Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:

For further information visit http://www.pegi.info and pegionline.eu

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MINIMUM SYSTEM REQUIREMENTS (RECOMMENDED SYSTEM REQUIREMENTS)

OS: Windows Vista SP2 / 7 SP1
CPU: Intel Core 2 Duo @ 1.8 GHz (AMD Athlon II X2 240 or equivalent processor) (Intel Core i3 530 (AMD Phenom II X4 925 or equivalent processor))
RAM: 1 GB (2 GB)
VGA: nVidia GeForce 7800 / ATI Radeon X1300 / Intel HD Graphics 2000 or better (nVidia GeForce 7950 / ATI Radeon HD 2400 / Intel HD Graphics 3000 or better)
Video RAM: 512 MB (1024 MB)
DirectX: 9.0c
HDD: 8 GB free hard disk space
Sound Card: DirectX 9.0c compatible sound card
Resolution: 800 x 600 monitor resolution (1280 x 720 monitor resolution)
ODD: 4x DVD-ROM Drive (8x DVD-ROM Drive)
Network: TCP/IP 192 kbps or higher (TCP/IP 1.5 Mbps or higher)

SUPPORTED CHIPSETS

NVIDIA: GeForce GTX 680, GTX560Ti, GTX470, GTX285, 9800, 8800, 8600, 7950, 7900, 7800, 7300, 6800

AMD/ATI: Radeon HD 7950, HD 6870, HD5850, HD5770, HD4870, HD4650, HD3870, HD2600, HD2400, X1900, X1650, X1600, X1300

Intel: HD Graphics 4000, HD Graphics 3000, HD Graphics 2500, HD Graphics 2000

It may be necessary to update your hardware drivers before playing.
Laptop versions of these cards may work, but are not supported officially.

INSTALLING THE GAME

To play Pro Evolution Soccer® 2014, you must first install the program on your computer's hard drive. The Pro Evolution Soccer® 2014 DVD contains an auto-run menu that will guide you through the installation process.

NOTE: Please check out the Read Me file on the DVD as it contains additional information not included in this manual.

To install Pro Evolution Soccer® 2014 you must enter a registration code during the install process. Please refer to the back of this manual for your code. You will also need this code when registering to play online.
Once a code has been registered for online play it is linked to the person who registered it. If you find a registration code does not work when entered for online play, it may be because it has already been registered by someone else (for example, if you purchase a pre-owned game).

GREETINGS

Thank you for purchasing PES 2014 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.

DISCLAIMER

KONAMI is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date. Please note that KONAMI may be unable to inform you of the details of such improvements.

* Please note that depending on the type of television you use when playing this title, you may find that your controller inputs may be out of sync with the on-screen visuals. In such cases, please consult the Television's manufacturer regarding the suitability of your television for playing video-games.

A NEW CHAPTER IN PES

EVOLUTION NEVER ENDS! NEW TO PES

With PES 2014, PES enters a new chapter in its endless evolution. Have a look here to get a glimpse of what's new in this latest instalment of PES.

Exciting 1-on-1 match ups

1-on-1's are more important than ever in PES 2014 with every individual decision having the potential to decide the outcome of the match. Have you ever fancied yourself as being a bit of a show stopper? Then you can light up the pitch with your trickery when going eye-to-eye with your opponent.

Dazzle with your skills!!

Try out-witting your opponent in a 1-on-1 situation. Those skills, the little changes in pace, use everything that you know!

Winning these duels is one sure-fire way of creating real chances from absolutely nothing (See Page 14 for more details).

Defending too can be a thing of beauty

Use 1-on-1 defensive techniques such as shoulder barging and jostling as opposed to tackling and sliding. Winning the ball can turn a potentially perilous situation into a real chance to hit back at the opposition (See Page 15 for more details).

NOTE: You are given a choice of 4 options when defending or attacking in a 1-on-1 situation. Just like in real-life football, pulling a trick comes with its own risks. The higher the risks, the higher the potential returns. Gaining the upper-hand in 1-on-1's is a huge part of winning in PES!! (See Pages 14-15).

Concept of Team vs. Team

In addition to 1-on-1's or combinations involving 2 players such as the one-two, now over 3 players can combine in an attacking move. Defence likewise has become more organised and team-oriented in order to counteract such threats. It's attacking as a team vs. defending as a team. Who wins? That's up to you!

