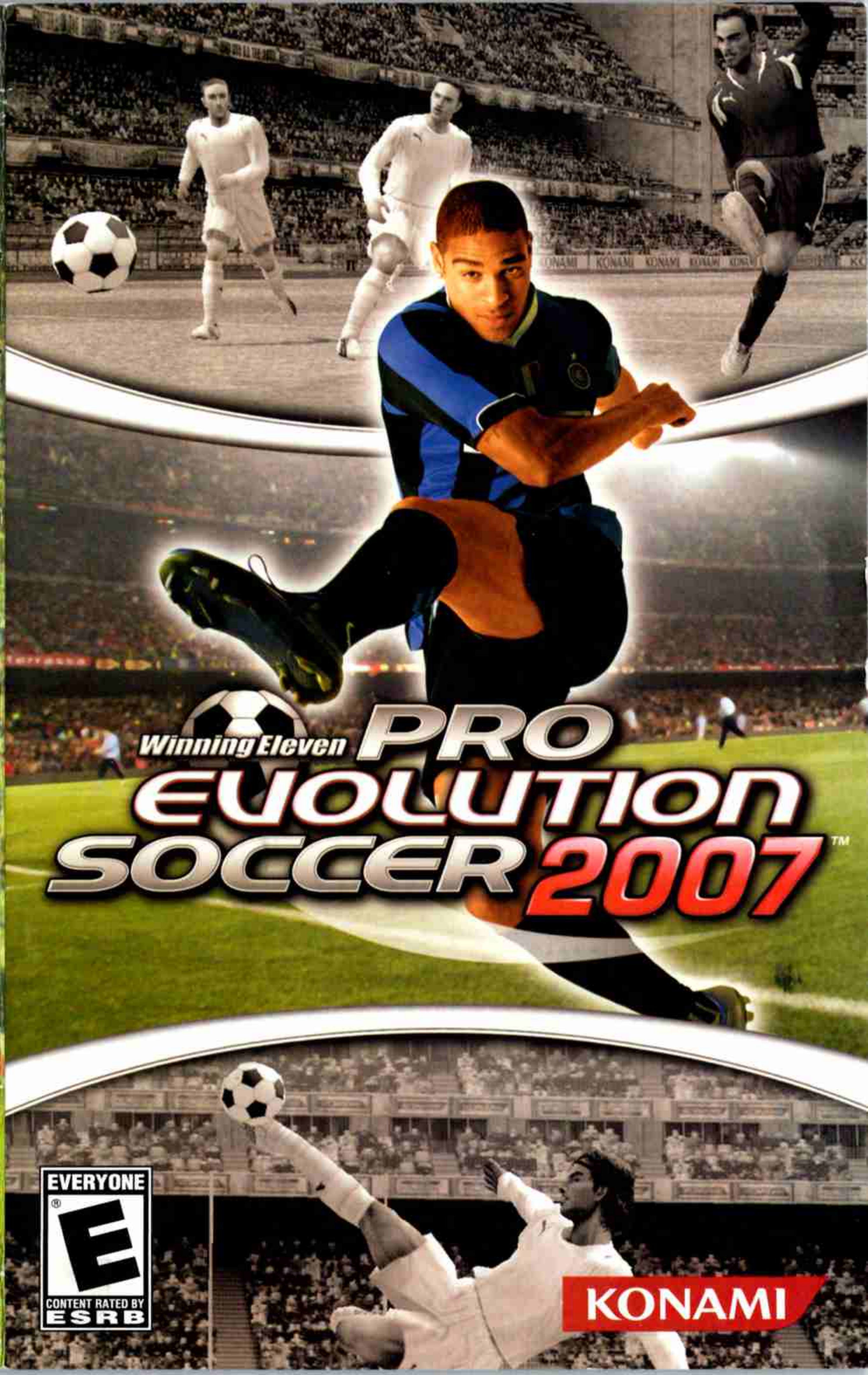




Winning Eleven **PRO**
EVOLUTION
SOCCER 2007™



KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Spanish language manual available on line @ www.konami.com

Instrucciones en Español esta en línea — www.konami.com

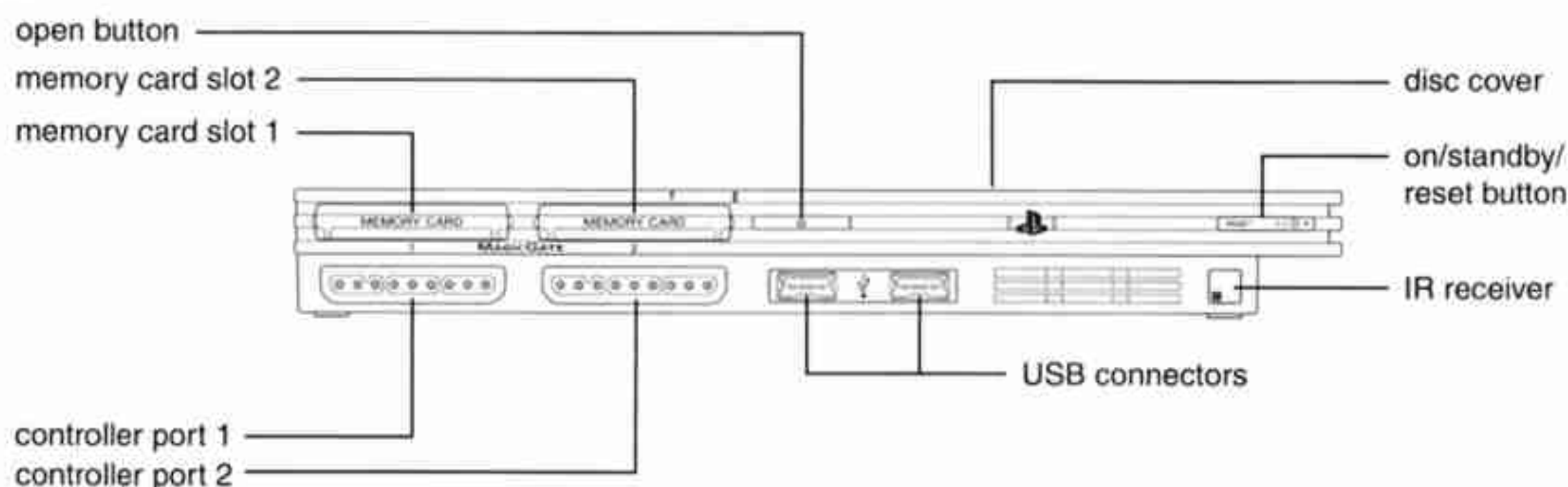
Thank you for purchasing Winning Eleven: Pro Evolution Soccer 2007 from Konami.

Please read this manual thoroughly before playing the game. Also, please keep this manual in a safe place so you can refer to it easily later.

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

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Setting Up Your PlayStation®2

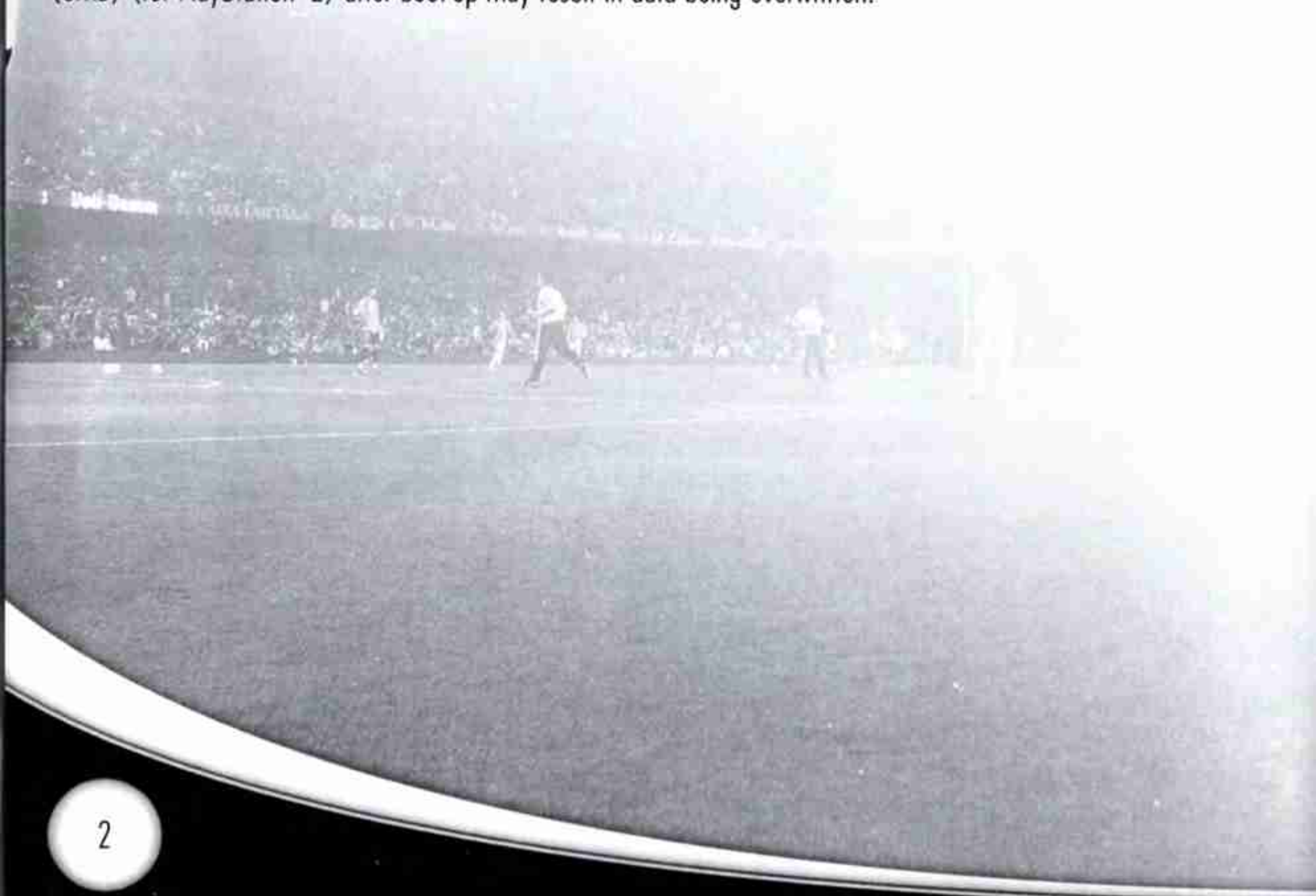


Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **Winning Eleven: Pro Evolution Soccer 2007** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

