⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information.**www.xbox.com/support.**

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

Thank you for purchasing *PES® 2013* from Konami. Please read this manual thoroughly before playing the game. Also, please keep it in a safe place so you can refer to it easily later. Screenshots shown within this manual are from the English version of the game.
NOTE: Konami does not re-issue manuals.

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

GETTING STARTED

If you are playing this game for the first time, press any button once you are on the title screen. Your System Data will be created and you can select the required difficulty level. Now, please create your Personal Data. If you have Internet access and want to participate in online matches, you can also continue with the necessary online preparations (see page 20). Finally you can take on the "Performance Training" mode, which is designed to help you hone your skills in playing this game. If you are new to PES and unsure how shooting, dribbling and defending work, this is the perfect opportunity to learn. If you want to skip training at this stage, you'll be taken to the Top Menu, where you can select a Game Mode of your choice and start playing.

The next time you start up the game, existing System Data will be loaded automatically and you can access the "Performance Training" mode, from the Top Menu.

NOTE: All controls shown in this manual assume that you have chosen to control "Player Movement" using the left stick (🄻) only, which is the game's default setting. For further information please refer to pages 05 and 12.

A NOTE FOR FIRST TIMERS

Use the directional pad ✪ or left stick 🄻 to move through menus, Ⓐ button to confirm a selection, and Ⓑ button to cancel or move back through screens.

If you need any tips on menu controls, simply look at the bottom of the screen where you can find a range of help features. If you are not sure what each option does, try leaving the cursor on it for a short while. You should be able to see exactly what it does as a pop-up window will be shown with the related help text.

Whenever you see the Help Icon at the bottom screen, you can display a contextual Help Message by pressing ◀.

NOTE: This game is presented in Dolby Digital 5.1 surround sound. Connect your Xbox 360 console to a sound system with Dolby Digital technology using a digital optical cable. Connect the digital optical cable to the base of an Xbox 360 Component HD AV Cable, Xbox 360 VGA HD AVCable, or Xbox 360 S-Video AV Cable. From the "system" blade of the Xbox 360 dashboard, choose "console settings", then select "audio options", then "digital output" and finally select "Dolby Digital 5.1" to experience the excitement of surround sound.

IMPORTANT INFORMATION ABOUT SAVING GAME DATA

Your current progress will be saved automatically at certain times in this game including after the final whistle of a match.

IMPORTANT INFORMATION ABOUT MASTER LEAGUE DATA

Ever wanted to take on your friends to see who has the better Master League Team? Then simply save your Team Data onto your storage media and take it around to your friend's house. Once you have copied the data onto your friend's system, go to "Team Select"/"User Data."

Be careful though: If both Master League Data Saves have identical names, (such as "Team Data 01"), you risk overwriting your friend's data. To avoid this, you can change the data name by saving it to a different location in the Master League Menu.

TOP MENU

TOP MENU SCREEN

The Top Menu gives you access to all of PES' game modes, features and options.

A new Widget Bar at the top of the screen lets you easily set up online matches with other users (see page 03).
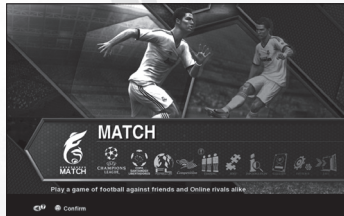
MATCH

Play with/against friends, the computer or simply watch two computer-controlled teams play each other. You can also select an online match from here.

UEFA CHAMPIONS LEAGUE

Pit your club against the elite of European soccer with the exclusive UEFA Champions League mode. Is your team strong enough to negotiate the group stages? Will you reach the knock-out games? Can you become one of the elite in Europe and lift the cup every player, manager and fan dreams of?

COPA SANTANDER LIBERTADORES

Select a Latin American Club Team of your choice then take on the challenge of lifting the coveted Copa Santander Libertadores!

FOOTBALL LIFE

Choose "Football Life" to enter the most challenging game modes PES has to offer.

Master League: Compete in the highly acclaimed "Master League," one of the most detailed league systems of any soccer game. Develop your players, strengthen the team with transfers and manage your club. Guide them from domestic success to international glory in the UEFA Champions League and UEFA Europa League. Nothing else comes close.

Become a Legend: This challenging mode creates a full career for a player you design. If you put in good performances your reputation will grow, which will result in transfer offers to join different clubs. Can you write your name in the history books?

Master League Online: The online version of the famous Master League promises even more thrills and will keep you challenged for many months. While similar in structure to its offline counterpart, you are now competing against fellow online users!

COMPETITION

Enjoy various Cup Competitions, both offline and online.

ONLINE COMMUNITY

Meet friends online and play a huge variety of online matches all under different rules and regulations.

NOTE: The Online Community feature will be added to the game through a free of charge online update.

