



XBOX 360

XBOX
LIVE

Winning Eleven **PRO**
EVOLUTION
SOCCER 2007™



KONAMI

▲ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

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 television screen.
- Use a smaller television 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.

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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.

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GAME CONTROLS

Use your controller to navigate menu screens. Use the directional pad or left thumbstick to move through menus, **A** to confirm a selection, and **B** to cancel or move back through screens. The diagrams below show the default settings for the controller. They can be altered via the Button Configuration menu at the Options screen.

Basic Attacking Controls



Attacking/Offense

Dribbling & Trapping

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

Dash Dribble: Press **RB** while dribbling to sprint.

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

Greater Distance Between Ball Touches: While running with the ball with **RB** depressed, hold **RT** and press the directional pad 45 degrees to either side of the current direction of movement.

Slow Dribble: Keep **RT** 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 **RB**, then immediately press the directional pad 90 degrees in either direction.

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

Stop the Ball 2: Release the directional button and press **RT** to instruct your player to stop and face your opponent's goal.

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

Shield the Ball: When the player has stopped with the ball at his feet, press **RT** and then press the directional button away from the direction that your player is 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 **RT** 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 **RT** to turn to face the opponent's goal while trapping the ball.

Run Onto Pass: To instruct a player to run and run onto an incoming pass without making an initial touch, hold **RB** 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/Header Ball: Press **A** to make a short pass along the ground or head the ball. Hold **A** for longer to pass to a more distant player.

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

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

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

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

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

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

Lofted Through Ball: Hold **LB** and press **Y**.

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

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

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

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

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

Crossing

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

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

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

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

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

Shooting

Press **X** to build up the power gauge. Release **X** 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 pad to specify the required direction as the shot is made.

Shoot: Press **X**.

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

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

Chip Shot: Hold **LB** and press **X**.

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

Tricks & Skills

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

Step Over (Long): Press **LB** twice, or press the right thumbstick twice in the direction of movement.

Step Over (Short): Press **RT** 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 **LB** or **RT** twice. You can also achieve this by pressing the right thumbstick twice in the direction that the player is facing. The feint type differs according to the direction of movement when **A** is pressed.

Kick Feint 1: Press the right thumbstick in the current direction of movement twice.

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

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

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

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

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

Kick Cancel 2: Press **B** to call up the power gauge, and then press **RB** and **RT** simultaneously to cancel the kick.

Kick Cancel 3: Set up a cross, and then press **RB** and **RT** simultaneously while the power gauge is displayed.

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

Body Feint 2: When both player and ball are stationary, press the directional pad at a right angle to the direction that the player is facing.

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

Matthews Trick: With the ball on rest, tap the directional pad 90 degrees 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.

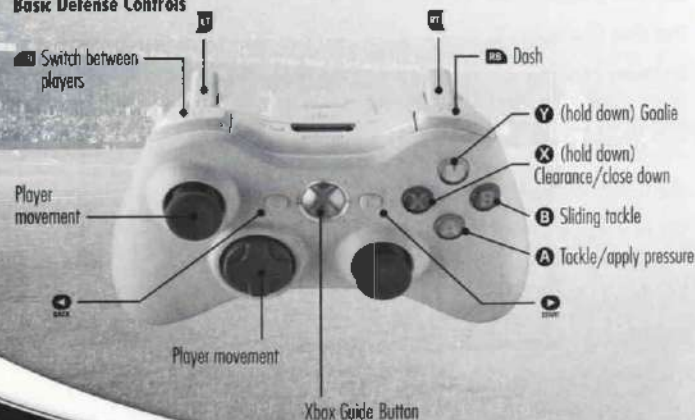
Leave Ball: Just before a pass reaches a player, release the directional pad and then press and hold **RB** to step over the ball and allow it to continue to another player.

Marseilles Turn: Rotate the right thumbstick while dribbling. The direction you rotate the right thumbstick determines the direction of the turn.

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

Defense

Basic Defense Controls



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

Close Down: Hold **X** 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 **B**.

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

Rush Goalie: Press **Y** while defending to make the goalie sprint towards the ball.

Goal Kick: Press **B** or **X** to kick the ball up the field. Use the directional pad to aim.

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

Drop Ball: When your goalie is holding the ball, press **RB** 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, you can hold down **Y** and press **RT** to gain active control of your goalie's movement.