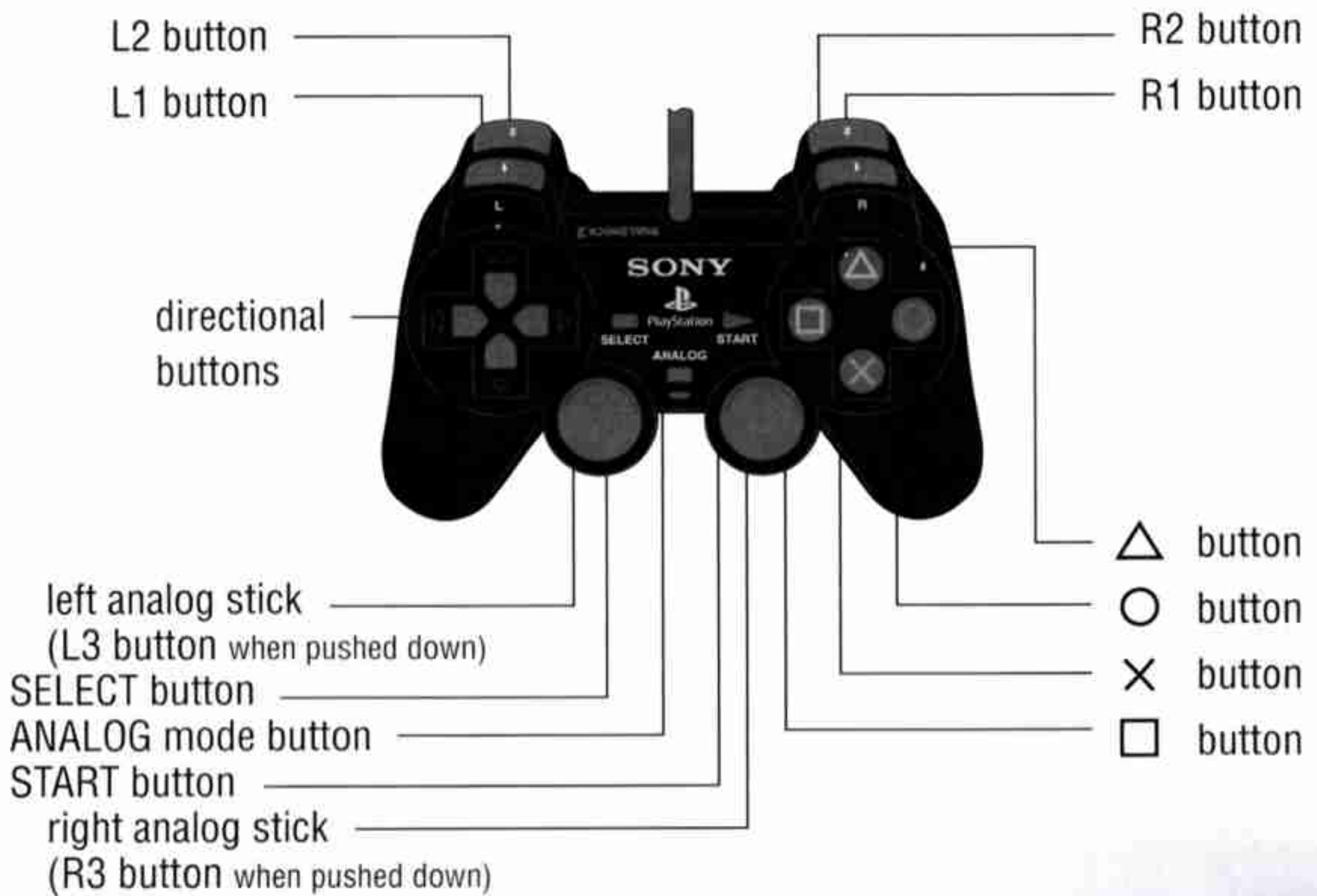
Getting Started

Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. If a memory card (8MB) (for PlayStation®2) with the game's saved data is inserted in MEMORY CARD slot 1 or MEMORY CARD slot 2, the game's data is automatically loaded, and the user may choose to resume gameplay from the last save point. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

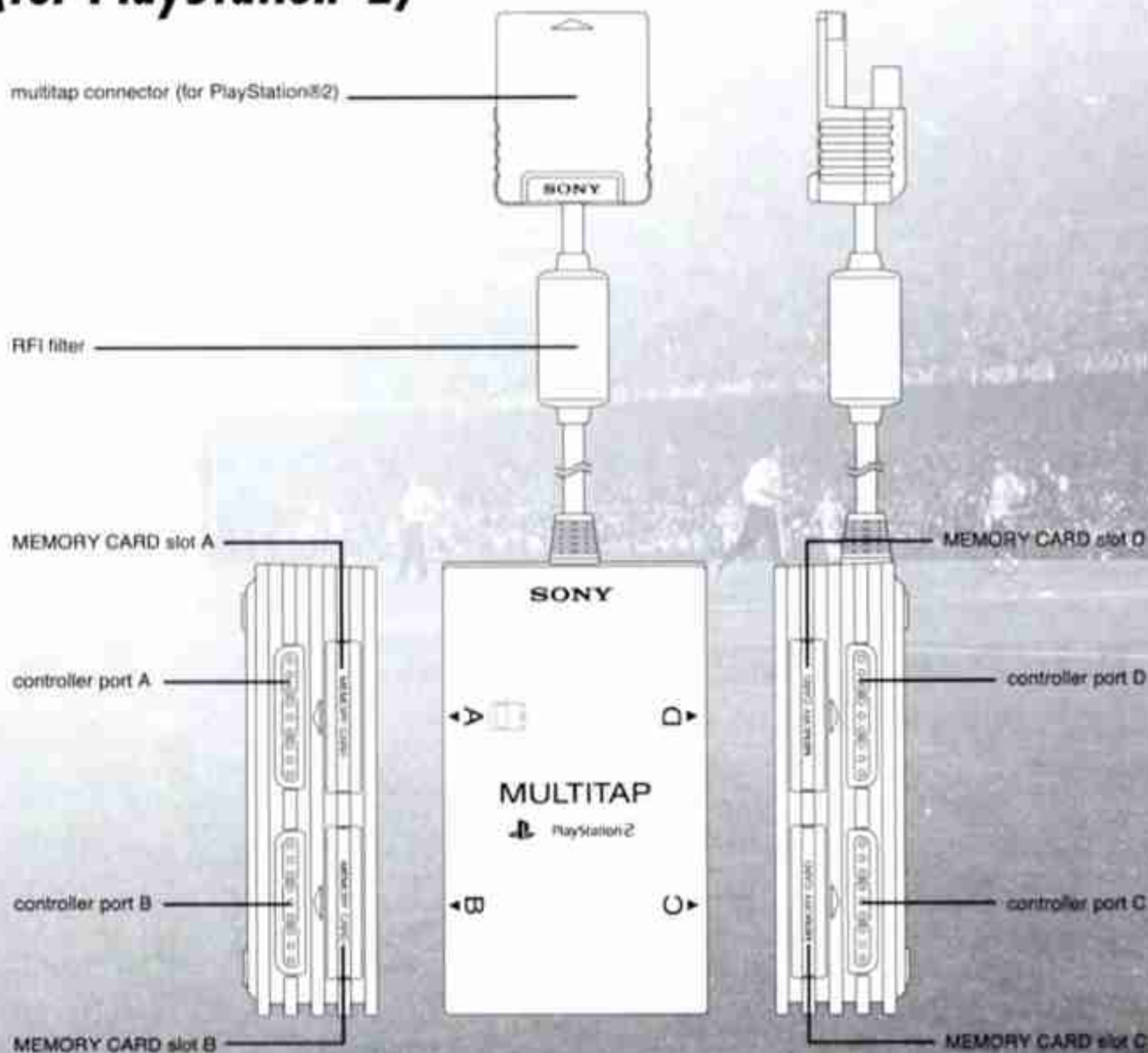
Warning: This title uses an Autosave feature. Insertion of a memory card (8MB) (for PlayStation®2) after boot-up may result in data being overwritten.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Multitap (for PlayStation®2)



Getting Started

Insert a memory card (8MB) (for PlayStation®2) with at least 1980KB free space into MEMORY CARD Slot 1 on the PlayStation®2 console, and then load the game.