TRAINING

This is the perfect way to familiarize yourself with many soccer skills and techniques. Learn the game's controls via thorough the tutorials offered in "Performance Training" or select "Free Training," which allows you to test match-like situations in any way you like. To make the training more like an actual training match, select Game Plan from the Pause Menu. Then choose the Away Team reserve players by pressing ⊗ and select "Participation."

EDIT MODE

The Edit Mode allows you to change/create players, emblems, competition names as well as choosing supporters songs and chants. You can even create your own stadium and pitches.

NOTE:

1) Edited players will be reflected in all offline, edited strips in all offline and online game modes.

2) By selecting "Load" you can load and apply Edit Data from *PES 2012*. Data from other modes can't be used in this way. Be aware that applying *PES 2012* data will result in any Edit Data you have created on *PES 2013* being overwritten.

INFORMATION

Check regularly for Online Information and obtain new downloadable Data Packs.

GALLERY

Have a look back on your previous glories, achievements, results and replays you have saved.

OPTIONS

Under Options you can modify Personal Data Settings, Online Settings, System Settings and the Playlist Editor.

THE WIDGET

The Widget allows you to set up online matches with fellow community members or to chat and communicate with them while you are playing completely different game modes.

You must be online in order to use the Widget (see page 20).

The Widget Bar Display

▣ �📶 19:09 🕒39 ⏸ ▌▌▌	The Widget is currently available, press 🔘 to display it.
▣ ⏱ 01:02	The Widget is currently unavailable (or you are currently offline).

Open The Widget

To open the Widget, press 🔘 when the Widget Bar is displayed on screen. Select one of the icons shown further below to check out what exactly the Widget can do.

Widget Controls

• 🔘: display/fold widget bar

• •🔘 / 🔘•: select options

• 🔘 / 🔘: scroll

• Ⓐ: confirm selection

  LB / RB : change Community Group List

Before Joining a Session

Search for a Community Match/Free Match

Search for a MultiPlayer Free Match

Search for an Inter Community Match

Show User List

After Joining a Session

Owner starts session, participants proceed to Online Menu

Leave session

Text Chat (disabled if parental controls have been set)

NOTE:

• The Widget feature will be added to the game through a free online update.

• If there are no sessions you can join, the Widget will automatically create a new one. (A session refers to a state of synchronization between yourself and other community members you are going to play a match with.)

• For more details on the Widget Icons, please consult the ingame help texts.

myPES 2013

myPES 2013, or myPES for short, is a Facebook app you can quickly link with *PES 2013*. With myPES, you can upload game records, manage your results, and view informative tables and statistics in order to compete with friends and rivals worldwide. Finally, it will help improve your gameplay.

And best of all: myPES is completely free of charge.

Connect

Asuming you have already have signed-up for Facebook, all you need to do is activate your existing myPES account or create a new one in "Personal Data Settings/myPES Settings".

Once done, please install myPES onto your Facebook account and register it. For further details, please refer to either the in-game help text or the game's official website.

If you install myPES and link it with *PES 2013*, you get the following bonuses:

• Bonus Points in MLO

• Entry rights to special competitions only open to myPES 2013 users

NOTE:

• The myPES feature will be added to the game through a free online update.

• myPES for Facebook runs on any Internet browser for computers, tablets and smartphones.

Compete

• Compete with your Facebook friends for the top of the standings in Private Leagues

• Become No. 1 on the Global myPES Rankings

• Share your match results with your friends on your Facebook wall

• Create groups or join other groups to meet many new PES players

• Unlock numerous badges and master a variety of challenges

Compare

• Compare your results and gameplay with other PES players

• Find matching opponents using your myPES statistics and ranking

• Compare your personal statistics with the global myPES stats

• Analyze your statistics to improve your gameplay

Get connected with the myPES 2013 Official Facebook App   ☐ **www.facebook.com/we.konami**

Facebook is a Social Networking Service provided by Facebook, Inc.

PERSONAL DATA

Personal Data is a set of data to which individual users can save their Cursor Settings and Button Configurations. You can easily use your preferred setup by loading your Personal Data before a match. Personal Data can also be exported on to storage media allowing you to carry it with you. So, if you are visiting a friend for a game, take your Personal Data with you as it can easily be loaded on to your friend's system.

NOTE:

Personal Data can be created or edited in "Personal Data Settings" on the Top Menu or in the "Select Sides" option before starting matches.

PERSONAL DATA SETTINGS MENU

Personal Data Name: Enter a name of your liking.

Button Configuration: Pick from a variety of Player and Teammate Controls as well as controller layouts in order to tailor them to your liking.

• **Player Movement:** Choose from 🄻 + ◯, 🄻 (default setting and highly recommended) and ◯.

