situations.



- D-9: Quick Stop & Turn to Face Opponent’s Goal
- N-2: Backheel Turn
- D-3, N-10: Slow Dribble 1, Both-Feet Feint
- N-19: Step-Over Into Dash
- N-27: Fake Shot/Pass

### Attacking crosses

As a cross speeds towards its target, you’re not obliged to simply head or shoot the ball – sometimes, an alternative technique can be used to create an improved (or if you prefer, more spectacular) goalscoring opportunity.



- G-5: First-Time Shots & Headers
- C-2, G-5: Control Airborne Ball, First-Time Shots & Headers
- E-4: Header (Pass)
- E-8: First-Time Long Pass
- M-2, G-5: Control Player While Ball Is Airborne, First-Time Shots & Headers

## BEAUTIFUL GOALS

During the creation of both guide and DVD, Piggyback’s Pro Evolution Soccer 6 team scored literally thousands of goals. You can view (and perhaps derive inspiration from) some of these in this ten-minute “Beautiful Goals” compilation.



- INTRODUCTION
- HOW TO PLAY
- COACHING MANUAL
- SECRET MOVES & TRICKS
- TACTICS & STRATEGIES
- MASTER LEAGUE
- TEAM & PLAYER GUIDE
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- INTRODUCTION
- MOVES INDEX
- DEFENCE
- DEFENCE: GOALKEEPERS
- BALL CONTROL
- BASIC DRIBBLING
- PASSING
- CROSSING
- SHOOTING
- CORNERS
- FREE KICKS
- FREE KICKS: DEFENCE
- THROW-INS
- PENALTY KICKS
- OFF-THE-BALL MOVEMENT
- TRICKS & TECHNIQUES
- STRATEGY CONTROLS
- FIXED CURSOR CONTROLS
- REFEREES & EVENTS
- USING THE DVD

## GENERAL TRANSFER TIPS

- As a rule of thumb, the higher a player's current salary, the less likely it is that he will join a club in a low Club Ranking position.
- The Club Ranking system is actually a contrivance designed to prevent players from signing too many high-profile stars in their first two or three seasons. Even if you win a league and cup double in your first year, you'll still find that you only occupy a lowly position in the chart. Don't worry – it will rise eventually, especially when you enter the European cup competitions.
- Signing star players while in Division 2 is not impossible, but it's generally prohibitively difficult. You can safely assume that most first-team members at bigger Master League clubs will not be at all interested in joining you (that is, on "zero stars"), and that only inexpensive squad players will have a one-star or two-star rating.
- Use the Add To List option to add transfer targets to the List page. This can save you the trouble of hunting players down again in the Search menus should they reject your initial approach.
- Trade negotiations – only available if players have six months or more left on their current contract, and play for a team in one of the four active leagues – are less likely to succeed than simple cash deals. They can be worthwhile if your finances are low, or if you want to get rid of squad members that you rarely play. We strongly advise against the use of loan deals, however. As you have to pay for the privilege of this temporary arrangement, you'll be far better served by picking up a free transfer in the Newcomers or Non Affiliated lists.

- Generally speaking, players who are not at a participating Master League club (including unsigned young players and free agents) will be more likely to sign a contract, with the odds increasing as you climb the Club Ranking. However, you will still find that the best players – usually those with the largest salary demands – will be harder to sign until your club's stature is very high.
- It's not a parameter you can actually see, but some players are greedy. These individuals may continually reject reasonable salary offers in the hope of getting a better wage packet. When you encounter a player like this, you can doggedly continue to offer the same amount, put forward an increased deal, or simply turn your attention elsewhere.
- Players unlocked in the PES Shop, including all members of "classic" teams (see page 156 for more details) will appear in the Non Affiliated section of the Search By Group screen if the Hidden Players/Classics option is enabled. There will, obviously, be a mad scramble for their services the moment the first transfer window arrives, so don't be tardy in opening negotiations with the best players.
- During weeks 37 to 44, you are allowed reduce the Master League Level. If you are using the five-star setting and would like to scout for interested stars without resorting to extended trial-and-error bids, you could simply reduce it for the duration of the transfer window...
- Last but not least, consider saving your position at the start of a Negotiation Period. While purists will consider this "cheating", having the option to return to the start of the transfer window if all your negotiations fail can help prevent a frustrating half-season of underachievement.