Creating an Option File

If this is the first time you have played **Winning Eleven: Pro Evolution Soccer 2007**, you will first need to create an Option File. This stores important user data such as button configurations, screen settings, and much more. If no Options File exists then your personal settings and data cannot be saved. When you load the game for the first time, select "Save" from the menu that appears, and then enter a user name. Your Option File will then be created, and will be loaded automatically in future.

Mode Select Screen

The Mode Select screen provides access to **Winning Eleven: Pro Evolution Soccer 2007's** competitions, options and features. Use the directional buttons or left analog stick to highlight the required option, and then press  to make your selection.

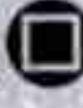
Options

As well as offering many useful functions, the Options menu also provides access to the WE-Shop, where you can spend "WEN" points acquired during play to purchase unlockable features.

PSP® (PlayStation®Portable) system Data Link: Transmit edited data to the PSP® system version of Winning Eleven: Pro Evolution Soccer 2007. The exact data transmitted depends upon the mode on the receiving end.

WE-Museum: Visit the Museum to watch saved replays, view your trophy cabinet, watch the credits and study saved Memorial Match data.

WE-Shop: Pay a trip to the WE-Shop to spend "WEN" points on a wide range of bonus features.

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

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

Screen Settings: Use this option to reposition the game display on your television or monitor.

In order to store and update your Option File and save your progress in competitions, you will need a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1. The Option File can only be saved to or loaded from a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1. Competition data is saved to MEMORY CARD slot 1 by default, but you can change the MEMORY CARD slot used to store progress at the Save and Load Screens. Each file saved to a memory card (8MB) (for PlayStation®2) requires a certain amount of free space, as the following table explains.

File	Space Required	Used For
Options File	1228KB or more	Options, match settings, edit data, Memorial Match data
Master League Data	773KB or more	League and player data
Master League My Team Data	82KB or more	Players and abilities
League Data	415KB or more	League progress and settings
Cup Data	414KB or more	Cup progress and settings
International Challenge Data	419KB or more	Progress, squad call-ups and settings
Formation Data	74KB or more	Formation settings
Replay Data	348KB or more	Replay files saved during matches

On the main menu screen in each game mode, selecting "Save" will take you to the Save Data Screen. Select where you want to save your data, and then press  to confirm your selection. Pressing  at the Save Data Screen will bring up the Delete Saved Data Screen, which you can use to delete any unwanted **Winning Eleven: Pro Evolution Soccer 2007** files.

Using the Help Function

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

Basic Controls

The diagrams below show the default settings for buttons and sticks on the DUALSHOCK®2 analog controller. They can be altered via the Button Configuration menu at the Options screen.

Game Controls

Basic Attack Control		Basic Defense Control	
L1	Switch between players	L1	Switch between players
R1	Dash	R1	Dash
Directional buttons/ Left analog stick	Player movement, dribbling	Directional buttons	Player movement
		Left analog stick	Player movement
	Through ball	(hold down)	Goalie
	Cross/long pass		Sliding Tackle
	Short Pass	(hold down)	Tackle/apply pressure
Right analog stick	Special Controls	(hold down)	Clearance/close down
R3	Manual pass		
	Shoot		

Dribbling & Trapping

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

Dash Dribble: **R1** while dribbling to sprint.

Extend Time Between Ball Touches: While holding **R1** to sprint with the ball at your player's feet, rapidly press the directional buttons two or three times between touches to knock the ball further ahead. You can also achieve the same effect by repeatedly tapping **R1**.

Greater Distance Between Ball Touches: While running with the ball with **R1** depressed, hold **R2** and press the directional buttons 45° to either side of the current direction of movement.

Slow Dribble: Keep **R2** depressed while dribbling to perform a "slow dribble." The ball will hardly leave your player's feet as you perform this technique, and it can be followed by a quick change of direction or one of many feints.

Sidestep: To move at right angles to the current direction of movement press **R2**, then immediately press the directional buttons 90° in either direction.

Stop the Ball 1: Release the directional buttons and press **R1** to stop the ball's movement while dribbling.

Stop the Ball 2: Release the directional buttons and press **R2** to stop and face your opponent's goal.

Jump: When an opponent executes a sliding tackle, press **R2** to attempt to jump over it.

Shield the Ball: When the player has stopped with the ball at his feet, press **R2** and then press the directional button away from the direction that you are facing.

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

Stop the Ball: When receiving a pass, press the directional button while holding **R2** to stop the ball and face the specified direction.

Stop the Ball & Turn to Face Goal: When receiving a pass, release the directional button and press **R2** to turn to face the opponent's goal while trapping the ball.

Run Onto Pass: To turn and run onto an incoming pass without making an initial touch, hold **R1** and press the directional button in the direction that the ball is moving.

Passing

Use the directional buttons to specify the direction a pass should be played in.

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

Back Heel: Quickly push the directional button away from the player's current direction of movement and then press .

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

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

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

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

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

Lofted Through Ball: Hold **L1** and press .

One-Two Pass: Hold down **L1** and press  to make a short pass, and then press  before your teammate receives the ball to execute a return pass.

One-Two Pass with Lofted Return Ball: Hold down **L1** and press  to make a short pass, then press  before your teammate receives the ball to execute a chipped return pass.

Pass and Move: Press **R2** immediately after passing the ball to instruct the player to make a forward run.

Manual Pass: Push the right analog stick in the desired direction and then press **R3** to execute the pass. The strength of the pass is determined by how long **R3** is held down.

Game Controls

Manual Long Pass: Hold down **L1**, push the right analog stick in the desired direction and then press **R3** to execute the long pass. The strength of the pass is determined by how long **R3** is held down.

Crossing

High Cross: From deep in your opponent's half, press **○**.

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

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

Lofted Ball: Press **R2** while delivering a cross to loft the ball high into the air.

Early Cross: Hold **L1** and press **○** to cross the ball from any position in your opponent's half.

Shooting

*Notes on shooting: Press **□** to build up the power gauge. Release **□** when the power gauge reaches the desired level, and your player will send a shot towards the goal. The length of the power gauge determines the power and height of your shot. Use the directional buttons to specify the required direction as the shot is made.*

Shoot: Press **□**.

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

Controlled Shot: Press **R2** when the power gauge reaches the desired level to make a shot that trades power for precision.

Chip Shot: Hold **L1** and press **□**.

Chip Shot Type 2: For a lob with a lower trajectory, press **□** and then press **R2** when the power gauge appears.

Basic Attacking Controls Tricks & Skills

Knock Ball Forwards: When a player is stationary with the ball at his feet, press **L1** and **R1** simultaneously to push the ball forwards to make a shot or cross.

Step Over (Long): Press **L1** twice, or press the right analog stick twice in the direction of movement.

Step Over (Short): Press **R1** twice.

Stationary Feint: When your player is standing still with the ball at his feet, instruct your player to pretend to move with the ball by pressing **L1** or **R1** twice. You can also achieve this by pressing the right analog stick twice in the direction that the player is facing.

Basic Attacking Controls

Kick Feint 1: While moving, press the right analog stick at a right angle to the current direction of movement twice.

Kick Feint 2: Press  to bring up the shoot gauge, then press . For best results, press  almost immediately.

Kick Feint 3: Press . When the power gauge is displayed, press .

Kick Feint 4: Set up a cross and, just before the ball is kicked, press .

Kick Feint 5: While dribbling the ball, press **L1** or **R1** three times. This move can be performed by a very limited number of players.

Kick Cancel 1: Press , and then press **L1** or **R1** simultaneously when the power gauge is displayed to cancel the kick. The difference between this and a kick feint is that the player will not perform any kind of kick motion at all.

Kick Cancel 2: Press  to call up the power gauge, and then press **L1** or **R1** simultaneously to cancel the kick.

Kick Cancel 3: Set up a cross, and then press **L1** or **R1** before the player kicks the ball.

Body Feint 1: Quickly press the directional buttons in either diagonal direction immediately to the left or right of the direction of the run.

Drag Back: When the ball is stationary at a player's feet, press the directional button in the opposite direction and simultaneously press **R2**.

V-Feint: From a stationary position, hold **R2** down and press the directional button in the direction opposite the player's run, then press the directional button in a 45° diagonal towards the player's strongest foot.

Matthews Trick: With the ball at rest, tap the directional button 90° to the left or right of the direction that the player is facing, then immediately press and hold the opposite direction. Players must have a Dribbling stat of 70 points or more to perform this trick.

Leave Ball: Just before a pass reaches a player, release the directional button and then press and hold **L1** to step over the ball and allow it to continue to another player.

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

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

Defense

Tackle/Pressure: Press  to attempt a tackle. You can also hold  to instruct your player to close down an opponent and apply pressure automatically. This can be used in conjunction with **R1**.