Use the "Combination Play" feature to make 3 or more players join in an attacking move. These combined strategies can be set so that they are triggered when players enter a certain part of the pitch.

Defence also requires a lot of teamwork. You can try surrounding opposition players by outnumbering them as well as by using a wide variety of other team-defence moves.

NOTE: Combination Play like 1-on-1's have their own element of risk. If it works, it can lead to real chances, if not, you are left open and vulnerable as you have committed so many players to one move... Just like in real football.

Add more drama to your matches

Emotion and passion play a huge part in the game of football and the same can be said about PES. Every play and action has its effect on a player's frame of mind and the crowd can also play their part. Hit all the right notes and who knows? You could stage a huge upset. Such is the magic of football.

If you are playing this game for the first time, please create your Personal Data.
If you have internet access, then please complete the network configuration process
so you can play online.

• Any previously saved System Data will be loaded automatically and the game will proceed to Top Menu.
• Please refer to page 23 for network configuration.

NOTE: All controls described in this instruction manual assume that you use left stick (🕹) (Default) for player movement. All 🕹 Stick actions can be substituted by directional button inputs (this is selected by going to [Personal Data] > [Button Configuration] > [Player Movement]).
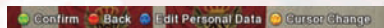
• For all other control settings, please refer to the Pause Menu (page 10).

Basic controls in menu screens
🕹 Left Stick / Directional Buttons: Select Option   Ⓑ Cancel   Ⓐ Confirm

A NOTE FOR FIRST TIMERS

If you need any tips on how to confirm or cancel your selections, simply look at the bottom of the screen.

Ⓐ Confirm Ⓑ Back Ⓨ Edit Personal Data Ⓧ Cursor Change

WANT HELP ON HOW TO PLAY THE GAME?

• If you see a 🔙 icon on the screen, this means that you can display Help Text on how to play the game or what the current screen does by pressing 🔙.

• As detailed descriptions of each game mode can only be found on these help screens, we strongly recommend that you view them whenever you have the option to.
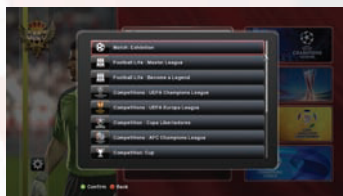
WHY NOT TRY OUT PERFORMANCE TRAINING?

When you start the game for the first time and have chosen your settings, you will be able to practice the essential controls of this game.

Try seeing how the intricate controls work in real-match situations.

• You can come back to "Performance Training" whenever you want to by selecting "Training" from the Top Menu.

SAVING DATA

Data will be saved automatically at certain times in this game including after the final whistle.

• Details regarding type of data saved will be shown on screen whenever data is automatically saved.

A brief description of each mode will be given if you highlight the icon.

All Online features in this game will be available via internet download.
For details, please refer to our official website (www.konami.jp/we/online).

TOP MENU SCREEN

Place the cursor on each menu option for details. To change game settings or to check for more details, please select the Option Menu which is on the left side of this screen.

NOTE: You can also customise the Top Menu backdrop by selecting your favourite team and player (See Page 8).
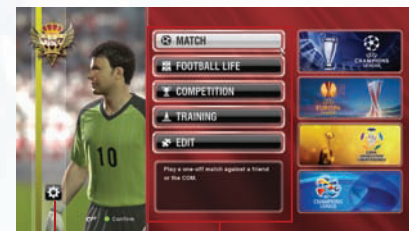
Option Menu   Top Menu

TOP MENU

Match (online play selectable)
Play a quick match of football. Keep updating the game by implementing the latest patches to play with up to 22 players.
Exhibition Match | Ranking Match (Online) | Friendly Match Lobby (Online) | Team Play Lobby (Online) | Watch Exhibition Match

Football Life (online play selectable)
Take on the beautiful game as either a player or a manager. Will glory be yours?
Master League | Become a Legend | Master League Online

Competition (online play selectable)
Play matches and competitions under all sorts of regulations. Can you win them all?
UEFA CHAMPIONS LEAGUE | UEFA EUROPA LEAGUE | Copa Libertadores | AFC Champions League | Online Competition | Cup | League

Training
Learn the game's controls in realistic in-match situations or in a series of challenges.
Performance Training | Free Training

Edit
Edit teams, stadiums and players to make the game uniquely yours.