# TALENT GUIDE

Buying players in Master League mode can be something of a lottery: you can never truly be sure that a player is a sound long-term investment until you study their development graph after a purchase. There's also the simple fact that the PES6 player database is absolutely huge, which can make scouting for talent a time-consuming chore – especially if you're determined to find a very specific type of player.

Over the following five pages, we reveal some of the finest footballers your hard-earned £ can buy. As well as detailing the best established professionals (particularly those with room for future improvement), we also highlight young players with massive potential. We've separated the players into categories for easy reference, with these ordered in accordance with each individual's initial wage demands. Be aware that the latter will change as time passes – if you want to pick up future superstars at bargain prices, it's wise to make your bid as early as you possibly can...

## ESTABLISHED STARS

### Goalkeepers

NAME	AGE	HGT.*	POS.**	GROWTH INFORMATION OVER TIME						NOTEWORTHY ATTRIBUTES	SPECIAL ABILITIES	INITIAL WAGES
				17	21	25	29	33	Peak (age)			
Andujar	22	194	GK	-	-	84.5	88	87	88 (28-32)	Balance 87, Response 86, Shot Power 81, Keeper Skills 81	None	377
Yohann Pelé	23	196	GK	-	-	85	92.5	89.5	92.5 (29)	Balance 86, Response 86, Jump 84, Keeper Skills 84	1-On-1 Stopper	384
Gomes	25	191	GK	-	-	85	91.5	89.5	91.5 (29-31)	Defence 83, Balance 84, Response 93, Shot Power 84, Keeper Skills 87	Penalty Stopper	441
Stekelenburg	23	194	GK	-	-	86	92.5	90	92.5 (29-31)	Defence 83, Balance 85, Response 86, Shot Power 80, Keeper Skills 86	None	510
Reina	23	187	GK	-	-	86	88	85	89.5 (27)	Defence 87, Balance 80, Response 92, Jump 81	Penalty Stopper	765
Given	30	185	GK	-	-	-	-	88	88 (30-33)	Defence 92, Response 96, Keeper Skills 93	1-On-1 Stopper	907
Dida	32	195	GK	-	-	-	-	90.5	90.5 (33)	Defence 95, Balance 87, Response 97, Keeper Skills 88	Penalty Stopper, 1-On-1 Stopper	920
Buffon	28	191	GK	-	-	-	94	94	94 (28-36)	Defence 97, Balance 88, Response 99, Agility 87, Jump 92, Keeper Skills 97	Penalty Stopper, 1-On-1 Stopper	979
Cech	23	197	GK	-	-	92.5	93.5	92.5	93.5 (27-32)	Defence 93, Balance 91, Response 93, Keeper Skills 95	Penalty Stopper, 1-On-1 Stopper	1,139
Casillas	24	185	GK	-	-	87.5	88.5	86.5	88.5 (27-31)	Defence 92, Response 97, Mentality 91, Keeper Skills 90	1-On-1 Stopper	1,219