Basic Attacking Controls

Close Down: Hold  when the opposing team is in possession to have the player closest to the ball (not counting the player you are controlling) close down the player on the ball.

Sliding Tackle: Press .

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

Rush Goalie: Press  while defending to make the goalkeeper sprint towards the ball.

Goal Kick: Press  or  to kick the ball up the field. Use the directional buttons to aim.

Throw Ball: When your goalie is holding the ball, press  to throw the ball to a teammate. Use the directional buttons to aim.

Drop Ball: When your goalie is holding the ball, press **R1** to instruct him to drop the ball at his feet.

Moving the Goalie: If you activate the "GK Cursor" option on the Player Settings screen (see page XX), you can hold down  and press **L1** to gain active control of your goalie's movement.

General Controls

Change Player: Press **L1** to switch control to the player closest to the ball.

Control Player When Ball is Airborne: When the ball is in the air, hold **R2** and use the directional buttons to position the player to meet it.

Super Cancel: When a player is automatically running after the ball, press **R1** and **R2** simultaneously to bring the player to a halt, or to regain full control.

Activate/Cancel Strategies (Manual Mode): Hold down **L2** and then press , ,  or  to activate or cancel strategies assigned to those buttons.

Activate and Cancel Strategies (Semi-Auto Mode): Press **L2** to activate or cancel your chosen strategy.

Attack/Defense Level: Press **L2** and **R1** together to increase the Attack/Defense gauge level. This instructs your players to push forward. Press **L2** and **R2** together to reduce the Attack/Defense gauge level.

Set-Pieces & Dead-Ball Situations

Note: For free kicks and corners, hold the relevant button down to increase the power gauge to the required level.

Corners

Regular: Press  / **High Cross:** Hold down **R2** +  / **Low Cross:** Press Directional button up + .

Along the Ground: Directional button down + .

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

Short Corner: Press  to send a short pass to your nearest teammate.

Free Kicks (Passing)

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

Regular Long Pass: Press the .

High Ball: Hold down **R2** + .

Low Ball: Directional button up + .

Along the Ground: Directional button down + .

Curl: Directional buttons left or right while the power gauge is displayed.

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

Free kicks (Shooting)

Regular Shot: Press .

Hard Shot: Directional button up + .

Weak Shot: Directional button down + .

Moderately Hard Shot: Press , and just as the player makes contact, press .

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

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

Very Weak Shot: Press  + directional button up and then press  when the power gauge is displayed.

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

General Free Kick Controls

NEW! Quick Restart: When "Quick Restart" is displayed on the screen after a foul, press **L1** and **R1** simultaneously to restart the game with a simple pass. Use the directional buttons to specify the direction it should be played in before the player kicks the ball.

Basic Attacking Controls

Changing the Number of Kickers: Press **L1** and **R1** simultaneously to cycle through the following free kick configurations: one kicker (default), two kickers (second kicker: right side), two kickers (second kicker: left side).

Using the Second Kicker: Execute the free kick while holding **L1** to make the second kicker make the shot or cross pass.

Second Kicker Rolls Ball Forward: Hold down **L1** and then press **X** to make the second kicker roll the ball forward. You can then make a shot or pass from open play with the second kicker.

Alter Kick Direction: This feature enables you to fool opponents by lining up a shot at one side of the goal, only then to shoot at the opposite side. Press **□** and then press **L1** when the power gauge appears to shoot to the left, and **R1** to shoot to the right.

Free Kicks

Wall Control: When the opposing team has a free kick, press and hold the following buttons to control the players in the defensive wall.

All Players Jump: Press **□**.

Players Hold Position: Press **X**.

Players Charge Forward and Jump: Press **○**.

Players Charge Forward: Press **○** and **X** together.

Random: No buttons pressed.

Free Kicks: Goalie

Move Goalie Behind Wall: When the opposing team is preparing to take a free kick, press and hold **△** to instruct your goalie to move behind his defensive wall.

Throw-ins

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

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

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

Penalty Kicks

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

Goalie: Hold the directional buttons to dive.

Fixed and Semi-Fixed Cursor Controls

Calling for the Ball: When a teammate has the ball, press **R2** to call for a pass. The more frequently you press the button, the more strident your appeal for the ball will be.

GAME SETTINGS

Before a match can begin, you need to select your team and your opponents, and tailor various match options to suit your personal preferences.

Player Settings Screen

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

1. Player Settings
2. Cursor Speed Settings
3. Goalkeeper Cursor Settings
4. Cursor Display Settings
5. Load All Settings

1. Player Settings

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

-  You control all the action on and off the pitch.
-  You control the players on the pitch and the AI takes care of substitutions and tactics.
-  The AI controls the players on the pitch and you act as manager.
-  Cooperative play with AI-controlled players.

2. Cursor Speed Settings

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

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

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

Semi-Fixed: The cursor will only change when **L1** is pressed.

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

Game Settings

3. Goalie Cursor

If this option is set to "ON," you can take direct control of your goalie's basic movement while defending by pressing  and **L1** simultaneously.

4. Cursor Display Settings

Use this option to choose how the player cursor appears during matches. "Default" shows the controller number (1 to 8), "User Name" displays the identity registered in the Option File, and "Player Name" shows the name of the individual under your control.

5. Load All Settings

This option is very useful during matches against human opponents. With memory cards (8MB) (for PlayStation®2) containing personal Option Files in MEMORY CARD slots 1 and 2, you can automatically load settings and button configuration data for both players.

Team Selection/Select Uniform

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

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

Select Uniform: Select the uniform that will be worn during the match.

Match Settings

These settings enable you to customize the match options. Press the directional buttons up and down to move from item to item, and left and right to change the settings.

Option	Effect
Entrance Scene	Choose whether you want to see the teams enter the arena before the match gets underway.
Difficulty	Select one of five difficulty levels.
Home & Away	Select ON for a two-leg set of home and away matches, or OFF for a single match.
Away Goal	If "Home & Away" is activated, select "YES" if you want the away goals to apply in the event of a draw.
Match Type: EX	Choose whether a match can go into extra time or not, and whether the "golden goal" or "silver goal" rules will apply.

Game Settings

Option	Effect
PK	Choose whether you want a penalty shoot-out to settle the match in the event of a draw. If the "silver goal" rule is active, the match will automatically go to penalties.
Max. No. of Substitutions	Select the number of substitutes permitted during the match.
Injuries	Select whether players can sustain injuries during a match.
Match Time	Select the length of the match.
Time	Choose from Afternoon, Evening or Random.
Season	Choose from Summer, Winter or Random.
Weather	Select the weather for the match. Snow is available here if the Season is set to "Winter."
Stadium	Choose the venue for the match.
Referee	Select the referee for the match.
Ball Type	Select the type of ball. You can buy additional balls at the WE-Shop.
Ball Effects	When purchased from the WE-Shop, this option activates a special ball effect during replays.
Lineup Auto Select: Home	The AI automatically selects the starting line-up for the home team.
Lineup Auto Select: Away	The AI automatically selects the starting line-up for the away team.
Condition: Home	You can select the condition of the home team, from "Excellent," "Good," "Normal," "Poor," "Terrible" or "Random."
Condition: Away	You can select the condition of the away team, from "Excellent," "Good," "Normal," "Poor," "Terrible" or "Random."
Support Stance	Select which team the stadium fans will support.
Attendance: Home	Choose the home fan attendance.
Attendance: Away	Choose the number of away fans in the stadium.
Gameplay Frame	Select a design for the name panel. You can purchase additional frames at the WE-Shop.

Formation Settings

FORMATION SETTINGS

This screen enables you to select your team, pick (and edit) a formation, and adjust dozens of other strategic settings.

Main Menu

Match Start: Start the game.

Simple Settings: Configure your strategy by selecting keywords that best suit what you expect from your team, and the **Winning Eleven: Pro Evolution Soccer 2007** artificial intelligence will configure your tactics and team line-up accordingly.

Auto Settings: This option will suggest a formation, tactics and a first team that the **Winning Eleven: Pro Evolution Soccer 2007** AI believes is the best for your chosen squad.

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

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

Manual Settings

Home Side Settings Menu Away Side

Home Side (PES United):

Player	Position
Como	1 GK
Ranow	4 CB
Sariw	20 CB
Virota	6 RB
Nzom Gole	2 LB
Sirojuntle	7 DMF
Heycory	5 DMF
Romaldinho	11 AMF
Kondelenan	8 AMF
Ciurmira	9 CF
Agata	10 CF

Settings Menu:

- Home team
- Match Start
- Simple Settings
- Auto Settings
- Manual Settings
- ☐ No top menu disp
- Begin match.

Away Side (WE United):

Player	Position
16 Van Heert	GK
4 Chigrat	CB
3 Sutto	CB
2 Cejumi	RB
7 Pjimatnigh	LB
6 Boanerm	DMF
8 Cinu Santiku	DMF
5 Marsatto	AMF
17 Iujimano	AMF
10 Alnenda	CF
9 Jaromton	CF

Labels:

- Current Formation (4-2-2-2)
- Strategy (Strat. MA)
- Player Name and Status (e.g., Como, 1 GK)
- Team Captain (17 Iujimano)

Red: Forwards **Green:** Midfielders **Blue:** Defenders **Yellow:** Goalie

Changing the Formation Display: Press **L2** or **R2** to toggle the different "pages" of the Formation Display. The default display shows your team's current formation, but you can also view shirt numbers, movement directions (areas of the pitch that your players have been told to cover when your team is in possession), and defensive instructions (the longer the arrow, the more concerned a player will be with breaking up attacks than taking part in them).