• **Teammate Controls:** Choose from "Assisted" (press ✧ then push Ⓡ to select a player, who will then automatically run straight forward) or "Manual" (press ✧ then push Ⓡ to select a player in order to take full control over his run using the same Ⓡ, while you are still controlling your active player with 🄻).

• **Control Type:** Select your favorite control type. For more details, refer to the configuration diagram on screen.

Support Settings: Choose how to change the Cursor (the way that you switch between players you control), the "Cursor Name" (Display Settings) and "Pass Support" Level. The higher the level, the more passes tend to track and home onto players from the same team. If the level is zero, you will be able to perform Manual Passes without holding 🄻.

These are the available Cursor Change Settings:

• **Assisted:** The Cursor switches between players automatically. You can override it by pressing 🄻🄱.

• **Semi-Assisted:** The Cursor switches automatically only when the team is attacking. When defending, all Cursor switching must be executed manually by pressing 🄻🄱.

• **Non-Assisted:** The Cursor remains locked onto a single player unless you press 🄻🄱.

• **Fixed:** The Cursor will be locked onto one selected field player.

Two new options have been implemented for the Manual Shot/Pass feature (see page 12):

• **Manual Shot:** If activated, you will be able to take Manual Shots without holding 🄻.

• **Manual Guidance:** Activate this to show the Manual Guidance icon, which indicates the direction the ball will travel if you choose to shoot or pass. This only applies if the player marked with the cursor is on the ball.

You can also select whether or not you want assistance with player controls. If enabled, players will pass, shoot and clear the ball automatically.

This also applies to sliding tackles, but with the following additional settings: never (off), occasionally based on situational factors (normal), frequently (hard).

Link Feints: Link Feints allow you to pull a trick combination of up to four moves by simply pressing 🔘 and 🔘, 🔘, 🔘 or 🔘.

Select the Link Feints option in Personal Data to create new Link Feints or alter existing ones. To create new Link Feints, select directions on 🔘 such as 🔘, and then set up to four tricks and skills to create your own Link Feints. Once you are happy with your selection, you can give it a name. Finally, you must enable them by selecting "Assign Controls.

NOTE: To save Link Feints you have assigned to a particular controller along with your Game Plan, please select "Data Management" followed by "Save" (see Game Plan Menu page 06). When playing with more than one user to a team, each user can use their own set of Link Feints by choosing their own Personal Data.

Import: Import Personal Data from your storage media.

Export: Export Personal Data to your storage media.

GAME PLAN

GAME PLAN SETTINGS

The Assisted Settings allow you to create a Game Plan by selecting a few keywords. Once you are ready, press the 🅱 button to return to the Match Menu. Once you have become familiar with the intricacies of devising a Game Plan, try creating one of your own.

In multiplayer games, the controller from which the user can edit the Game Plan is referred to as the "Leader," which automatically is the one with the lowest numerical number.

The Game Plan is also accessible during a match from the Pause Menu.

HOME TEAM   AWAY TEAM

Pitch

Substitutes

Player

Game Plan Menu

Press 🔘 / 🔘 to change the pitch display to one of the following:

Strip Icon	Form/Stamina	Position/Overall Rating
Circles 🔵 next to players' names indicate their position on the pitch. The team's captain is marked by a yellow line 🟡 .	Arrows display players' form, green bars (turning red if low) indicate stamina. The bar underneath denotes players' fatigue levels (fills up blue if fatigued).	Shows player roles and their suitability for particular positions (drag a player onto another). Overall ratings of reserve players are calculated based on their default positions.

The icons below may be shown alongside the Strip Icons.

🟨 Yellow Card	🟥 Red Card	⚫ Away on International Duty
➕ (Red Cross) Severe Injury	➕ (Yellow Cross) Slight Injury	➕ (Green Cross) Returning to Full Fitness	➖ (Purple Dash) Injury Status Unclear

In Position/Overall Rating, players who possess Playing Style Cards are marked with a star, see page 07. Player abilities will be given a rank between A (highest) and E (lowest).

DISPLAY PLAYER INFORMATION

To check for information on a player who is shown on the pitch, simply place the cursor above the player, then press 🅰. This will display his name, number, current role as well as his rank (A being the highest and E the lowest). Should you press 🅈, you can check for simplified stats where the player's abilities have been cut down to four categories ("Technique," "Speed," "Resistance" and "Physical") as well as any Playing Style Cards or Skill Cards the player may possess. To see more detailed stats, select any of the four previously mentioned categories.

If you decide to move a player into a new position, the new role will be shown to the right of the current role.

Playing Style & Skill Cards

Some players possess Playing Style and Skill Cards which may give them a unique edge over their rivals. To see what cards players own, select a player and press 🅈. For more information use the in-game Help Function.

EDITING POSITIONS & MAKING SUBSTITUTIONS

To change a player's position on the pitch, place the cursor on a player and press 🅰 to select him. Once you have moved the player to your preferred position, press 🅰 again.