OPTION MENU

Stats & Info (Available via online update)
Read important Online Information and Obtain Data Packs.

Online Settings (Available via online update)
Choose your Online Settings.

OPTION MENU

Options

Alter in-game settings including in-game controls in "Personal Data Settings" and "System Settings". You can also select your favourite player and club to customise your Top Menu backdrop and listen to any track featured in the soundtrack.

myPES

Interact with rivals by uploading your match records via myPES (a Facebook application). See myPES settings in the Personal Data Settings.

NOTE: Please note that you must register your account in order to use myPES. Install myPES onto your Facebook page. For details, please refer to the Help Guides found within the game.

GAME PLAN SETTINGS

To change your lineup, formation or strategy, select "Game Plan" from the pre-match screen or the pause menu.

GAME PLAN SCREEN

Use Assisted Settings to create Game Plans automatically with COM assistance. Once you are used to it, try creating your very own Game Plan which can be customised in every detail.


HOME TEAM   AWAY TEAM

Pitch

Substitutes

Game Plan Menu

• The user who chooses the Game Plan is referred to as the Side Leader.
  In a VS. match, this will be the user whose user number is the lowest (e.g. User 1).
  (During matches, the user who paused the game to open the game plan screen will be made leader)
• By selecting a player you can have a quick glimpse of his capabilities (S = Highest, D = Lowest).

PITCH DISPLAY

Press either **LB** or **RB** on the Game Plan screen to see the below information:

• The icons shown in the Strip Icon / Form & Stamina Screens refer to the following:

🟨 Yellow Card   🟥 Red Card   Injury   Unavailable
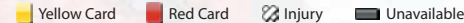
Strip icon

Indicates Player Names and Positions. The captain can be distinguished by the yellow circle with a "C" in it ⓒ.

Motivation, Form & Stamina

The human shaped icon denotes motivation level, while the arrow to its side denotes form. Motivation levels can change due to events that take place during the match. The green gauge at the bottom shows the player's stamina. Certain modes will show player fatigue in blue.

Position & Overall Rating

Shows Player Roles and their suitability to particular players. The Overall Ratings of the Substitutes are calculated assuming that they are played in their default positions.

COMBINATION PLAY

In Game Plan, you can choose 3 distinct strategies as well as a combined strategy in what is known as Combination Play. Combination Play allows you to divide the pitch into 11 separate sections and then assign a strategy to each one.

• Combination Play is a position based system as opposed to existing strategies which are player based.
• See Page 16 for details on how to activate combined strategies.

There is so much more to a match than just watching the action immediately around you. Make sure you grasp all other key information shown on the Match Screen.

MATCH SCREEN

The below options can be turned ON or OFF by selecting "System Settings" > "Match Screen Settings". At the end of each half, you can look back on your team's performance up until that point in the match.

• Information shown may differ depending on which mode you are playing.

Elapsed Time

Score

Player Cursor

Radar
Shows position of the ball and all players.

Combination Play Icon
Shown when a Combined Strategy has been triggered. The Icon will change colour.

Strategy Icon
Press the UP / DOWN Buttons to trigger different pre-set strategies.
• Icon will be shown only for a short while after activation.

PAUSE MENU

The Pause Menu can be opened by pressing the ▶ button during a match. For a detailed explanation on what each option does, please read the related Help Text on screen. To return to the match from the Pause Menu, simply press either the ▶ button or the Ⓑ button.

PLAYER CURSOR

The Player Cursor will be displayed above the player you are currently controlling. This Cursor can change colours depending on the player's status. Cursor Settings such as Cursor Name and how to change Cursors can be configured in Support Settings.

BLOWED **Standard Player Icon**
• Will change colour to yellow if the indicated player is booked.

Shown when a Combine Strategy has been triggered
Combination Play (See Page 9).

Indicates that the player is in an Offside Position
(Only applies if the Cursor is set to Fixed in Cursor Settings).

WHAT DO THE VARIOUS GAUGES MEAN?

The Power gauge will be shown at the player's feet when he is passing or shooting.

• When taking Set Pieces, the Power Gauge will be shown above the Radar.