Changing the Status Display: Press **L1** or **R1** to switch through the different pages of the Status Display. These show player positions, stamina and condition, yellow and red cards, and set-piece takers. In Master League mode, or if you have the "Cumulative Fatigue" option active during league and cup competitions, an additional gauge will appear beneath the players' Stamina bars as they participate in successive matches. As this gauge fills a player's ability to regain stamina will be reduced, and they will become more susceptible to injury.

Injuries



Returning to Full Fitness



Severe Injury



Slight Injury



Injury Status Unclear

Unavailable



On International Duty



Suspended due to Cumulative Yellow Cards



Suspended due to a Red Card

Match Start/Exit

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

Change Player

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

Formation Settings

Teamwork Display: Press  to activate and deactivate the Teamwork diagram.

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

Ability Display: Use **L2** and **R2** to scroll through the different pages of the Ability Display.

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

Set Formation

Use the directional buttons to select your formation. Now pick one of the preset variants for each formation, and use **L1** and **R1** to activate and disable a sweeper system in defense. Finally, press  to confirm your choice.

Edit Position

Select a player, move his button icon with the directional button, and then press  to confirm his new position. Press  with a player selected to change his specific role. It's important to note that putting a player out of position can lead to invisible ability penalties, reflecting his unfamiliarity with that role.

Team

Change Game Plan: This screen can be used to assign manual game plans/strategies to , ,  and . You can activate or disable these during a match by pressing **L2** + the appropriate button. You can also choose from three different strategy systems: Manual (you have full control), Semi Auto (you have control of one strategy activated with **L2**, and the AI activates the other three at its discretion), and Full Auto (all chosen strategies are under AI control).

Strategy Plan A/Strategy Plan B: Use these options to configure additional formations that can be assigned to Manual Strategy buttons via the Strategy menu.

Team Strategy: Adjust the behavior of your defensive line to suit your playing style. Back Line is used to determine how deep (C) or high (A) up the pitch your defensive line will sit. The "Offside Trap" option is used to specify how often your defenders should push up to catch opposing players offside, from frequently (A) to rarely (C).

Attack/Defense: The Attack/Defense gauges appear at the bottom of the screen during a match and indicate a team's current attitude, from defensive (blue) to attacking (red).

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

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

Semi Auto: The AI controls both attack and defense.

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

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

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

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

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

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

Individual

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

Attack: Assign up to two directional arrows to indicate runs a player should make while your team is in possession.

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

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

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

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

Data Management

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

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

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

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

Load Stock Data: Load formation data stored on a memory Card (8MB) (for PlayStation®2).

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

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

MATCH SCREENS

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

Match Screens

Match Display

Cursor (Players on a yellow card are indicated by a yellow cursor)

Elapsed Time

Score

Player Name and Position



Attack/Defense Mindedness: This gauge indicates your team's current mentality. The more red the bar is, the more attacking the team will be; conversely, a blue bar indicates that a team is pulling back to defend.

Strategy Mark: Button symbols representing Manual Strategies appear in this area when active.

Stamina Gauge: Displays a player's current stamina. The gauge will turn red when stamina is dangerously low, indicating a drop in that player's performance.

Event Icons: The following symbols will appear in the top left-hand corner of the screen during matches.

Returning to the Match (No Injury):

A player is returning to the pitch with a clean bill of health.

Returning to the Match (Slight Injury):

A player is returning to the pitch, but is carrying an injury that will have an impact on his performance.

Not Returning to the Match (Due to Injury):

An injured player cannot return to the pitch, and must be substituted (if possible).

Indirect Free Kick:

An indirect free kick has been awarded.

Stoppage Time:

This indicates the game minutes of stoppage time that will be played.



The Replay Screen

This screen appears when a goal is scored, or if Replay is selected from the Pause Menu. The following table describes the controls at your disposal:

Option	Controller Commands
Play	Press  or hold the directional button right.
Reverse Play	Push and hold the directional button left.
Fast Play/Fast Reverse Play	Press the right analog stick to the left or right.
Pause	Press  .
Fast Forward/Rewind	Hold  , then press the right or left directional buttons.
Advance Frame/Rewind Frame	Hold  , then press the right or left directional buttons.
Beginning of Reply/End of Replay	Hold  then press L2 .
Change View	Press  .
Camera Operation	Use the left analog stick.
Rotate Camera	Press L1 or R1 .
Switch Players	Press L2 or R2 .
Zoom In/Zoom Out	Press directional button up to zoom in, and down to zoom out.
Save	Press  .
Controls Display ON/OFF	Press  .
End Replay	Press  .

Match Screens

Pause Menu

Press  during a match to display the Pause Menu.

Option	Description
Resume Match	Quit the Pause Menu and resume the match.
Formation Settings	Visit the Formation Settings Screen.
Stock this Formation	Stock the current formation. This is not displayed during Match, Cup and Random Selection Match game modes.
Set Piece Taker	Select the player(s) you wish to take your free kicks and throw-ins.
Change Player	Substitute players.
Player Settings	Access the Player Settings screen.
Sound Settings	Adjust audio options, including commentary frequency and assorted volume controls.
Camera Type	Change camera position in "Camera Type" or change what the camera follows — the ball or a specific player — in "Camera Target."
Screen Settings	Activate and deactivate screen displays, such as the radar, player name bar and stamina gauge.
Button Configuration	Change the in-game button assignments.
Command List	View a summary of the in-game controls.
Replay	Watch a replay of the action prior to pressing  .
Quit Match	This will take you to the Mode Select Screen, or the Team Selection Screen.

Half Time Menu

At the end of the first half, the half time menu will be displayed. If extra time and/or penalties are selected, and if the game has no winner at the full time whistle, the half time menu will be displayed again.

Begin the second half/To Extra Time/To Penalties: Start the second half of the match, or continue on to extra time or penalties.

Formation Settings: Change your tactics and make substitutions.

Match Details: View match incidents and stats.

Individual Game Records: Study details on each player's performance.

To Mode Select Menu: Quit the current match and go to the Mode Select Screen.

Match Results

At the end of the match you can choose from the following options. Not all of these options appear in every play mode.

Play again with the same teams: Repeat the match with the same settings. If the "Home and Away" option is active during Exhibition matches, Play Again will be replaced by "Play Second Leg" after the first fixture.

To Mode Select Menu: Return to the Mode Select screen.

Play again with different teams: Return to the Team Selection screen.

Match Details: View the statistics from the match, such as the number of shots and scorers. Press **L1** or **R1** to switch between screens.

Individual Game Records: View ratings and stats for each player's performance.

Match Mode: Use this mode to play individual matches against the CPU or a human competitor.

Exhibition: Play a one-off match against AI or human competitors.

Memorial Match: Use this option to record results and game data for matches played against a friend. You must have two memory cards (8MB) (for PlayStation®2) containing Option Files for both you and your opponent inserted in MEMORY CARD slots 1 and 2.

P1 Quick Start & P2 Quick Start: Use these options to bypass settings screens. Choose P1 Quick Start to play against the AI, and P2 Quick Start to play a friend.

Penalties: Play a penalty kicks competition.

League Mode: Select this mode to play in a single league over one season or more.

New Game/Load Data: Select New Game to create a competition, or Load Data to resume a previously saved game.

General Settings

The following options appear when you set up a new league.

Play Modes

Option	Description
League	Choose the required competition.
Season	With "International League," choose the duration of the season.
Eligible Teams	If you have selected "International League," you can choose from three team types — "National," "Club" and "All Teams."
Cup Matches During Season	Activate or disable each league's cup competition.
Number of Teams	Set the number of teams to participate in the league.
Number of Players	Set the number of players to participate in the league.
Accumulated Fatigue	Decide whether players will recoup full stamina between matches, or if fatigue will accumulate with successive matches.
Change General Settings	Enable or disable changes to the Game Settings during the season.

Select Team

First choose the team you want to control, and then pick the other teams that will play in the league. Press  for a random selection.

Menu Screen

To Next Match: Proceed to the next match.

Set Formation: Pick your team and tactics (single-player games only).

Data: Check your match schedule and league position.

General Settings: Change or view current settings.

Save: Save current league progress.

To Mode Select Menu: Return to the Mode Select screen.

Cup Mode

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

Start New Game/Load Data/Load General Settings

Select Start New Game to begin a new cup competition, and resume a saved competition with Load Data.

Game Settings

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

Option	Description
Cup	Select the cup you want to compete in.
Eligible Teams	If you select the Konami Cup, you can choose from "National," "Club" and "All Teams."
Competition Type	Choose from a Knockout or Group League format.
Home and Away	If you select Knockout, decide whether to play a single match or a two leg match (home and away matches).
Group Name	If you select the Group League format, choose to have groups identified by letters or numbers.
Number of Teams	Set the number of teams to participate in the cup.
Number of Players	Set the number of players to participate in the cup.
Accumulated Fatigue	Decide whether you want players to recoup all of their energy between matches, or if you want fatigue to be cumulative over the whole cup competition.
Change General Settings	Decide whether or not to allow changes to the Game Settings during the cup competition.