General Controls

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

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

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

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

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

Attack/Defense Level: Press **LT** and **RB** together to increase the Attack/Defense gauge level. This instructs your players to push forward. Press **LT** and **RT** together to reduce the Attack/Defense gauge level.

Set-Pieces & Dead-Ball Situations

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

Corners

Regular: Press **B**

High Cross: Hold down **RT** + **B**

Low Cross: Press the directional pad up + **B**

Along the Ground: Press the directional pad down + **B**

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

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

Free Kicks (Passing)

Short Pass: Choose a direction with the directional pad and then press **A**.

Regular Long Pass: Press **B**.

High Ball: Hold down **LB** + **B**.

Low Ball: Press the directional pad up + **B**.

Along the Ground: Press the directional pad down + **B**.

Curl: Press the directional pad left or right while the power gauge is displayed.

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

Free Kicks (Shooting)

Regular Shot: Press the **X**.

Hard Shot: Press the directional pad up + **X**.

Weak Shot: Press the directional pad down + **X**.

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

Very Hard Shot: Press **X** + the directional pad up, and then press **Y** when the power gauge is displayed.

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

Very Weak Shot: Press **X** + the directional pad up and then press **A** when the power gauge is displayed.

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

General Free Kick Controls

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

Changing the Number of Kickers: Press **LB** and **RB** 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 **LB** to make the second kicker make the shot or cross pass.

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

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

Players Hold Position: Press **A**.

Players Charge Forward + Jump: Press **B**.

Players Charge Forward: Press **B** and **A** 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 **Y** to instruct your goalie to move behind his defensive wall.

Throw-ins

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

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

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

Penalty Kicks

Kicker: Press **X** and hold the required direction on the directional pad.

Goalie: Hold the directional pad to dive.

Semi-Fixed Cursor Controls

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

GETTING STARTED

If this is the first time you have played **Winning Eleven Pro Evolution Soccer 2007**, you will first need to create System Data and Edit Data. These store important user data such as button configurations, screen settings, and much more. Without these, your personal settings and edited data cannot be saved. When you create these, you need to create Gamer Profile in advance.

If you don't have an Xbox 360 Hard Drive attached to your console, then insert an Xbox 360 Memory Unit with at least 1696KB free space into memory unit port A on the console.

Using the Help Function: When **LB** 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.

TOP MENU

The Top Menu provides access to the various modes, and options in **Winning Eleven Pro Evolution Soccer 2007**. Use the directional pad or left thumbstick to highlight the required option, and then press **A** to make your selection.

MATCH

Play individual matches against the CPU or a human competitor. Before a match can begin, you need to select your team, your opponents, and tailor various match options to suit your personal preferences.

Player Settings

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



You control all the action on and off the pitch.



The AI controls the players on the pitch and you act as manager.

You can also press **Y** to view a match as a spectator.

Select Team

Pick a team for the upcoming match. If you feel like a challenge, press **X** 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.

Uniform Selection:

Select the uniform that will be worn during the match.

Stadium

Select the stadium in which to play. You can also adjust the following Stadium options:

Time: Choose from Afternoon, Evening or Random.
Season: Choose from Summer, Winter or Random.
Weather: Choose from Fine, Rainy or Random.

General Settings

These settings enable you to customize the match options. Press the directional pad up and down to move from item to item, and **A** to select. When all settings are set, move the directional pad to highlight "Next" and press **A** to advance.

Match Settings

Option	Effect
Game Level	Choose between five difficulty levels: Beginner, Amateur, Regular, Professional and Top Player.
Match Time	Select the length of the match.
Injuries	Select whether players can sustain injuries during a match.
Condition: Home	You can select the condition of the home team players, from "Excellent", "Good", "Normal", "Bad", "Terrible" or "Random".
COM Starting Lineup Auto Select	Select whether the AI automatically selects the starting line-up for the COM team.
Ball Type	Select the type of ball to be used in the match.

Rule Settings

Option	Effect
Match Type: EX	Choose whether a match can go into extra time or not.
PK	Choose whether you want a penalty shoot-out to settle the match in the event of a draw.
Max. No. of Substitutions	Select the number of substitutes permitted during the match.

To System Settings: See page 26 for information on System Settings

Formation Settings

This screen enables you to select your team, pick (and edit) a formation, and adjust dozens of other strategic settings. The tactical flexibility it offers is huge, but don't feel daunted: you can easily bypass its many features for as long as you please.

Current Formation
 Strategy
 Team Captain
 Player Name and Status

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



Changing the Formation Display: Press **D** or **LB** 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 **LB** or **RB** 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.