• To display Help Guides such as Directional guides (when passing manually), Target guides (highlights the selected player) or Positional guides (indicates a player's optimum position), please enable the respective settings in "Support Settings".

Stamina Gauge (Green)
Indicates players' Stamina Levels. When exhausted, the gauge turns red and the player's stats drop.

Power Gauge
Shown when passing, shooting or throwing the ball (see Page 13).

Advanced Controls Icon
Shown when Advanced Controls are used for passing and shooting.

OTHER ICONS

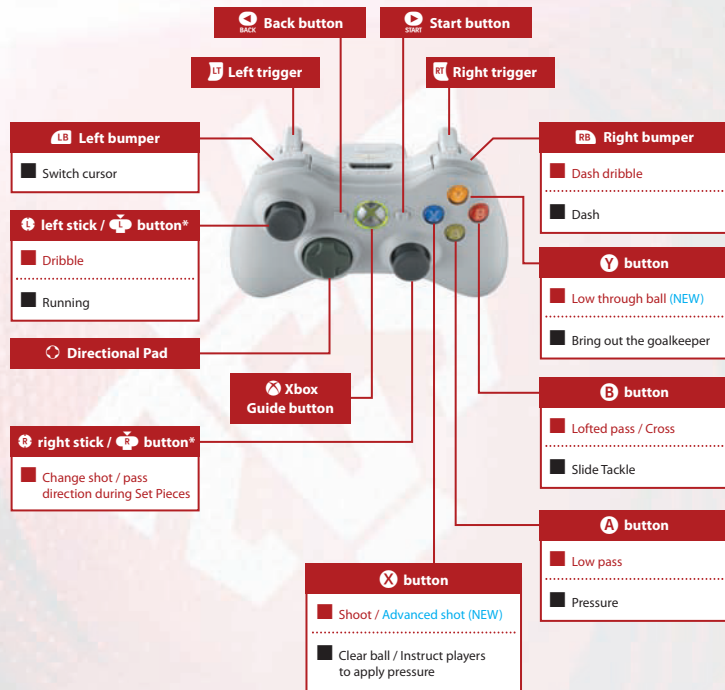The icons below are also shown when the right conditions apply.

Substitution (IN)

Substitution (OUT)

Player Returning (No injury)

Freekick Type (Indirect)

For more details on in-game Controls, please refer to pages 14-22.
All controls are listed in the game's Pause Menu.

Xbox 360 Wireless Controller for Windows

• All controls shown in this manual assume that Button Configuration Type 1 has been selected.

Back button

Start button

Left trigger

Right trigger

LB Left bumper
■ Switch cursor

RB Right bumper
■ Dash dribble
....
■ Dash

left stick / button*
■ Dribble
....
■ Running

Y button
■ Low through ball (NEW)
....
■ Bring out the goalkeeper

Directional Pad

Xbox Guide button

B button
■ Lofted pass / Cross
....
■ Slide Tackle

right stick / button*
■ Change shot / pass direction during Set Pieces

A button
■ Low pass
....
■ Pressure

X button
■ Shoot / Advanced shot (NEW)
....
■ Clear ball / Instruct players to apply pressure

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

*The button and the button function when pressed.

SHOOTING (ADVANCED)

Advanced shooting gives you full control of both power and placement of your shots. Push to place your shot while also using the power gauge to set the power.

Shooting (Advanced)	X
Aim for Bottom Left Corner	
Aim for Top Left Corner	
Aim for Bottom Right Corner	
Aim for Top Right Corner	

THROUGH BALL (ADVANCED)

Advanced passing allows you to pinpoint your passes as opposed to just playing them in the general direction you want. Use both and the power level to place your passes just where you need them.

Through Ball (Advanced)	Y
Chipped Through Ball (Advanced)	LB + Y
Direction Control	

POWER GAUGE

This is a gauge which indicates Power Level and it increases gradually while the user holds the Shot or Pass button. The player will pass, throw the ball or take a shot when you either release the button or the Power Gauge reaches maximum.

NOTE: If you set the game's difficulty level at "Professional" or above, both shooting and passing controls are set to Advanced. Please change the setting to Basic in Support Settings if you want to play the game using the same shooting and passing controls as in the previous titles.

