

Winning Eleven 6 Final Evolution (Import) FAQ

by lyonnie

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FAQ for World Soccer Winning Eleven 6 Final Evolution (Gamecube)

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Game information

Release date: 30th Jan 2003 (Japan only)

Publisher: Konami

Memory card requirements:

Option file	56 blocks
Master Leage (ML) data	42 blocks
Cup data	13 blocks
League data	12 blocks
Training mode challenge	6 blocks
Formation data	3 blocks
Goal replay	31 blocks for each saved goal

Recommendation:

Due to the incompatibility of Japanese game saves with PAL EU-AUS/NTSC US game saves, please use a separate 251 memory card in order to save all your progress in WE6 FE properly.

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Thank you!

**** This FAQ best viewed using Notepad ****

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Introduction
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World Soccer Winning Eleven 6: Final Evolution (WE6 FE) is one of the latest soccer games to appear on the Gamecube, but it's certainly well worth the wait. Unfortunately, this great game is only available in Japan, as Sony has the exclusive PS2 rights to the WE series outside Japan (where it is published under a different name: Pro Evolution Soccer).

This means that the only way to play this game if you live outside Japan is to import it (the game is 100% playable on a PAL EU-AUS/NTSC US GC using Datel's Freeloader), and even then those of us unfamiliar with the Japanese language may be daunted by the game manual and menu, most of which are in Japanese.

I have thus decided to start writing a guide, especially for those fans

struggling with the language, and who do not own a PS2 and will otherwise not be able to experience the wonderful phenomenon that is WE. As this guide is tailored for the GC, I cannot comment on the differences with the PS2 version simply because I do not have a PS2 and thus have not played the PS2 WE games.

At this point, it is looking unlikely that Konami will bring WE7 to the GC (but please surprise us, Konami-san), so us GC owners will have to be content with only WE6 FE for now.

This guide borrows heavily from the game manual, and the official GC WE6 FE guide book (also published by Konami), as well as some websites, all of which are credited in the "Acknowledgements" section.

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(A) Game Controls

Although it is easy for a beginner to WE6 FE (we all are at some point in our lives) to be intimidated by the seemingly numerous buttons at your disposal to be able to pull off all the moves successfully, you have to be patient and remember that even Zidane in real life has to practice, practice, practice to get all his silky moves right.

So, with this in mind, I have separated the game controls into two major parts: the basic controls for those just starting to get their boots dirty, and the advanced controls for those more seasoned players who now want to try a cheeky body feint or an ambitious scissors kick.

(Note: Seasoned players should also go through the Basic Controls due to some subtle differences they may have missed before. Also, the fancy names given to some of the moves, like Super Cancel and Pass & Go are not invented by me; they are there in the manual in Katakana script)

1. Basic Controls

.....

(When ball is in play)

Analogue Stick

- + Moves your player around

A Button

- + Short pass (with ball) in direction of Analogue stick
- + Close in on attacking player (without ball)
The player you are in control of closes in
- + Short throw (GK has ball)

B Button

- + Shoot (with ball) The longer you hold down B, the more power your shot has (and the more likely you will sky it!)
- + Close in on attacking player (without ball)
The player nearest the ball closes in
- + Heading clear (when ball is in the air)

C Button

- + Manual pass (with ball) in direction of Analogue Stick
- + Press (L + C) together for a manual long pass

X Button

- + Long boot upfield (with ball in own half)
- + Volley clear (when ball is in the air)
- + Cross (with ball near opponent's penalty box)
There are 3 variations for crossing the ball:
 1. Tap X once for far post long cross
 2. Tap X twice quickly for near post cross
 3. Tap X thrice quickly for a grounder cross
- + Sliding tackle (without ball)
- + Long kick (GK has ball)

Y Button

- + Through pass (with ball)
- + GK rushes out to narrow angle (when under attack)

L Button

- + Switches control from player to player

R Button

- + Dash (with the ball) Fastest but less ball-control than Sprint

Z Button

- + Sprint (with the ball) Slower than Dash but more ball-control
- + Move your player around (when ball is in the air)

R + Z Buttons

- + Super cancel (without the ball) Fancy name in the manual for stopping your playing from chasing after the loose ball, or to stop him moving forward to meet the oncoming attacker

(When ball is out of play/ dead ball situations)

Goal kick

- + Short goal kick (A Button)
- + Long goal kick (X Button)

Throw in

- + Short throw (A Button)
- + Long throw (X Button)

Corner kick

- + Short corner (A Button)
- + Long corner (X Button)

Direct free kick (Attacking)

- + Shoot (B Button)
- + Short pass (A Button)
- + Long chip (X Button)
- + Through ball (Y Button)

Direct free kick (Defending)

- + Everyone in the wall jumps (B Button)
- + Everyone in the wall does not jump (A Button)
- + 1-2 players break forward from wall; rest of wall jumps (R Button)
- + 1-2 players break forward from wall; rest of wall doesn't jump (R + A)

Penalty kick

- + Penalty taker (B Button + Analogue Stick for direction)
- + Goalkeeper (Analogue Stick for direction to dive in)

2. Advanced Controls

.....