When grasping the player, a section of the pitch is highlighted. This indicates the area where the player ought to be positioned in view of his roles.

To make substitutions, grasp the player you want to remove from the lineup by pressing 🅰, move the cursor onto the player who will be taking his place, then press 🅰 again to confirm.

NOTE:
• Player roles will automatically be determined by the positions they take up on the pitch.
• Please note that each formation has a pre-set minimum and maximum number of players who can be played in certain positions. If you are unable to move a player to your desired position, have a look at your chosen formation.

PLAYER MENU SETTINGS

To access the Player Menu Settings, select a player on the pitch and press the ❌ button. You'll be given the following options:

• **Select Role:** Choose the player's role manually.

• **Appoint Captain:** Appoint the selected player as captain.

• **Mark Settings:** Choose which opposition player the player will man-mark.

• **Participation:** Make the selected player taking part in a training session (only available in Free Training).

GAME PLAN MENU

Fine tune your Game Plan in many ways.
NOTE: In Personal Data Settings, you can change the controls for selecting "Preset Strategies" and "Tactical Assistance."
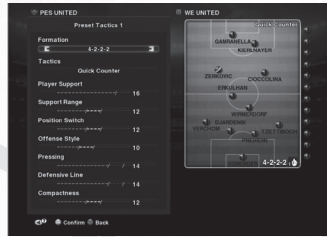
Preset Tactics 1, 2, 3, 4
Devise your set of Preset Tactics. You can create up to four Preset Tactics one of which will be automatically triggered at all times during a match.
To create Preset Tactics, you must first decide on a formation, and then adjust the individual options.
NOTE: Choosing certain strategies may pose restrictions on the choice of Sliders you can adjust. The Game Plan shown in the Pause Menu during matches will reflects the Preset Tactics that are currently active (Preset Tactics 1 prior to kick off).

Tactical Assistance
Choose whether you want tactical moves such as "Offside Trap," "Substitutions," "Formation Change" or "Changes in Attack Level" made automatically during matches. You can also choose which strategies you want to assign to the directional pad ✪ and have your starting lineup automatically chosen for you.
NOTE: Some Strategies cannot be triggered in certain situations.

Set-Piece Settings
Name your set-piece taker. In "Players to Join Attack" you can choose the defensive players who will go upfield in set-piece situations.

Data Management
Save or Load your Game Plan.

Coach Mode
When activated, issue tactical commands while the computer controls the players on the pitch.

MATCH SCREEN

This section explains the various features and functions of screens you will encounter during a match. Access "System Settings"/"Match Screen Settings" from the Top or Pause Menu to configure display features to your liking.

Elapsed Time

Active Player (Cursor)
(indicating player under control)
•**Yellow name/number above cursor:** Player got booked
•**Yellow/red checkered flag:** Your controlled player is in an offside position**

Attack/Defense Level*

Strategies*
(see Tactical Assistance, page 08)

Preset Tactics*
(see page 08)

Radar

Power Gauge

Score

Name

Active Player (Cursor)/ Stamina Gauge

*only be shown for a short while when changed; for controls see page 19
**only if Cursor is set to "Fixed"

PLAYER UNDER CONTROL – BARS & GAUGES

Active Player: The active player under your control is highlighted by a bar (or "Cursor") above his head. Each user will be displayed by a different color, which you can see when selecting sides.

Stamina Gauge: Underneath the Active Player bar you'll find the Stamina Gauge (if activated on the Match Screen Settings menu). Green represents good stamina, red means he is low on stamina.

Power Gauge: The Power Gauge is shown underneath the player once you initiate a pass or shot. The longer you keep the respective button pressed, the more the gauge will be filled and the more powerful a pass or shot will be. The color of the Power Gauge changes when shooting or passing manually.

Manual Guidance: Indicates direction of manual passes and shots. You can turn off the Manual Guidance in "Personal Data Settings".

EVENT ICONS

Returning to the Match (No Injury)

Returning to the Match (Slight Injury)

Not Returning to the Match (Due to Injury)

Indirect Free Kick

Substitutions (in/out)

GENERAL CONTROLS (WIRELESS CONTROLLER)

Wireless Controller

The controls pages within this manual feature a huge variety of moves, including tricks and skills. But there are even more! Check out the in-game "Command List" on the Pause Menu for more details.

For all controls shown, inputs using the left stick (L) can be substituted with the directional pad (✛).
To setup your button controls, select "Button Configuration" in "Options"/ "Personal Data Settings" (see pages 05 and 12).