• All controls in the manual assume that you have selected TYPE 1 Button configurations in Personal Data Settings.
• = Left Stick, = Right Stick. = Directions on either Analog Stick or Directional Buttons.
• All controls using the can be substituted with Directional Buttons (In Personal Data Settings).
• All controls assume the player is facing ➡ direction.

In a one-on-one situation, the one who keeps a cooler head and makes the smarter decision comes out on top. See the diagrams to see how one-on-one's work.

Skills & Techniques RS + LS

Speed Burst LS + RB (x2)

Pass Y, A, B

Dribble LS

High Risk High Return

Low Risk Low Return
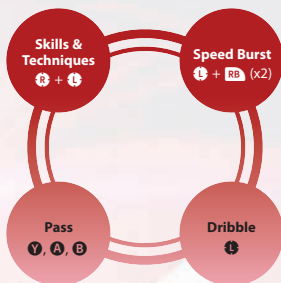
SKILLS AND TECHNIQUES

Use both RS and LS to pull off feints and dummies (e.g. Rotate RS a full 360). Use your spatial awareness to the full to pull off the right trick!

Shift Balance	RS
Move Ball	LS

SPEED BURST

Quickly press RB twice when dribbling to pick up a quick burst of pace. While this is an effective way to lose your marker, get it wrong and it can backfire on you.

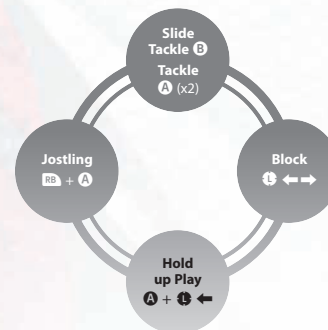| Speed Burst	LS + RB (x2)

PASSING / SHOOTING

Use LS to direct both your shots and passes. Note that the flight of the ball is very different for each type of pass.

Low Pass	A
Low Through Ball	Y
Lofted Pass / Cross	B
Low Cross	B (x2)
Shooting	X

DRIBBLING

While dribbling, press RB to sprint with the ball. However, this reduces ball control. Use both types of dribbling at appropriate times.

Dribbling	LS
Dash Dribble	LS + RB

Slide Tackle B
Tackle A (x2)

Jostling RB + A

Block LS ←→

Hold up Play A + LS ←

High Risk High Return

Low Risk Low Return

TACKLING / SLIDE TACKLING

To tackle and steal the ball off your opponent, press A twice. To attempt a slide tackle, press B. While effective, they both come with a huge element of risk such as being booked or even sent off if mis-timed.

Tackle	A (x2)
Slide Tackle	B

JOSTLING / SHOULDER BARGE

To jostle with an opponent you are chasing down, press RB + A. Push RS when jostling to shoulder barge.

Jostling	RB + A
Shoulder Barge	RS

PREDICTIVE BLOCKING

When making physical contact with an opponent push LS in the direction you think he will pass the ball or run. If you get it right, you win the ball. If you enter the reverse direction, you can leave yourself badly exposed.

Predictive Blocking	LS

HOLD UP PLAY

While pressuring your opponent (by pressing A), push LS away from him to track him at a set distance. This allows you to slow down your opponent and wait to slide in or tackle him.

Pressure	A
Hold Up Play	A + LS

See here for a list of collective attacking and defensive moves.

COMBINATION PLAY

When a player enters a part of the pitch where a combined strategy has been assigned, the Combination Play icon will be displayed. Press LT twice quickly to implement it.

NOTE: They can be activated automatically if enabled in Game Plan (Tactical Assistance).

Combination Play	LT (x2) when icon is shown

PASS & MOVE

Press RT just as the player is about to pass the ball if you want him to start a run as soon as he gets rid of the ball.

Pass & Move	Any Pass + RT

ONE-TWO

Hold LB as you play a low pass. Press Y as the ball receiver receives the pass to get him to play a quick return ball. It is an effective way to lose your marker.

One-two pass	LB + A ➜ Y
Chipped One-two pass	LB + A ➜ LB + Y

TEAMMATE CONTROLS (ASSISTED)

Press LB, then push R towards a player of your choice. Release R to make him go on a straight run.

Teammate Controls (Assisted)	LB + R

TEAMMATE CONTROLS (MANUAL)

Hold LB, then push R then release R. Keep holding LB, then push R again to control the direction of the run your teammate makes.