\*HGT. = Height (cm) \*\*POS. = Position

### Defenders

NAME	AGE	HGT.*	POS.**	GROWTH INFORMATION OVER TIME						NOTEWORTHY ATTRIBUTES	SPECIAL ABILITIES	INITIAL WAGES
				17	21	25	29	33	Peak (age)			
Chivu	25	184	CWP, CB, SB, WB	-	-	83.5	90.5	89.5	91 (30)	Defence 86, Stamina 87, Shot Power 87, Curling 87	Middle Shooting, Penalties, Marking, Covering, D-Line	765
Iván Córdoba	29	173	CB, SB	-	-	-	85	81.5	85 (29)	Top Speed 90, Acceleration 96, Jump 99	Marking, D-Line	800
Samuel	28	182	CB	-	-	-	84.5	81.5	84.5 (28-30)	Defence 93, Balance 90, Response 90	Marking, Covering, D-Line	974
Essien	23	180	CB, SB, DMF, CMF	-	-	85	89.5	87.5	89.5 (28-31)	Stamina 94, Response 86, Shot Power 86, Teamwork 88	Centre	1,199
Terry	25	186	CWP, CB	-	-	84	84.5	84.5	85 (30-32)	Defence 94, Balance 90, Header 92, Jump 86	Positioning, Marking, Covering, D-Line	1,253
Nesta	30	187	CWP, CB	-	-	-	-	82.5	84.5 (30-32)	Defence 95, Response 94, Teamwork 90	Outside, Marking, Sliding, Covering, D-Line	1,347
Puyol	28	178	CB, SB	-	-	-	86.5	84.5	86.5 (28-32)	Defence 93, Stamina 93, Response 90, Jump 92, Mentality 97	Outside, Marking, Sliding, Covering	1,420