(Dribbling)

Body feint

- + Press L Button repeatedly when dribbling

Quick feint

- + Press Z Button repeatedly when dribbling

Two-footed feint

- + Some players have the two-footed feint ability (marked by a Star in the corresponding parameter) and when you press diagonally-forward repeatedly on the Analogue Stick when dribbling, they will do a two-footed feint

Stopping the ball

- + Release the Analogue Stick when dribbling and press the R Button to stop the ball in its tracks

Evading sliding tackles

- + Press the Z Button to jump over the opponent's sliding tackle

Changing your dribbling direction

- + In the middle of your dribble, hold down the Z Button and press the Analogue Stick 90 degrees to your advancing direction for a nifty change in dribbling direction

(Passing)

Back heel

- + Press the Analogue Stick in the opposite direction you are facing when you have the ball together with the A Button to do a back heel pass

One-two return

- + Hold down the L Button and press A Button to pass the ball. Just before your team-mate receives the ball, press the Y Button to perform a one-two (or press the X Button to do a flying one-two)

Pass & Go

- + Just after you pass the ball, press the Z Button and the player you are passing the ball to will run to meet the ball instead of standing there waiting for it

Fly through pass

- + Press the L Button together with the Y Button to perform a fly through pass (similar to through pass except the ball is in the air now)

Ally cross

- + Press the L Button together with the X Button to cross (or at least attempt to cross!) the ball into the opposing team's penalty box no matter where you are on the field

Getting the most out of your crosses

- + When crossing the ball, try pressing the Z Button. The ball should drop more kindly for your forwards (Works for both far and near post crosses)

(Direct play)

- + In general, if you press a certain button just before receiving the ball, you'll do a direct play (i.e. you won't trap and stop the ball but play it on the fly)

Possible direct plays:

Direct shot (B Button just before receiving the ball)

Direct short pass (A Button just before receiving the ball)

Direct long punt (X Button just before receiving the ball)

Direct through pass (Y Button just before receiving the ball)

In all the above cases, the Analogue Stick determines the path the ball will take upon playing it

Depending on the player and situation, a direct shot can be a diving header, volley, or scissors kick

(Shooting)

Shoot feint

- + Press the B Button and while the shooting gauge is still displayed, press the A Button and you'll perform a shoot feint (It's easiest to press B + A at about the same time to pull this off)

Lobbing the keeper

- + Hold down the L Button and press the B Button to lift the ball high over the keeper's head.
- + Press the B Button, and while the shooting gauge is still displayed, press the R Button to chip the ball past the keeper

(B) Warming Up

(1) Mode Select

.....

Right, after starting up the game, the first screen that greets you (after the introduction and title screens) is the Mode Select screen, which lets you choose what you want to do.

Here's a brief explanation of what's going on. (My own comments are bracketed within [...])

Match Mode

- <Exhibition>
 - National Team
 - Club Team
 - All Star
 - Master League Data VS
- <PK Match>
 - National Team
 - Club Team

League Mode [National teams only; play a full season of 30 games or a half season of 15 games]

Cup Mode [Choose between three different Cups to play in:

- i. International Cup
- ii. Regional Cup (including European Cup, Asian Cup, and Americas Cup)
- iii. Konami Cup]

Master League Mode

- New Game
- Load Game
- Information

Training Mode

Edit Mode

Game Option

- Option File
- Save Data Copy
- Save Data Delete
- Key Configuration
- Sound Settings
- Cup Gallery
- View Goal Replay

(2) Master League

.....

In a nutshell, the Master League (ML) is where you choose a club team and guide it from obscurity in Division 3 to be the champions of Europe in Division 1. Along the way, you can sign almost every player in the game (except the Classic hidden team players), offload players you no longer need, change your team stripes, assign jersey numbers, practice with your team in between matches, play in the Cup, drool over your player statistics over the season, negotiate new contracts with your players, and devise clever team formation and strategy to outsmart your opponents.

Yes, it's really THAT comprehensive and much more. You won't get maximum fun out of the ML unless you really know what is going on, so here I attempt to help you build your own dream team and plough your way through pages and pages of mind boggling text.