Teammate Controls (Manual)	LB + R ➜ R

MULTIPLE PRESSURE

Press X twice, then continue to hold the button to get 2 to 3 players to apply pressure on your opponent. While it is a very effective way to win the ball, it can potentially lead to large spaces opening up for your opponent to exploit.

Multiple Pressure	X (x2) then hold
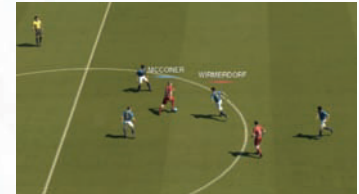
DEFENSIVE LINE CONTROL

Push the defensive line further upfield or pull it back deeper as you see fit. Controls may change depending on side / camera angle and how much the line moves each time depends upon the team's game plan.

Defensive Line Control	Left / Right button

OFFSIDE TRAP

Push the defensive line further up field for a short time. Note, controls may change depending on side / camera angle.

Offside Trap	Right button (x2)

INSTRUCT A TEAMMATE TO APPLY PRESSURE

The Com controlled teammate closest to the opposition player on the ball will apply pressure.

Instruct Teammate to Apply Pressure	Hold X

Controls in set-piece situations have also been given a major overhaul. Make use of new features such as trajectory guides to perfect your free kick skills.

FREE KICK CONTROLS

FREE KICK TAKER

Use 🕹 to direct your free kick, while using 🕹 to choose elevation and the degree of spin you put on the ball. If you want to go for placement, only press ⊗ momentarily. Similarly, if you are going for more power, then press the button for longer and let the power gauge build up.

To display the help guides which show the projected flight of your free kick, press 🔘.

Passing	Ⓑ / Ⓐ / Ⓨ
Shooting	⊗
Adjust Trajectory (Free Kicks)	🕹 ⬆ High 🕹 ⬇ Low 🕹 ➡ Left Spin 🕹 ⬅ Right Spin
Direction	🕹
Display Help Guide	🔘

Help Guide	Hold 🔘 to display. Colour changes to show the taker's emotional state

LINE UP 2 FREE KICK TAKERS

Line up 2 free kick takers to keep your opponents guessing. How about one playing a short lay off to the other or even stepping over the ball? They can both work very well.

Trick Free Kick	⊗ ➡ Ⓐ
Lay Off	LB + Ⓐ

* Hold LT to control second kicker.

DEFENDING AGAINST FREE KICKS

Players in the defensive wall can either jump (press Ⓑ) or charge down a free kick (press ⊗). Look at the ball's elevation before deciding what to do.

Jump	Ⓑ when ball is struck
Charge Down	⊗ when ball is struck

GOALKEEPER'S POSITION

Push 🕹 while holding Ⓨ to make the goalkeeper move towards the desired direction. This can be done up to the moment the ball has been struck.

GK Positioning	Ⓨ + 🕹

PENALTIES

PENALTY TAKER

Like free kicks, the power gauge can be used as an indication as to the shot's velocity and accuracy. While a chipped penalty can be easily saved if read by the keeper, it is still a very effective way to surprise him.

Standard Penalty	⊗
Chipped Penalty	LB + ⊗
Direction	🕹
Help Guide	Hold 🔘 to display

GOALKEEPER

Push 🕹 to adjust position (until the penalty taker strikes the ball). Push 🕹 before ball is kicked to react to hard shots or after to react to softly taken shots.

GK Positioning	🕹

Have a look here for goalkeeper controls. Many new features have been added allowing the keeper to play a more tactical role in your game.

DEFENSIVE CONTROLS

BRING OUT THE GOALKEEPER

The keeper runs towards the ball and claims it. A safe way to reclaim the ball although it can leave you completely exposed if you get it wrong.

GK Dash	RB + Ⓐ
Bring out Keeper	Hold Ⓨ

AUTO-POSITIONING

Hold Ⓐ to automatically adjust the goalkeeper's position.

Auto-positioning	Hold Ⓐ

BLOCK / TACKLE

Push Ⓛ then Ⓑ to make the keeper make a diving save, or Ⓛ then Ⓐ twice to get down and make a tackle.

Block	Ⓑ
GK Tackle	Ⓐ (x2)

GK TRAP

Get the keeper to trap the ball rather than catch it.