LB Left Bumper
- Cursor Change: Switch between players you control

LT left trigger

RT right trigger

▶ button
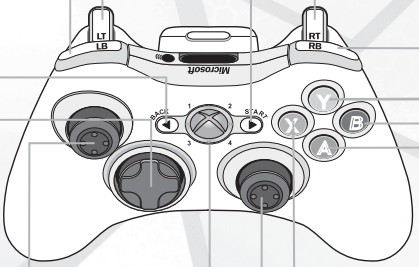
◀ button

✛ Directional Pad

L Left Stick/ button*
- Player Movement & Dribbling
- Player Movement

Xbox Guide Button

R Right Stick/ button*
- Off the Ball Controls in Set-Pieces
- Off the Ball Controls

RB Right Bumper
- Dash

Ⓧ button
- Shoot
- Apply Pressure with COM controlled player/Clear Ball

Ⓨ button
- Through Ball
- Bring out Goalkeeper

Ⓑ button
- Long Pass/Cross
- Sliding Tackle

Ⓐ button
- Short Pass

RB + Ⓐ button
- Apply Pressure

■ **Attacking Controls**
■ **Defensive Controls**

*The 🕹 button and the 🕹 button function when pressed.

EVOLUTIONARY CONTROLS

NOTE:
Before you commence reading, please make sure you're aware of the following:

- All moves shown on the controls pages assume that you have not changed the default setting to control all "Player Movement" by using the left stick (🄻).
- All left stick (🄻) and right stick (🄡) movements assume your player is moving directly from left to right.
- New controls are marked NEW , changed controls NEW

EXPERIENCE THE NEW EVOLUTIONARY CONTROL SYSTEM

MANUAL PASSING

With Manual Passing it is now totally up to you where each pass lands.

NEW	Manual Pass	hold 🎮 + 🄻 + Ⓐ (or Ⓨ)
NEW	Manual Long Pass	hold 🎮 + 🄻 + Ⓑ
	Lofted Long Pass	hold 🎮 + Ⓑ

NOTE: If you set "Pass Support" to zero in "Personal Data Settings", you will be able to play Manual Passes without holding 🎮.

MANUAL SHOOTING

Take full control of shots, including direction, height and power.

NEW	Manual Shot (Low)	hold 🎮 + 🄻 + Ⓧ
NEW	Manual Shot (High)	hold 🎮 + 🄻 + Ⓧ, Ⓨ
NEW	Nutmeg Shot	hold 🎮 + Ⓧ + 🄻

NOTE: If you enable Manual Shots in "Personal Data Settings/Player Support", you will be able to take Manual Shots without holding 🎮.

DEFT TOUCH DRIBBLING

New feet skills that add another dimension in 1 on 1 situations.

NEW	Deft Touch Dribble	hold 🎮 + 🄻

DYNAMIC ONE-TWO

This enhanced one-two provides a more flowing game.

NEW	Dynamic One-Two	hold 🎮 + Ⓐ, 🄡

REFINED FIRST TOUCH

You can now flick the ball, or pull a feint when trapping the ball. A great addition to one-touch play!

NEW	Perfect Trap	hold 🎮 (just before receiver traps ball)
NEW	Flick	hold 🄡 (just before receiver traps ball)
NEW	Sombrero	(after executing the flick) hold 🄡 + 🄻

NEW SKILLS

More trickery for use in 1 on 1 situations.

NEW	Double Touch	hold 🄡 or 🄡 + 🄻
NEW	Nutmeg	hold 🎮 + 🎮 + 🄻 (towards opponent)
NEW	Runaround	(near opponent) hold 🎮 + 🎮 + 🄻 or 🄻

IMPROVED DEFENCE

Greater freedom and variation makes defending much more realistic and tactical.

NEW	Pressure	hold 🄻 + 🎮, Ⓐ
NEW	Hold Up Play	hold Ⓐ
NEW	Tackle	press Ⓐ, Ⓐ
NEW	Defensive Tracking	🎮 + 🄻

BEGINNER CONTROLS

ATTACKING CONTROLS

DRIBBLING

Dribbling	Use 🄻 to make the player under your control dribble towards the selected direction
Dash Dribbling	To sprint with the ball, hold 🎮 + 🄻

TRAPPING

Trapping	Press 🄻 towards the direction in which you want to bring the ball under control

PASSING

Passing	• Short Pass: Ⓐ • Long Pass: Ⓑ • Through Ball: Ⓨ

CROSSING

Crossing	Use 🄻 to control the direction, plus one of the following crossing styles: • Standard Cross: Ⓑ • Lower Cross: Ⓑ, Ⓑ • Along the Ground: Ⓑ, Ⓑ, Ⓑ • High Cross: 🎮 + Ⓑ

SHOOTING

Shoot — Take a shot with ❌ and use 🄻 to direct your shot. Press ❌ before the player traps the ball for a first-time shot, header or volley

POWER GAUGE

The length of the Power Gauge determines the power and height with which you kick or throw the ball, depending on how long you press the corresponding button. Once maximum power has been reached, the action will be performed automatically unless you cancel in time to perform a feint (🄰 button), see page 09.