Special Icons: The following icons appear on Status Display pages to provide information on player condition and availability.



Injuries

1. Returning to Full Fitness
2. Severe Injury
3. Slight Injury
4. Injury Status Unclear

Unavailable

5. On International Duty
6. Suspended due to Cumulative Yellow Cards
7. Suspended due to a Red Card

Match Start:

Start the game.

Change Player:

This menu enables you to pick your team and substitutes. Select a highlighted player with **A**, and then choose the desired replacement and press **A** to implement the switch. Players in the first eleven are displayed in black text, substitutes in blue, and reserves in green. The following additional options are available on the Change Player screen:

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

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

Ability Display: Use **D** and **LB** to scroll through the different pages of the Ability Display.

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

Set Formation

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

Edit Position

Select a player, move his button icon with the left thumbstick or the directional pad, and then press **A** to confirm his new position. Press **Y** 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 **B**, **A**, **Y** and **X**. You can activate or disable these during a match by pressing **D** + 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 the **D** button, 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.

Attack Auto: 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 free kicks, corner kicks and penalty kicks. 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.

Defender: 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. Sweeper's 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.

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

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

Load Stock Data: Load formation data stored on an Xbox 360 Hard Drive or on Xbox 360 Memory Unit.

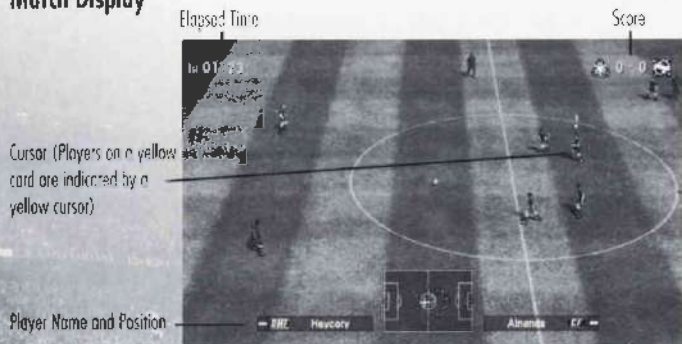
Copy Opp Stock Data: Copy opponent's Stock Data into your own stock.

Exch 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 Display



Attack/Defense Mindedness: This gauge indicates your team's current mentality. The redder 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: Burton 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 Y or hold the directional pad right
Reverse Play	Press and hold the directional pad left
Fast Play/Fast Reverse Play	Press the right thumbstick to the left or right
Pause	Press B
Fast Forward/Rewind	Hold Y , and then press the right or left directional pad
Advance Frame/Rewind Frame	Hold B , and then press the right or left directional pad
Beginning of Replay/End of Replay	Hold B then press LT / Hold B then press RT
Change View	Press A
Camera Operation	Use the left thumbstick
Rotate Camera	Press LB or RB
Switch Players	Press LT or RT
Zoom In/Zoom Out	Press directional pad up to zoom in, and down to zoom out
Controls Display ON/OFF	Press PS
End Replay	Press CB

Pause Menu

Press  during a match to display the Pause Menu.

Option	Controller Commands
Resume Match	Quit the Pause Menu and resume the match.
Formation Settings	Visit the Formation Settings Screen.
Set Piece Taker	Select the player(s) you wish to take your free kicks and throw-ins. If you select the option of having two kickers for your free kicks, you will need to select two players.
Change Player	Substitute players.
Player Settings	Access the Player Settings screen.
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.
Command List	View a summary of the in-game controls.
Replay	Watch a replay of the action prior to pressing the START button.
System Settings	This will take you to sub-menus for Cursor Settings, Button Configuration, Sound Settings Settings, Screen, and Color Adjustments.
Quit Match	This will take you to the Top Menu, 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.

To Top Menu: Quit the current match and go to the Top Menu.

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.

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

To Top Menu: Return to the Top Menu.

MASTER LEAGUE

In this, the most absorbing and demanding of the **Winning Eleven: Pro Evolution Soccer 2007** 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.

Basic Rules

Master League 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 "P" points — the Master League's in-game currency. These are used pay player salaries, and to buy new squad members.

Game Over: 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 "P" points on the last week of the season. If you don't have sufficient funds to pay your team, the game will end.

Your "P" Point Balance Falls Below Zero: Your 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 their 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.