GK Trap	Hold Ⓡ before receiving the ball

ON THE BALL CONTROLS

PUNT KICK / THROW

Push Ⓛ in the desired direction when kicking or throwing the ball.

Punt Kick	Ⓑ
Throwing	Ⓐ
Throw Into Space	Ⓨ

RUNNING / DASH

Run while holding the ball. Press RB to sprint.

Running	Ⓛ
Dash	Ⓛ + RB

OTHER CONTROLS

When passing the ball, press Ⓐ just before the keeper kicks or throws the ball to fake a pass.

Put ball down / Pick up ball	RB
Fake Pass	Any Pass ➡ Ⓐ

See here for other more advanced controls. They may be difficult to start with, but mastering them will add yet another dimension to your game!

DEFT TOUCH DRIBBLE

Hold RT when you dribble if you want to keep close control of the ball. The Deft Touch Dribble also allows you to keep facing the same way while on the move and is particularly useful when holding up the ball.

Deft Touch Dribble	RT + Ⓛ

PERFECT TRAP

Press RT just as you trap the ball to absorb the momentum of the oncoming ball and keep tight control of your first touch.

Trap	Ⓛ
Perfect Trap	RT

QUICK STOP THEN FACE GOAL

Release Ⓛ then press RT to face the opposition goal. Do this while dribbling if you want to come to a sudden stop while still facing the opposition goal.

Quick Stop then Face Goal	RT

CONTROLLED SHOT

Holding RT when shooting allows you to take a shot which sacrifices power for added accuracy. Use it if you are shooting inside a crowded 18 yard box or if you really have to hit the corners.

Controlled Shot	RT + Ⓧ

CHIP SHOT / LOW SHOT

Press LB + Ⓧ if you are looking to lob an oncoming goalkeeper or Ⓧ ➡ (followed by) Ⓨ if you want to hit a low shot which is tricky for any keeper to save. (Player will drive the ball into the ground if hit first time)

Chipped Shot	LB + Ⓧ
Low Shot	Ⓧ ➡ Ⓨ

MANUAL CURSOR CHANGE

Press LB to move the cursor and take automatic control of the player closest to the ball. Push Ⓡ in the direction of a particular player if you want to override this manually.

Cursor Change	LB
Manual Cursor Change	LB + Ⓡ

These are controls shared by both attack and defence. Learn them as you never know when they might come in useful.

SUPER CANCEL

Press RB + RT to cancel whatever action the player was about to take and regain full control.
This includes shooting or passing.

| Super Cancel | RB + RT |

SWITCH CAMERA (Fixed Camera)

Press BACK to change the camera angle between the ball and the players on the pitch.

| Switch Camera | BACK |

PRESET CHAT (Online)

Hold LT, then push ⚙ ⬆, ⬇, ➡, ⬅ to display the pre-selected chat messages on screen. This can only be done when you are off the ball.

| Preset Chat | LT + R |

CHANGE STRATEGY

Press the Up / Down buttons to change strategy. The required buttons may change depending on the camera angle.

| Change Strategy | Up / Down button |

DEFENSIVE COMMANDS (Fixed Cursor Only)

Instruct players to line up in a way that either stops the opposition from making straight runs or drives them out wide.

| Defensive Commands | LB + Up / Down button |

Why not take on fellow PES 2014 users from all around by going online?

For more details, please visit the below online portal site, or refer to the in-game help feature.

**All Online features in this game will be available via internet download.
For details, please refer to our official website (www.konami.jp/we/online).**

WHAT TO DO BEFORE GOING ONLINE

You must obtain a KONAMI ID before playing the Online Mode. When you log in for the first time, select "Register", a browser window opens. Follow the on-screen instructions to get your KONAMI ID.

• 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!

WHAT IS AN ONLINE PASS?

To play online, you must have a PES 2014 online Pass. This is a several digit code included in the game's packaging.

• Once a code has been registered for online play it is linked to the person who registered it.

• Your User Data can be shared across all online modes.

• Please note that any data you created cannot be deleted.

Courtesy Level

Each user is assigned a courtesy level based on their online behaviour. All users start out with an "A" rating, but this can decrease through repeated disconnections. C is the lowest rating and on 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.

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