DEFENSIVE CONTROLS

BASIC DEFENSE

NEW Pressure — Hold 🄻 + 🆁🅱 + 🄰 to apply pressure to your opponent with the player under your control

Pressure (COM) — Hold ❌ to apply pressure to your opponent with a computer controlled teammate

Sliding Tackle — Press 🅱 to attempt a sliding tackle (beware, timing it wrong can easily result in a booking)

NEW Hold Up Play — Hold 🄰 to make your player stand his ground and track the opponent, who is on the ball, at a certain distance (use 🄻 to adjust)

NEW Tackle — Press 🄰, 🄰 quickly when close to the opposition player on the ball to attempt a tackle

Clearance — Press ❌ to clear the ball to safety from deep within your half

GOALKEEPER CONTROLS

Bring out the Goalkeeper — Hold 🆈 and the goalkeeper will come out of the goal, running towards the ball in order to reclaim it or to cut down a striker's options

Goal Kick — Take a goal kick with 🅱 or ❌ and use 🄻 to aim

Throw Ball — Use 🄻 to aim at a nearby teammate and press 🄰 to throw the ball

NOTE: Please note that you cannot control the goalkeeper when playing with a "Fixed Cursor" like in "Become a Legend".

SHARED CONTROLS (work while attacking & defending)

Dash — To sprint, hold 🆁🅱 + 🄻

Change Cursor — Press 🆛🅱 to move the Player Cursor to a player closer to the ball

LINK FEINTS

When you are on the ball, hold 🆛🅱 and push the 🄻↑, 🄻↓, ◄🄻 or 🄻► to execute a trick combination known as Link Feints. Once you have become familiar with them, why not create your own unique combinations and give yourself the edge over your rivals? For more information on Link Feints, see page 06.

EXAMPLE OF LINK FEINTS

Command	1st Move	2nd Move	3rd Move	4th Move
🆛🅱 + 🄻↑	Running Upper Body Feint (R)	Matthews Feint (R)		
🆛🅱 + 🄻↓	Upper Body Feint (L)	Drag Through (R)	Drag Through (L)	V Feint (R)

SET-PIECE CONTROLS

To apply curl, push the 🄻► or ◄🄻 while the Power Gauge is being displayed.

CORNER KICKS

Corner Kick — Press 🅱 to take a corner at a standard trajectory

NEW Short Corner — Press 🄰 to play a short pass to a nearby teammate, which you've called by pressing 🆛🅱

FREE KICKS: SHOOTING

Passing — Press 🄰 for a Short Pass, 🆈 for a Through Ball or 🅱 for a Long Pass. The ball will travel in the direction the player is facing

Shooting — Press ❌ for a direct attempt to score from a free kick

FREE KICKS: WALL CONTROL

Players Jump — Press ❌ to make some players in the defensive wall jump

Players Hold Position — Press 🄰 and some players in the wall stay on ground and hold position

THROW IN

Throw In — Press 🄰 to throw the ball to a nearby teammate. To throw further, simply hold the button for longer

PENALTIES (the camera will be positioned behind the penalty taker)

Penalty Taker — Press ❌ to take a shot. The level of elevation is decided by how long you hold the button. You can also direct your penalty by pushing 🄻 to either side as the player runs up towards the ball. If you want to take a Chipped Penalty, hold 🆁🅱 at the same time

Goalkeeper — To attempt a save, push 🄻 towards the direction you think that your opponent is going to shoot. If you release 🄻, the keeper will stand dead center

ADVANCED CONTROLS

ATTACKING CONTROLS FOR ADVANCED USERS

DRIBBLING

NEW **Deft Touch Dribble**	hold (RT) + (L)
Short Knock On	(RB) (two or three times while sprinting)
Long Knock On	(RB) + (RT) + (L) or (L) or (L) or (L) (while sprinting)
Stop The Ball	(release (L)) (RB)
Stop The Ball & Face Goal	(release (L)) (RT)
NEW **Knock On**	(while stationary) (R), (R) or (R), (R)
Jump Over Tackle	(RT) (just before contact is made)
NEW **Double Touch**	hold (R) or (R) + (L)

PASSING

Backheel	(L) + (A)
NEW **Lofted Long Pass**	hold (RT) + (B)
Chipped Through Ball	hold (LB) + (Y)
One-Two Pass	hold (LB) + (A), (Y) (just before receiver traps ball)
Pass and Move	(RT) (after passing)
Manual Pass	hold (LT) + (L) + (A) (or (Y))
Manual Long Pass	hold (LT) + (L) + (B)
Early Cross	hold (LB) + (B)