International Challenge

This is a competition where you must guide your chosen national side through a tough qualifying campaign, then attempt to win the International Cup with your squad. First choose a region, and then pick your side. You will then be assigned to a qualifying group, but you can manually (or randomly) pick teams for each group if you prefer.

Before each qualifying match you will have the opportunity to call up or drop players from your squad. If you qualify for the International Cup, you will be asked to pick your final line-up for the tournament.

Random Selection Match

This play mode provides the opportunity to play with teams made up of randomly-drawn players, which can lead to some highly entertaining fantasy fixtures. You can either pick a particular region or league for the players to be selected from or choose four teams for your squad to be drawn from. If you don't like the offered line-up, feel free to press  to receive a new team. Finally, select "OK" to begin the match.

Master League Mode

In this, the most absorbing and demanding of Winning Eleven: Pro Evolution Soccer 2007's single-player modes, you must choose a team and then lead it to success in league and cup competitions over an unlimited number of seasons. As well as generating revenue through success on the field and keeping your squad at peak fitness, you'll need to make astute forays into the transfer market and carefully nurture up-and-coming talent to transform your club into a dominant force in world football.

Play Modes

Getting Started

Choose "New Game" to begin your Master League career. After you have selected your preferred Player Settings, you will be taken to the Master League Environment Settings screen. This is a series of six questions designed to help tailor the Master League difficulty to suit your expectations. Question 4 is particularly important, as this governs the team you will use and the squad of players you will begin with. Select "Master League Original Members" to begin with a fictional squad of only modestly gifted players, "Match Mode Members" to pick a team with its existing player roster, or "Create Custom Team" to create a club from scratch.

Option	Result
Game Level	Sets the quality of the AI teams during matches.
Master League Level	Determines the difficulty of the Master League. The higher this is set, the more difficult transfer negotiations will be. You will also lose the ability to view certain information displays.
ML Starting Points	Once you have purchased this option from the WE-Shop, you can choose the number of "WEN" points your club will start with.
Player Development	If this option is activated, players will grow and decline in ability as the game progresses; they will also retire when they reach a certain age. If it is disabled, player abilities will be fixed at their default levels.
Display Future Development Curve	This sets whether or not a player's future potential will be displayed on the Development Sheet page.
Transfer Frequency	Determines how active other teams will be in the transfer market.
Hidden Players/Classics	Choose whether to allow players purchased at the WE-Shop to appear in Master League Mode.
Auto Save	Activate this if you want your progress to be automatically saved after each match.
Reset Convention Function	If this option is active, abandoned matches will automatically count as a win for your opponent.
Uniform Selection	Activate this option if you wish to check and change kits before each match.
Lineup Auto Select	Sets whether the lineup is automatically selected or not.
Topics Display	Enables or disables occasional help and information displays.

Select Teams

Choose the team you wish to control, and the remaining teams will be selected automatically. You begin in Division 2. If you purchase the "ML League Structure" feature from the WE-Shop you can manually choose the clubs for each league, and even start in Division 1.

Basic Rules

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

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

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

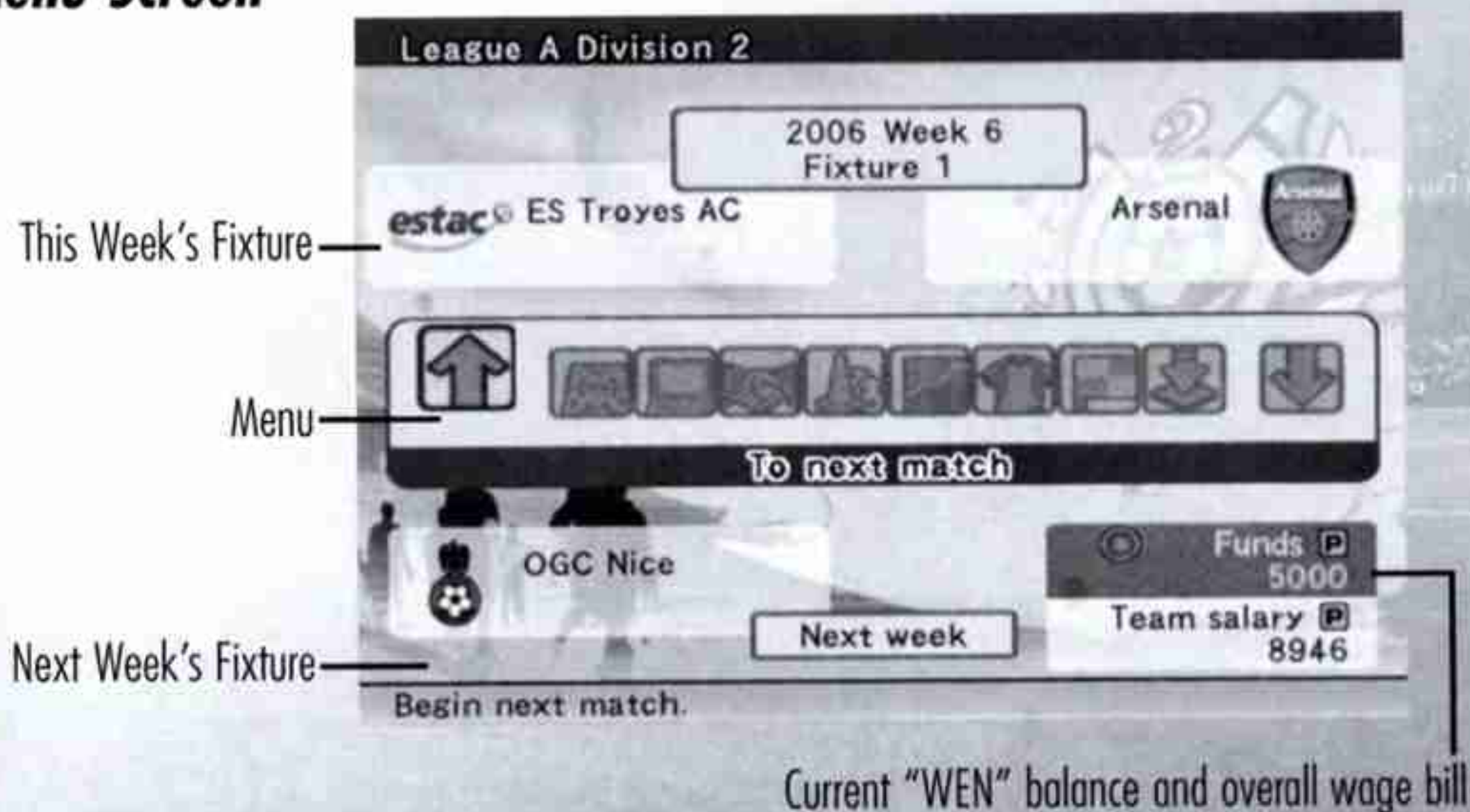
Your “WEN” Point Balance Falls Below Zero: You will be taken immediately to the Game Over screen.

Squad Size Falls Below 16 Players: If your squad shrinks to 15 players or less due to player retirements and failed contract negotiations, the game will end.

Player Development

If this option is activated in the General Settings, players will age as seasons go by. Their abilities rise and then begin to fall as time passes. Members of your squad gain Experience Points when they play matches, and a lesser amount if left on the bench. This leads to an initial increase in abilities (with, for example, a promising young player), followed by a slow decline (in the case of a seasoned professional who is past his best). When a veteran player decides to hang up his boots, he will announce his retirement during the mid-season break; he will be removed from a squad at the end of the season. He will later reappear as a young player, his attributes reduced to reflect his inexperience.

Menu Screen



Player Development

Data

This menu provides tables and results for all relevant league and cup competitions. Make regular visits to the Calendar screen here to review upcoming fixtures. You can also check your current Club Ranking, which can have a profound impact on your ability to sign players.

Negotiations

Visit this menu to buy and sell players during the mid-season and close-season transfer windows. Use "Search" to find players and assign possible targets to a shortlist, "List" to view those potential players, and "My Team" to respond to offers for your players and renegotiate contracts. You can also view information on other transfers and see a detailed forecast of your "WEN" earnings for the season.

Regulate Condition/Team Training

If your team is in poor condition (blue and/or gray arrows on the Status Display at the Formation Settings screen) you can choose the Regulate Condition option in an attempt to improve their fitness before a match. Be aware that this can backfire — sometimes, player condition levels will actually become worse after this workout.

During the close-season break, Regulate Condition is replaced by the Adjust Training and Auto Training options. The former enables you to choose specific areas of training (such as Dribbling, Stamina or Defense) for each player, which will lead to a modest gain in experience points. Auto Training, as its name suggests, automates the process by assigning training regimes on your behalf. Finally, you can select Free Training at any time to play consequence-free practice matches between your first team and reserves.

Development Sheet

If the "Display Future Development Curve" option is set to "ON" at the Game Settings screen, you can use this page to view graphs that show each player's growth and decline pattern. The red line shows player's "potential," while the light blue line plots his actual development.

Edit Team

Enables you to edit your team's name, uniform, emblem and stadium as well as assign squad numbers to your players. *Note: with certain teams used under license, the options available here may be limited to "Number" and "Stadium."*

General Settings

Revise and review Master League Game Settings.