New Game/Load Data

You can load an existing league, or create a new league. If you create a new league you will be given the option of choosing between the following lineups:

Master League default players: Start with the original **Winning Eleven Pro Evolution Soccer 2007** lineup.

Match Mode players: Start out with the full lineup from Match Mode.

Select Teams

Choose the team you wish to control, and the remaining teams will be selected automatically. You begin in Division 2.

General Settings

Option	Result
Game Level	Sets the quality of the AI teams during matches. This can only be changed in the off-season.
Match Time	Select the length of the match.
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. This can only be changed in the off-season.
Topics Display	Enable or disable occasional help and information displays.
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.
Disp. Future Development Curve	This sets whether or not a player's future potential will be displayed on the Development Sheet page. When your Master League Level is highest, this setting will default to OFF.
Transfer Frequency	Determines how active other teams will be in the transfer market.
Classic Players	Choose whether to allow classic players to appear in Master League Mode.
Ball Type	Select the type of ball to be used in the match.

To System Settings: See page 26 for information on System Settings.

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 on 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 lower 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 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 the **A** button, and then select the desired negotiation type.

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

Loan: "P" 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 "P" points to make a deal more attractive.

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

Contract: Offer contracts to unattached or released 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 to either "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.

LEAGUE

Play in a single league over one or more seasons. The following options appear when you set up a new league.

Option	Description
League	Select league to participate in
Number of Players	Set the number of players to participate in the league.
Number of Teams	For "International League" set the number of teams to participate in the league.
Cup matches during season	Activate or disable each league's cup competition.
Season	For "International League" choose the duration of 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 **X** for a random selection.

General Settings:

Option	Description
Game Level	Choose between five difficulty levels: Beginner, Amateur, Regular, Professional and Top Player
Match Time	Select the length of the match.
Injuries	Select whether players can sustain injuries during a match.
Accumulated Fatigue	Decide whether you want players to recoup all of their energy between matches, or if you want fatigue to carry over to subsequent matches.
Ball Type	Select the type of ball to be used in the match.

To System Settings: See page 26 for information on System Settings.

CUP

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.

New Game/Load Data

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

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

Option	Description
Select cup	Select the cup you want to compete in.
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.
Home and Away	If you select Knockout, decide whether to play a single match or a two-leg match (home and away matches).
Competition type	Choose from a Knockout or Group League format.
Group Name	Enables the group name to be written to alphabetical or numerical format in Group League tournaments.

XBOX LIVE

Xbox Live

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content on Xbox Live Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

Connecting

Before you can use Xbox Live, connect your Xbox 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.

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. For more information, go to www.xbox.com/familyssettings.

***Note:** Playing *Winning Eleven Pro Evolution Soccer 2007* requires an Xbox Live Gold account.

Xbox Live Menu Ranked Match Menu

Play a ranked match and select amongst the following options:

Quick Match: Find a game immediately without specifying game criteria.

Custom Match: Specify match criteria you wish to play and find a game that fits your choices.

On the search results screen, the status of the connection speed between your and the other player's Internet connection will be displayed on the left side of the gamertag of the creator of the session. You will also find a football icon if the creator has already been challenged or the game has started. In both cases you cannot challenge the creator of the match.

Create Match: Specify match criteria you wish to play.

Player Match Menu

Play an unranked friendly match and select amongst the options listed under "Ranked Match Menu".

View Data

Player Profile: Check your profile, which includes your rank, points, total number of matches, win %, number of wins, draws and losses, record winning streak, number of disconnections, average goals scored/ conceded and teams used in five recent matches.

Recent 20 Match Results: Check the results of the last 20 matches played.

Ranking: View current world rankings and check your position on various different score tables (Overall Rankings, Monthly Rankings, Weekly Rankings, Friend Rankings).

***Note:** The data under "View Data" will not record unranked (friendly) matches.

To System Settings: See page 26 for information on System Settings.

To Top Menu

Return to the Mode Select Screen

Playing an Online Match

There are 5 divisions, and you start from Division 3A. Earn Points by playing ranked matches against other players via Xbox Live and fight for spots in the higher divisions. Your division will be renewed periodically, based upon your ranking among all players. If there has been any movement in your division position since last logging in, the division renewal screen will be displayed once only. Divisions shall in principle be renewed once a week. Then, the promotion or relegation screen shall display your current ranking and division.

Match

The procedure to start and selections before a match are the same as for the off line Match Mode.