\*HGT. = Height (cm) \*\*POS. = Position

### Midfielders

NAME	AGE	HGT.*	POS.**	GROWTH INFORMATION OVER TIME						NOTEWORTHY ATTRIBUTES	SPECIAL ABILITIES	INITIAL WAGES
				17	21	25	29	33	Peak (age)			
S.J. Park	25	175	DMF, CMF, SMF, AMF, WG, SS	-	-	84.5	88.5	87.5	89.5 (30-31)	Stamina 95, Acceleration 86, Response 86, Agility 86, Dribble Speed 86, Teamwork 88	Dribbling, Reaction, Middle Shooting, Outside	350
Lowre	24	189	CMF, SMF, AMF	-	-	82	91	87.5	91 (29)	Balance 83, Stamina 83, Short Pass Accuracy 83, Shot Power 85, Technique 83	Middle Shooting, Sliding	404
M'Barni	23	172	DMF, CMF	-	-	84	90.5	88	90.5 (29-32)	Stamina 85, Acceleration 82, Agility 82, Short Pass Accuracy 88	Passing	510
Maxi Rodriguez	25	174	SMF, AMF, SS, CF	-	-	81	87.5	89.5	92 (30)	Acceleration 85, Shot Power 86, Technique 84	Dribbling, Reaction, Outside	649
A. Smith	25	175	CMF, SMF, AMF, SS, CF	-	-	84.5	93.5	92.5	93.5 (29-32)	Stamina 87, Response 86, Agility 86, Shot Power 87, Header 86, Jump 87	Positioning, Reaction, Scoring, Post Player, 1-Tch Pass, Sliding	681
Mutu	27	180	SMF, WG, SS, CF	-	-	-	90.5	86	87.5 (23), 90.5 (29)	Stamina 85, Top Speed 88, Acceleration 90, Agility 86, Dribble Accuracy 85, Dribble Speed 88, Free Kick Accuracy 87, Curling 85, Technique 87	Dribbling, Outside	700
De La Peña	29	173	CMF, AMF	-	-	-	86	89.5	90.5 (32)	Short Pass Accuracy 95, Long Pass Accuracy 96, Curling 90, Technique 94	Playmaker, Passing, Centre, 1-Tch Pass, Outside	714
C. Ronaldo	21	184	SMF, WG, SS	-	87.5	93	94.5	90.5	94.5 (26-29)	Agility 95, Dribble Accuracy 95, Dribble Speed 95, Long Pass Speed 90, Shot Power 90, Technique 91	Dribbling, Tactical Dribble, Middle Shooting, Outside	723
Joaquin	24	179	SMF, WG	-	-	84.5	91.5	88	92.5 (28)	Acceleration 91, Agility 90, Dribble Accuracy 92, Dribble Speed 91	Dribbling, Reaction	760
Del Piero	31	173	AMF, SS	-	-	-	-	87.5	88 (31)	Attack 91, Dribble Accuracy 91, Shot Accuracy 90, Shot Technique 92, Free Kick Accuracy 90, Curling 91, Technique 93	Tactical Dribble, Scoring, Side, Penalties, 1-Tch Pass, Outside	760
Van der Meyde	26	178	SMF, WG	-	-	-	90.5	87.5	90.5 (29-30)	Top Speed 86, Acceleration 89, Dribble Accuracy 88, Dribble Speed 87	Dribbling, Outside	774
A. Hleb	24	185	SMF, AMF	-	-	86	88.5	84.5	88.5 (26-29)	Acceleration 92, Agility 93, Dribble Accuracy 89, Dribble Speed 95	Dribbling, Playmaker, Passing, 1-Tch Pass, Outside	833
C. Seedorf	30	176	CMF, SMF, AMF	-	-	-	-	87.5	88 (30-32)	Balance 90, Stamina 90, Short Pass Speed 90, Shot Power 92, Technique 91, Teamwork 93	Tactical Dribble, Passing, Middle Shooting, Centre, 1-Tch Pass, Outside	833
Rooney	20	178	AMF, WG, SS, CF	-	89.5	93.5	93.5	92	93.5 (24-30)	Balance 90, Stamina 90, Acceleration 90, Short Pass Speed 92, Shot Power 90, Technique 90	Dribbling, Tactical Dribble, Reaction, Passing, Scoring, 1-1 Score, Middle Shooting, Outside, Sliding	876
Joe Cole	24	175	SMF, AMF, WG, SS	-	-	87.5	91.5	88.5	92.5 (28)	Stamina 94, Agility 92, Dribble Accuracy 93, Technique 91	Dribbling, Tactical Dribble, Passing, Middle Shooting, Outside	889
Pirlo	26	177	DMF, AMF	-	-	-	92.5	91.5	93.5 (31)	Dribble Accuracy 92, Short Pass Accuracy 96, Short Pass Speed 87, Long Pass Accuracy 97, Free Kick Accuracy 96, Curling 95, Technique 95, Teamwork 91	Tactical Dribble, Playmaker, Passing, Middle Shooting, Centre, Penalties, 1-Tch Pass, Outside	921
Deister	26	182	SMF, AMF	-	-	-	86	84	87.5 (26-28)	Long Pass Accuracy 94, Long Pass Speed 91, Free Kick Accuracy 90, Curling 92, Technique 90	Passing, Side, Outside	965
Riquelme	27	182	AMF	-	-	-	89.5	87.5	90.5 (28)	Dribble Accuracy 91, Short Pass Accuracy 98, Short Pass Speed 94, Long Pass Accuracy 91, Technique 93	Tactical Dribble, Playmaker, Passing, Middle Shooting, Centre, Penalties, Outside	1,044
Recoba	30	179	AMF, WG, SS	-	-	-	-	88	89.5 (30)	Dribble Accuracy 93, Long Pass Accuracy 90, Long Pass Speed 94, Shot Power 93, Curling 95, Technique 90	Dribbling, Tactical Dribble, Passing, 1-1 Score, Middle Shooting, Outside	1,127
Beckham	30	182	CMF, SMF, AMF	-	-	-	-	88	89.5 (30-32)	Long Pass Accuracy 98, Long Pass Speed 95, Free Kick Accuracy 94, Curling 98	Passing, Middle Shooting, Side, Outside	1,149
Xabi Alonso	24	183	DMF	-	-	87.5	87.5	85	88 (26-28)	Short Pass Accuracy 90, Short Pass Speed 91, Long Pass Accuracy 94, Long Pass Speed 90, Teamwork 93	Passing, Middle Shooting, Centre, Outside	1,149
Kaka'	24	183	SMF, AMF, SS	-	-	88.5	89.5	87.5	89.5 (29-31)	Attack 87, Top Speed 88, Acceleration 90, Dribble Accuracy 89, Dribble Speed 97, Short Pass Accuracy 87, Short Pass Speed 88, Technique 93	Dribbling, Passing, Middle Shooting, Outside	1,164

\*HGT. = Height (cm) \*\*POS. = Position

# INTRODUCTION



- 1 Player Guide:** This page provides an at-a-glance guide to the strengths and weaknesses of the 23 most important players in every squad.
- 2 Player Abilities:** With every attribute detailed in an easy-to-read table, you can study each team to gain a better understanding of how each player can potentially perform on the pitch.
- 3 Special Abilities:** As with basic player attributes, we detail each and every "special" ability that players possess.
- 4 Tricks:** Certain players in PES6 can perform rare dribbling techniques and tricks, and these are highlighted here. Consult the Coaching Manual chapter for more information on each move.