TRAPPING

NEW **Perfect Trap**	hold (RT) (just before receiver traps ball)
NEW **Flick**	hold (RS) (just before receiver traps ball)
Turn Without Taking a Touch	hold (RB) + (L) (towards direction the ball is travelling)
Through Feint	release (L), hold (RB) (just before receiving a pass)

SHOOTING

Controlled Shot	hold (RT) before releasing (X) (while Power Gauge is displayed)
Chip Shot High	hold (LB), (X)
Chip Shot Low	hold (RB) before releasing (X) (while Power Gauge is displayed)

SHOOTING (CONTINUED)

NEW **Knuckle Shot**	press (X), then (X) again (just when player strikes ball)
NEW **Nutmeg Shot**	hold (RT) + (X) + (L) (towards nearby opposition player)
NEW **Manual Shot (Low)**	hold (LT) + (L) + (X)
NEW **Manual Shot (High)**	hold (LT) + (L) + (X), (Y) (just when player strikes ball)

ATTACKING CONTROLS FOR ADVANCED USERS (CONTINUED)

TRICKS AND SKILLS

SPEED BURST SKILLS (near opponent)

Speed Burst	(while stationary) hold (RT) + (RB) + (L)
Speed Burst (Diagonal Take)	(while stationary) hold (RT) + (RB) + (L) or (L)
Bursting Run	(while stationary) hold (RT) + (RB)
Bursting Run (Diagonal Take)	(while stationary) hold (RT), (L), (L)

SHOULDER FEINT SKILLS

Upper Body Feint	(R) or (R)
Matthews Feint	hold (R) + (L) or hold (R) + (L)
Matthews Feint into Side Slip	hold (R) + (L) or hold (R) + (L)

STEP OVER SKILLS

Step Over Dummy	(R) or (R)
Reverse Step Over Dummy	(R) or (R)
Step Over	(while dribbling) hold (R) + (L) or hold (R) + (L)
Step Over Pull Through	(while stationary) hold (R) + (L) or hold (R) + (L)
Outside Step Over	(while stationary) hold (R) + (L) or hold (R) + (L)

STEP ON SKILLS (when stationary unless indicated)

Drag Through	press (R) or (R)
NEW **L Feint (Right Footed)**	hold (R) + (L)
NEW **Drag Back Turn (Right Footed)**	hold (R) + (L) (or (L) if left footed)
NEW **Backheel Feint**	hold (R) + (L) or (R) + (L)
NEW **Drag Back into Left Take or Right Take**	hold (R) + (L) or (L) (also works while dribbling, reverse directions for left footed players)
NEW **Inside Bounce**	hold (R) + (L) (also works while dribbling)
NEW **Inside Bounce into Diagonal Take**	hold (R) + (L) or (L) (also works while dribbling)

OTHER SKILLS

NEW	**Flip Flap (Right Footed)**	(while dribbling) ⓡ + Ⓛ (reverse directions for left footed players)
NEW	**Reverse Flip Flap (Right Footed)**	(while dribbling) ⓡ + Ⓛ (reverse directions for left footed players)
NEW	**Marseille Turn**	(while dribbling) ⓡ or ⓡ (some players perform a one-footed variation)
NEW	**Cross Over Turn**	(while dribbling) ⓐ + Ⓛ or ⓡ + Ⓛ
NEW	**Front Flick**	(while dribbling) hold ⓣ + Ⓛ or Ⓛ
NEW	**Rainbow Flick**	(while dribbling) ⓣ, ⓣ
NEW	**Sombrero**	(after executing the flick) hold ⓣ + Ⓛ (towards opponent)
NEW	**Nutmeg**	hold ⓡⓣ + ⓡⓑ + Ⓛ (towards opponent)
NEW	**Runaround**	(near opponent) hold ⓡⓣ + ⓡⓑ + Ⓛ or Ⓛ
	Sideways Dribble	hold ⓛⓙ + ⓣ or ⓡ
	Sideways Scissors	(during Left Sideways Dribble) hold ⓡ + Ⓛ (or reverse directions if moving right)
	Sideward Step Over	(during Left Sideways Dribble) hold ⓡ + Ⓛ (or reverse directions if moving right)

DEFENSIVE CONTROLS FOR ADVANCED USERS

ADVANCED DEFENSE

NEW	**Defensive Tracking**	hold ⓡⓣ + Ⓛ (while facing the opposition player on ball)
	Off the Ball Controls	ⓡ (towards teammate you want to take control of)

GOALKEEPER CONTROLS

Drop Ball	ⓡⓑ (when no other input is being made)
Control Goalkeeper (not in online matches)	ⓛⓑ + ⓣ, Ⓛ (ⓛⓑ + ⓣ again to release control)