Save

Record your Master League progress. You can also save your team here for future use in Exhibition matches.

To Mode Select Menu

Return to the Mode Select screen. Remember to save your game before you quit!

Transfer Negotiations

Buying and selling players is invariably the key to enjoying success in your Master League campaign. This section covers the basic use of the Negotiations menu, and also details certain rules and regulations that you should bear in mind.

Transfer Rules

- The two transfer windows are the mid-season (weeks 16-19) and close-season (weeks 37-43).
- You can carry out up to five negotiations per week.
- You cannot negotiate transfers if the resultant deal could increase the number of players in your team to more than 32, or reduce it to below 16.
- You cannot make offers for a player that is on loan.
- Contracts for players 32 years old and above are limited to two years. Contracts for players 35 years old and above are limited to 1 year. If the Player Development option is disabled at the Game Settings screen, contracts between one and five years can be offered to all players.

Buying a Player: A Step-By-Step Guide

1. Search for Players. The Negotiations menu has a wide variety of powerful and convenient player search options. If you are looking to pick up free transfers, select the Search By Group option and visit the Newcomers and Non-Affiliated lists to view available young players and free agents. You can also sign players created in Edit Mode on this page.

2. Review Search Results. With a list of potential transfers in front of you, use the left and right directional buttons to switch between the following displays:

Current Salary: How much a player earns per season at his current club or, with free agents, their estimated salary requirements.

Negotiation Difficulty: Master League Level settings are Very Easy/Easy/Normal/Hard/Very Hard. The higher the level of difficulty, the more likely it is that a player will accept an offer. You can study the Club Ranking of both your team and a transfer target's club to judge how likely he is to join you.

Development Status: Indicates at what point a player is in his personal development. The available development levels are ↗ (player still improving), ↑ (player at peak of ability) and ↘ (player's abilities in decline). If the Player Development option is disabled, these arrows will not be displayed.

Additionally, you will often encounter the following icons next to player names. You cannot enter negotiations for players that are in talks with another club, renewing their contracts, or on loan.



Player is in transfer negotiations.



Player is on own team in transfer negotiations.



Player is in loan transfer negotiations.

Player Transfer

 Player is on own team in loan transfer negotiations.

 Player is in trade negotiations.

 Player is under contract renewal.

 Player is in contract negotiations.

 Player is on own team up for transfer.

 Player is negotiating with another team.

3. Apply for Negotiations. Highlight the player you wish to bid for, press , and then select the required negotiation type.

Transfer: An agreed fee in "WEN" Points is paid to the other team once the transfer goes through.

Loan: "WEN" points are paid to a club in return for the loan of a player for a specified number of weeks.

Trade: Use this to propose player exchanges. You can also add additional "WEN" points to make a deal more attractive.

Renewal: Contract another season with a player whose contract has expired.

Contract: Offer contracts to unattached or created players.

4. Begin Talks View and adjust the contract length, transfer fee and estimated salary for the targeted player. Select "Apply" to make your offer.

5. Player Response. The player will respond to your offer at the start of the following calendar week. If negotiations have stalled, return to step 3 to resume contract talks.

6. Transfer. Successful transfers take place immediately on acceptance of a contract. All transfer points will be paid straight away. If the deal takes place during the mid-season transfer window, you will also pay half of the player's annual salary immediately.

Selling Players

1. Receive Bid. If a team makes an offer for one of your players, you will receive the bid (and notification of its arrival) at the start of the week.

2. Discuss Terms. From the My Team screen, select the player under offer.

3. Respond. View the terms of the deal, then choose to Accept or Refuse. By default, the response will be set to Refuse.

Transfer Listing & Releasing Players

- 1. Select a Player.** From the My Team screen, select a player.
- 2. Choose Action.** Either place a player on the transfer list, which can increase the likelihood of other teams making a bid for him, or choose to release him. If you select the second option, you must pay the specified sum to settle the terms of his contract.

Contract Renewals

- 1. Check Terms.** At the start of the close-season period (week 37), you will be notified of player contracts due to expire at the end of the season. Visit the My Team screen and select the relevant player(s) to study their contract length and salary demands.
- 2. Decide Course of Action.** Choose either to "Renew" to make an offer, or "Decline" to allow the player to leave on a free transfer. Players may refuse your offers; simply continue negotiations when you reach the next calendar week. If a contract has not been agreed by the end of the season, the player will leave the club.

TRAINING MODE

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

Step-by-step Training

This new practice mode offers numerous challenges designed to improve your all-round play.

Free Training

This option enables you to choose a team and play practice matches against up to eleven reserves.

General Settings

Option	Description
Fouls	Enable or disable fouls.
Offside	Enable or disable offside decisions.
G./C. Kick/Throw in	Use this option to specify that free kicks, goal kicks and throw-ins be awarded to your team only.
Data Recording Interval	Set the gap between each recorded moment when using the Play Again Retry feature.
Play Again Button	Use this to assign the Play Again Retry function to  SELECT.

Edit Mode

Pause Menu

Option	Description
Resume Training	Quit the Pause Menu and continue training.
Training Menu	Choose different training modes.
Play Again Retry	Use this option to move back in time and attempt a particular move, shot or trick again. If the ball goes out of play, this function will be reset.
Save Play Again Data	Records recent action so that it can be used with the Play Again Retry function. This is reset when the ball goes out of play.
General Settings	Visit the General Settings screen.
Rest (Stamina Recovery)	Restore player stamina gauges and restart from the center circle.
Quit Current Training	Choose another training mode, or return to the Mode Select screen.

Controls

This option offers useful tutorial videos that show how to perform many moves and techniques.

EDIT MODE

This option enables you to customize the many teams and players featured in **Winning Eleven: Pro Evolution Soccer 2007**. You can even create your own original club. Use  (look for the prompt at the bottom of the screen) to view more detailed instructions on how to use this mode's various options and features.

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

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

Edit Team: Change a side's name, uniform, logo and stadium.

Note: some options are unavailable for certain licensed teams.

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

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

Edit Stadium Name: Choose new names for all available grounds.

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

Save Data Management: This option enables you to load or save data, adjust Auto Save settings, and import edit data from a second memory Card (8MB) (for PlayStation®2).

NETWORK MODE

Broadband access, an appropriate network cable, a Network Adaptor (Ethernet) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) are required to access **Winning Eleven: Pro Evolution Soccer 2007's** network capabilities. Optionally, you can also attach a USB keyboard, which makes communicating with friends far easier. You can only use one USB keyboard, and USB hubs are not supported.

After consulting the appropriate user manuals and/or information from your ISP, unplug your console, then attach the required peripherals and connect the broadband network cable. Now insert your game disc, and reconnect your console's power supply.

Connecting to Network Mode

Select "Network" from the Mode Select menu to start Network Mode. If you have yet to create your Network Configuration file, see "Network Settings Menu" for further guidance.

After selecting Network Mode, accept the EULA (End User License Agreement) to proceed. Select the memory card (8MB) (for PlayStation®2) that contains your Network Configuration file. Select the appropriate Network Configuration file to establish a connection.

If there is a problem with your connection, an error message will be displayed. Make an exact note of the information and advice that appears, and either follow the offered instructions, or consult your modem/router user manual for more information. You may also need to contact your ISP for assistance.

If you need to specify a UDP port number, press  at the "Connect to Network" screen. By default, "Auto Select" is activated. If necessary, set this to "Off" and then enter the required UDP port number in the box below.

Network Settings Menu

This menu enables you to configure your PlayStation®2 for online play, and can be accessed by pressing  at the "Connect to Network" screen. The menu features four options: Add Setting, Edit Setting, Delete Settings and Connection Test. Select "Add Setting," then use the following guidance and hardware user manuals to configure the network functionality of your PlayStation®2 console.

Save Location: Choose the memory card (8MB) (for PlayStation®2) to save your Network Configuration file data to.

Hardware Settings: Select the network adaptor you wish to use. Consult your hardware user manual for more information.

Use of PPPoE: If a user ID and password are required to establish a connection with your ISP, select "Required". You can then use the software keyboard to enter the required information.

Network Mode

IP Address Setting (If PPPoE is not used): This is set to "Auto" by default, which will work for the vast majority of users. If you need to set a DHCP host name, highlight "Auto" with the cursor and press  to access this setting. If you need to specify an IP address, select "Manual" and then enter the "IP Address," "Netmask" and "Default Router" on the following screen. Refer to your hardware documentation for further information.

DNS Server Address Setup: Set to "Auto" by default. If you need to specify a DNS server address, select "Manual" and then enter the "Primary DNS" and "Secondary DNS" on the following screen.

Enter Settings Name: Give your Network Configuration file a name.

Confirm and Save Settings: Review, confirm and save your Network Configuration file.

Tip: While creating your Network Configuration file, you may be required to enter information via the Software Keyboard. Simply highlight the location that you want to interact with, and then press . If you require assistance with the button commands available while using the Software Keyboard, highlight the question mark ("?") icon at the top-right of the display, then press . Press  (or select the "Enter" key) to close the Software Keyboard.

User Registration

Before you can play **Winning Eleven: Pro Evolution Soccer 2007** online, you will first need to register. Once you have established a connection to a server, the following menu will appear.