TRICK	ABBREVIATION	PAGE
Drop Shoulder	DS	52
Both-Foot Feint	BFF	52
Inside-Outside Trick	IO	52
Cruyff Turn	CT	53
90-Degree Turn	90	53
Special Curling Chip Shot	CS	55
Elastico	EL	54

- 5 Ratings:** Taking all relevant abilities and special abilities into account, this section rates each player in several key categories; see "PES6 Superstars" for a brief overview of each one. An arrow pointing upwards denotes world-class ability; an arrow facing downwards acts as a warning that a player is perhaps weak in that particular area of his game. Where no arrow is present, you can safely assume (with all categories bar Set Piece Specialist) that a player is at least reasonably competent, given his specific role in the squad.
- 6 Team Guide:** This page offers tried-and-tested formations and strategies for each team, including a wide range of playing tips.
- 7 Strengths & Weaknesses:** This section highlights some of the most important attributes and intrinsic foibles of each side, and offers insights on individual players, particular areas of the team (such as defence, midfield and attack), and the strengths or relative shortcomings of the squad as a whole.
- 8 Suggested Formation:** The product of many weeks of careful testing; taking the strengths and weaknesses of each squad into account, we specify a "balanced" playing system for every team. Of course, selecting a formation in Pro Evo games is a highly subjective decision; if there are aspects of the formation that don't work for you, by all means make adjustments to suit your playing style.
- 9 Alternative Formations:** As discussed on page 73 of the Tactics & Strategies chapter, we strongly recommend that you consider creating alternative formations that can be assigned to Manual Strategy buttons. These "defensive" and "attacking" systems are designed to be used with the team selection specified in the main formation diagram. If you make personnel changes, it's sensible to ensure that the selected players can adapt to the different roles that each of the three systems may require they play in.
- 10 Tactical Settings:** Adjusting the Back Line and Offside Trap options (see page 77 of the Tactics & Strategies chapter) at the Formation Settings screen can make a big difference to how your team behaves. We specify the ideal settings for each formation.

## ARGENTINA

### PLAYER GUIDE

Player	Position																						
	GK	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF	DF
Abel Balbo	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

### TEAM GUIDE

STRENGTHS		
Description	Maximising Potential	Tips for Opponents
The attacking players' dribbling abilities are excellent.	Rely on dribbling more than with other teams to open up the opposition.	When defending one-on-one, stay alert and don't rush into tackles.
The team's passing game is extremely fluid and dynamic.	Take advantage of this by stringing together passing moves in the middle of the pitch and along the wings.	Limit the attacking instincts of your full-backs (and even consider making them CBs). This will stop them appearing in your defence and make it harder for the Argentines.
Saviova and Crespo work exceptionally well together.	Get Saviova to link up with the midfielders. Crespo will run off him, creating plenty of opportunities.	Isolate Saviova by marking him aggressively. This will affect the quality of his passes to Crespo.
Crespo is a very aggressive striker, always looking to pick up loose balls and intercept passes between defenders.	Take active control of him to put as much pressure as possible on the opposition's defenders.	Keep a careful eye on his movement, and avoid playing square balls across the front of the defence.

WEAKNESSES		
Description	Minimising Risk	Tips for Opponents
The Argentine defence lacks physical presence.	Play more aggressively than normal to avoid being overrun; increase your level of tackling.	Rely on players with good balance and header skills to spot them as much as possible.
The team's very defensive style of play lets out the players; their performance levels will drop during the last 20 minutes of a game.	The substitutes are very versatile and can play in several positions, so don't hesitate to make changes.	Wait until near the end of the game before unleashing devastating counter-attacks – the Argentines will find it hard to cope with them.

### ARGENTINA