SET-PIECE CONTROLS FOR ADVANCED USERS

Corner Kick	• Low Cross:	hold Ⓛ + Ⓑ
	• Along the Ground:	hold Ⓛ + Ⓑ
Free Kick: Long Pass	• High Ball:	hold ⓡⓣ + Ⓑ
	• Low Ball:	hold Ⓛ + Ⓑ
	• Along the Ground:	hold Ⓛ + Ⓑ
Free Kick: Shooting	• Hard Shot:	hold ⓡⓣ + Ⓧ
	• Moderately hard:	Ⓧ, Ⓨ
	• Regular:	Ⓧ
	• Moderately weak:	Ⓧ, Ⓐ
	• Weak Shot:	hold Ⓛ + Ⓧ

Knuckle Ball Free Kick	Ⓧ, Ⓧ (when striking ball)
Change Kicker(s) & Position	ⓛⓑ + ⓡⓑ (to cycle through options)
2nd Kicker Takes Free Kick	hold ⓛⓑ + Ⓑ or Ⓨ or Ⓧ
2nd Kicker Passes Ball	hold ⓛⓑ + Ⓐ (then 1st kicker can pass/shoot)
Add/Remove Players from Wall	ⓛⓙ (to add players to left side) or ⓡⓣ (to add players to right side)
Charge Down: Other Players Jump	Ⓑ
Charge Down: Other Players Stand	Ⓑ + Ⓐ
Random	If no input is made, players act randomly

> By using "Off the Ball Controls" in Set-Pieces, you can take control of players who are off the ball by pushing ⓡ in their direction. Once you have done this, you can either press Ⓑ or Ⓐ to get the Free Kick Taker to pass to him. For Throw Ins, it is Ⓐ.

SPECIAL TECHNIQUES & CONTROLS

NEW	**Kick Feint 1**	Ⓑ or Ⓧ, Ⓐ
NEW	**Kick Feint 2**	Ⓐ or Ⓨ, ⓡⓑ + ⓡⓣ
NEW	**FirstTime Feint 1**	Ⓐ
NEW	**FirstTime Feint 2**	ⓡⓑ + ⓡⓣ
	Controlling a Player While Ball is in Flight	hold ⓡⓣ + Ⓛ (control over player close to ball)
	Quick Restart	Ⓛ + Ⓐ or Ⓨ
	Dive	ⓛⓑ + ⓛⓙ + ⓣ + ⓣ
	Teammate Controls (Assisted)*	hold ⓣ + ⓡ (in direction of teammate to make him run towards opposition half)
	Teammate Controls (Manual)*	hold ⓣ + ⓡ (in direction of teammate, then take full control of him using ⓡ)
	Change Preset Strategy 1-4	directional pad ➡ (see Preset Strategies, page 08)
	Activate/Cancel Strategies	press directional pad ⬆ or ⬅ or ⬇ to activate/cancel strategies
	Change Attack Level	• Increase: hold ⓛⓙ + directional pad ⬆
		• Decrease: hold ⓛⓙ + directional pad ⬇

*You can select either the "Assisted" or "Manual" setting for Teammate Controls. On default it is set to "Assisted". This can be changed in "Personal Data Settings"/"Button Configuration".

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.
For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

ONLINE PREPARATIONS & IMPORTANT INFORMATION

For details on the Operation Policy, the Online Service Agreement, Important Notices as well as information on the necessary Equipment and Network Environment, please visit our *PES 2013* Official Online Portal Site at:

www.konami.jp/we/online

To play online, you must have a valid Xbox LIVE Membership.

Once you enter PES' Online Mode you will be shown a variety of information including maintenance times and competition schedules.

If it's the first time taking PES online, you will need to create your personal User Data (be aware that you can't delete this data later). Once done you can start playing keeping the following in mind:

• Please ensure that you adhere to any related Laws and Service Agreements when playing online. Also make sure that you are ALWAYS POLITE and courteous to all fellow users.

• If you are using a Wireless network, please note that electrical appliances such as microwave ovens and wireless telephones can disrupt the connection.

• DO NOT DISCONNECT intentionally during Matches.

• Always ensure you have enough time to complete your matches.

• Play Hard, but Fair!

COURTESY LEVEL

Each user is assigned a Courtesy Level based on their online behavior. All users start out with an A rating, but this can decrease through repeated disconnections. C is the lowest rating and upon receiving it, you will be banned from entering competitions. On the other hand, a high match completion rate as well as fair play ratings can boost your ratings up to AA and even AAA. So, as long as you play fair and complete your matches, you should find that your ratings will improve.

If you get banned from competitions you can improve your level again by correctly completing a certain number of matches.

IMPORTANT MESSAGE REGARDING ABUSE & CHEATING

Konami reserve the right to penalize or ban any player found using the chat function to abuse others or who is found to be cheating. The penalty will be decided by Konami and may result in a temporary or permanent ban from the chat function or online play with or without further warning.

We thank you for your understanding and continued good sportsmanship.

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