Connect to Lobby: Once you have registered, use this option to enter your user name and password prior to entering the Lobby.

User Registration: Create an account for the **Winning Eleven: Pro Evolution Soccer 2007** Network Mode.

Change Registration Details: Use this to change your password or email address.

Note: User IDs cannot be edited.

Disconnect and Go Back: Disconnect and leave Network Mode.

Select "User Registration," read and accept the EULA (End User License Agreement), and then create a username and password. Both must be at least eight characters long, and you must confirm your password in a separate field before you can continue. You can also choose to enter your email address (optional) if you would like to receive information from Konami. If your chosen User ID is already in use, you will be prompted to enter a different name. Choose "Connect to Lobby" to move to the final part of the registration process: the Select Player File screen. You can have up to three unique Player Files for your User ID, and you must create one before you can play online. Simply select one of the three empty slots, and then enter the name you wish to use. Finally, confirm the name with "Create," and then select your Player File to continue. Player Files cannot be deleted.

Lobby Menu

Select a server, and then choose a Lobby from the list that appears. You can now enjoy matches against your online friends and peers, with your performances contributing towards your position in the overall divisional rankings. Certain Lobby rooms may be subject to specific entry criteria or conditions.



Match Room: Create or join a Match Room.

Quick Match: Configure options, and then jump into a match against an available opponent.

Competition: Join competitions and browse results.

Network Options: Configure options and revise preset text messages.

Information: View messages for the current server

View Data: Manage your friends list, search for players, read and compose messages, and view your profile, results and ranking.

Group: All Group-related options can be found here.

Exit Lobby: Choose this option to go to another Lobby or a different server, visit the Player File screen, or quit Network Mode and return to the Mode Select menu.

Press the directional buttons left and right to move between the menu and the player list for the current Lobby. Highlight a player and press  to view their current statistics. The color of the icon next to a player's name provides basic information.

[green] You

[blue] A player registered as a friend

[red] A player registered in your Blocked Player list

[gray] If a player's name is gray, Lobby chat is not reaching that player

You should note that default player data is used for all Network Mode matches: any alterations and amendments to the player and team database made in Edit Mode will not appear in Network Mode.

Network Mode

The **Winning Eleven: Pro Evolution Soccer 2007** Network Mode has a ranking system, with all players occupying one of five divisions. These are, in ascending order of seniority: Division 3C, Division 3B, Division 3A, Division 2 and Division 1. You can improve your position within your division — and perhaps even gain promotion to a higher division — by performing well in Network Mode matches. Divisions are updated once a week.

Match Room

This option enables you to create or join a Match Room containing up to four users. Match Rooms can be protected by passwords. Select the “Game Status” option to view status of games in progress in your Lobby. By creating a Match Room, you can enjoy games featuring up to eight players — two per console.

The Match Room menu contains the following options and sub-menus:

Start Match: Start a game.

Participate in Match: Select this option to take part in the next match.

Gamer List: Examine information on the Match Room participants.

Add Friend: Add a member of the Match Room to your Friends List.

Room Management: This sub-menu enables the “owner” of a Match Room to control the game setup.

View Data: This is the same menu that appears at the main Lobby screen.

Group: Visit your Group screen.

Invite to Group: Invite a member of the Match Room to join your Group.

Leave Room: Exit the room and return to the Lobby.

Once all participants are ready, select Start Match to choose teams, adjust game parameters and, after making tactical adjustments, make your way out onto the pitch.

Watch Match: As long as you are present in a Match Room before a game begins, you can now choose to view a game as a spectator if you wish. You can also use the following button commands:

: Adjust screen displays.

: Exit match.

Competition

This enables players to put their skills to the test in predefined tournaments. Each competition has a set of rules and conditions, which you should be sure to study before you enter.

The standard competition features certain entry restrictions, such as being limited to players in specific Divisions, and the teams that players can use.

You must select three teams that you will use in the competition. Each eligible team is given a star value, with five stars given to the best sides, and no stars to the very weakest. You will be given a "budget" of stars to spend on your teams. Once you fix the order of your chosen sides, you cannot change it. You can join a competition up until 20 minutes before it begins.

Network Options

This menu provides access to useful options and user-configurable features.

Button Configuration: Configure the game controls.

Edit preset phrases: Write (or edit) short messages that can be sent by pressing the function keys (F1 to F10) if you have a USB keyboard attached.

Edit Demonstration phrase: Write (or edit) short messages that can be sent by pressing **R2** during replays, highlights and breaks in play during a match.

Set Time Difference: Alter the current time zone.

Sound Settings: Adjust audio options, such as commentary frequency and music volume.

Cursor Settings: Change cursor speed and turn GK cursor on/off.

Multi-Platform Settings: Turn multi-platform network play on/off.

View Data

Visit this menu to view your profile, Friend List, messages and more.

Player Profile: Your personal details and statistics.

Match Results: View the results of your recent games. You can also study your opponents' profiles by pressing .

Friend List: View all members of your Friend list. You can add people to your Friend list from a Match Room, or at the final Result screen at the end of a match.

Block Chat: If you have specified that chat from a specific player should be blocked, their name will appear on this list. You can place players on this list by pressing  while viewing their profile.

Messages: Use this option to view messages in your Inbox and Outbox, and to write messages with the Compose Message option via the Software Keyboard or a USB keyboard (if available). You can only send messages to players on your Friend List.

Network Mode

Player Search: Find other online players. You cannot find players if they are not currently online. If the player you are searching for is in a lobby, you will have the option to jump immediately to their current location.

Ranking: View overall, weekly and divisional rankings. Use  to change the sort order.

Group

The Group function is a special feature that enables players to form a "team" that will accrue points as its members play fixtures. You can only be a member of one group at a time, and can either choose to form your own, or apply/accept an invitation to join an existing group. Once you have applied to a group, you are free to retract your request at any time before it is accepted or declined. A Group can contain up to 30 different people, but the initial figure is limited to 10. The best way to improve your group's standing is to engage in competitive two-versus-two matches against rival Groups.

Gamer List: View all members of the Group, and browse their profiles.

Message Board: View, write and delete Group-specific messages. If you are the owner of a group, you can choose to enable or disable each member's ability to write messages here.

My Group: You can view Group details and results in this menu. Group leaders can also remove members, pass the mantle of leadership onto another member, and disband the group entirely.

Ranking: View overall and weekly rankings.

Recruitment List: View Groups that are actively recruiting new members.

Group Search: Find a specific Group.

Create: Create a new Group.

Withdrawal: Leave your current group. This option is not available to Group Leaders.

Member Recruitment: Group leaders can use this sub-menu to change the Group's current recruitment status, and to view and respond to applicants. Group leaders can also award current Group members the right to recruit new members from this menu.

Chatting

You can send messages when the **R2** Chat" prompt is displayed at the bottom of the screen by pressing **R2** to summon the Software Keyboard; you can also use a USB keyboard to type a message if one is connected. Please remember to treat your peers with respect.

Software Keyboard Controls

Directional buttons: Move the cursor.

⊗: Select, confirm / ○: Insert a space / ◻: Move between character sets and preset messages.

△: Cancel message / **L1** & **R1**: Move text cursor to the left and right / **START**: Send message & close keyboard.

USB Keyboard

A USB keyboard is not mandatory for online play, but it makes communicating with friends more enjoyable.

- Type “/player” (with “player” being the user name of the individual you wish to talk to)at the start of a chat sentence to send a message to a specific player. You cannot send messages in this way if the named player is not in your Lobby, or if you are both in a Match Room.
- While viewing a player’s profile in the Match Room, a chat message will automatically begin with “/player”
- Press the ESC key to cancel a message.

Match Features & Options

Game Settings

Once you have an opponent and are ready to play a match, you can adjust certain game settings before you choose your teams. The majority of options are identical to those found in the standard single-player game. The online-specific options are as follows:

Rating: If you select the “Quick Match” option, you can use this setting to specify if you want to play against a player of a similar skill level or are happy to play anyone.

Chat During Gameplay: Enables and disables chat during the game.

Time Limit: Time limits can be set on menu screens in order to prevent needless delays.

Number of Pauses: The number of times that a player can request a pause during a match.

Guest Play

Two players can play for the same team on one console during online matches, with a maximum of eight simultaneous players (four per team) supported in a single match. To activate the guest player on your console, press the START button on the second controller at the Player Settings screen. Once you proceed to the match, you cannot remove a guest player.

Post-Match Menu

After a match ends, you will receive points for your performance; naturally, you’ll earn greater rewards for a 5-0 mauling than a dull 0-0 bore draw. Depending on the play mode, you can choose to play again with the same teams, arrange a rematch with different sides or game options, or simply end the fixture and return to the Lobby. You can also add your opponent to your Friend List.

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Attack!

Directional button/
Player movement

left analog stick/
Player movement



R1 button/Dash

△ button/Through Pass

○ button/Cross/Long pass

□ button/Shoot

× button/Short pass

Defend!

L1 button/Switch

Directional button/Move

left analog stick/Move



R1 button/Dash

△ button (hold down)/
Goalkeeper

○ button/Sliding tackle

□ button (hold down)/
Clear/Pressure (2)

× button/Pressure (1)