Pause Menu

Press  to display the pause use icon. The pause menu will then open when the ball goes out of play. When the pause use icon is displayed, pressing  again will cancel it. When taking a free kick or throw-in, the player on the attack may enter the pause menu by pressing . If the attacking player does open the pause menu, the defending player may then choose if he wishes to open it or not. Entering the pause menu uses up one of the set number of pauses. If a player is sent off the pause menu will automatically open. This does not reduce the number of pauses allowed.

Kicker Select / Thrower Select

On the free kick and other kicking screens move the left thumbstick to select a kicker. On the throw-in screens click the left thumbstick to select a thrower. Kicker select / thrower select can only be used a set number of times, but the number of pauses allowed will not be reduced.

Match Results

A "Send Feedback" option has been added to the Match Results screen, which allows you to send feedback about your opponents.

TRAINING

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

Training General Set-Up

Option	Description
Game Level	Choose between five difficulty levels: Beginner, Amateur, Regular, Professional and Top Player.
Condition	Select the condition of
Ball Type	Select which type of ball to use.
Fouls	Enable or disable fouls.
G./C. Kick / Throw-In	Use this option to specify that free kicks, goal kicks and throw-ins be awarded.
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  .

Pause Menu

Option	Description
Resume Training	Quit the Pause Menu and continue training.
Formation Training	Choose different formations.
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. Again, 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.
Player Settings	Access the Player Settings screen.
Camera Type	Change camera position in "Camera Type", Camera Panning Angle, or change what the camera follows: the ball or a specific player in "Following Camera."
Screen Settings	Activate and deactivate screen displays, such as the radar, player name bar and stamina gauge.
System Settings	Access the System Settings screen.
Quit Training	Return to the Top Menu.

EDIT

Edit player data including Player name, Height, Age, and more. You can load previous player data and save edited players.

DATA

Auto Save Settings: Turn Auto Save On/Off

Load System Data: Load a previously saved System Data

Save System Data: In order to store and update your "System Data" and "Edit Data" and save your progress in competitions, you will need an Xbox 360 Hard Drive or an Xbox 360 Memory Unit in memory unit port A with at least 1696KB of free space. The "System Data" and "Edit Data" can only be saved to or loaded from an Xbox 360 Hard Drive or an Xbox 360 Memory Unit inserted into memory unit port A.

Each file saved to the Xbox 360 Hard Drive or an Xbox 360 Memory Unit requires a certain amount of free space, as the following table explains.

File	Space Required	Used For
System Data	60KB or more	Options, match settings
Edit Data	1 MB or more	Edit data
Master League Data	636KB or more	League and player data
League Data	636KB or more	League progress and settings
Cup Data	636KB or more	Cup progress and settings
Formation Data	60KB or more	Formation settings

Load Guest Data: Load the cursor settings and button configurations of signed-in users.

SYSTEM SETTINGS

Cursor Settings

Cursor Change Speed:

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 **LB** is pressed.

Cursor name:

Change the settings for the cursor that appears above the controlled player's head. You can select between the controller number, the name of the player controlled by the user, or your Gamertag.

GK Cursor

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

Button Configuration

Use this menu to tailor controller settings to suit your personal preferences for both Attack and Defense.

Highlight an action with the directional buttons and then perform the desired swap with **A**.

Sound Settings

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

Stadium effects and pre-match scenes

You can set whether to view the teams entering the pitch and set the effects that occur in the stadium during the game, such as the release of flares, etc.

Screen

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

Language

Select the language of the in-game text and commentary.

This game is presented in Dolby Digital 5.1 surround sound. Connect your Microsoft Xbox 360 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 AV Cable, or Xbox 360 S-Video AV Cable. From the "system" blade of the Xbox 360 dashboard, choose "console settings", and then select "audio options", then "digital output" and finally select "Dolby Digital 5.1" to experience the excitement of surround sound.

NOTES

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If you feel stuck in the game, or just need a boost, don't worry!
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Konami Game Hint & Tip Line: 1-650-801-0465

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The logo for the video game "Winning Eleven Pro Evolution Soccer 2007" is centered on a dark, textured background. It features a stylized soccer ball icon above the words "Winning Eleven". Below this, the word "PRO" is in a bold, italicized, silver font. "EVOLUTION" is in a larger, bold, italicized, silver font. "SOCCER" is in a bold, italicized, silver font, and "2007" is in a bold, italicized, red font. A small "TM" trademark symbol is located to the right of "2007". A silver swoosh underline is positioned beneath the word "SOCCER".

Winning Eleven **PRO**
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