10 Things You Should Know About the ML

=====

- i. You start with the same default set of players no matter which team you choose
- ii. You earn points by winning or drawing matches. Points are used to sign new players (think transfer fee) and to pay wages
- iii. You get more points winning or drawing matches the higher the difficulty level you choose
- iv. Winning cup matches yield more points than the league (the purpose of the Cup is actually to let you accumulate points, so don't treat the Cup with disdain)
- v. Be careful how you spend your points! Once you run out of points, your game is over! (So don't rush in and buy the best players straight away)
- vi. Wages are paid after every league match, but cup matches are "free" (in that your players are not paid)
- vii. Players generally want to play in a higher division league, so if you are currently in Division 3, don't expect every player in Division 1 to rush to join you
- viii. It is easiest to sign players when you are playing the ML at the lowest difficulty level (Easy)
- ix. You increase your chance of signing your player if you put in a higher offer than what is offered (but don't be held ransom!)
- x. Check your players' condition before every match as it has significance on their performance (see the section on "Player Condition")

First, let's take a look at the Master League Main Menu:

```
Play Next Match
View Information
  Current League Table Standings   Goal Ranking
  Current Tournament Progress     Asist Ranking
  Playing Record (All Teams)      Team Information
  Number of Consecutive Wins     Match Schedule
  Changes in League Position
Team Management
  Formation Set Up (#1)
  Transfer (#2)
  (To be completed)
Save Game
```

Option

Auto Save (ON/OFF)
Match Time (10 minutes)
Level (Easy/Normal/Hard/Extreme)
Stadium Effects (YES/NO)
Choice of Uniform (YES/NO)
COM: Able to get retired players? (YES/NO)

Return to Mode Select Screen

(#1) More details about "Formation Set Up" in the next section

(#2) Here is what you'll see when you choose "Transfer":

Transfer Screen

No. of Points XXXXX

Player Transfer

Request for Player [X no. of cases]

Release Player [X no. of cases]

Contract Negotiation

Transfer Player <IN> [X no. of cases]

Transfer Player <OUT> [X no. of cases]

Loan player <IN> [X no. of cases]

Loan Player <OUT> [X no. of cases]

View Transfer Details

Successful transfer <IN> [X no. of cases]

Successful transfer <OUT> [X no. of cases]

Breakdown in talks [X no. of cases]

How to Sign a Player

Basically, you have to scout for the player you want to sign ("Request for Player") and make an approach to the club. The terms (length of contract (between 1 to 5 years), player salary, and transfer fee) can then be viewed ("Transfer Player <IN>"). You can make any adjustments to the length of contract, the salary, and the fee too.

It takes one league match for your offer to be considered, and after the next match, you can come back to the "Transfer Screen" to see if your bid has been successful ("Successful Transfer <IN>")

If your bid has been rejected outright (maybe the player is not for sale) you'll see your bid end up in "Breakdown in talks"

If your bid is deemed too low, a revised offer will be put to you again, ("Transfer Player <IN>") and you have all the time before playing your next match to decide how you wish to proceed.

The process is the same for signing a player on loan. The main difference is when you approach the club, you are sometimes given 2 options, and sometimes 3. For the 2 options, you can only choose a permanent deal (first option). If you are given 3 options, you can choose to sign the player permanently (first choice) or sign him on loan (second choice). Loan deals are good for one season only and the transfer fee is only a fraction that of a permanent move.

How to Release a Player

It's easier to get rid of a player than to sign one! Just choose "Release Player", highlight the player from your team rooster, and he'll be axed from your squad. You'll have to pay a penalty though for terminating his contract.

Generally, the longer the contract remaining, the more you have to pay.

Note: There's a transfer window in WE6 FE during which players can only be signed (but you can release players anytime in your campaign):

Division 3 -- Between 3rd and 10th week (total 14 weeks)
Division 1 & 2 -- Between 7th and 22nd week (total 30? weeks)
Off season -- 8 weeks (first 4 for signing players only; last 4 for
 friendlies and/or signing players)

One "week" in the ML schedule corresponds to one league match; cup matches are not considered by Konami in the calculation of the schedule. Therefore 14 weeks in Division 3 correspond to the 14 league matches you have to play and 30 weeks equals 30 league matches in the top 2 divisions.

(3) Formation Set Up

.....

Just before kick-off, you can choose to tinker with your line-up, alter your team formation and strategy etc. One of the main things you should do is to look at your players' condition, as it has quite a big influence over their stats (the next section has more details on this)

- Formation Set Up
 - Exit
 - Member Change
 - Formation
 - Attack/Defense Mind
 - Strategy
 - Kicker & Captain Select
 - Formation Copy

(C) Team Data

Let's take a closer look at all those delicious stats Konami has thrown into the game for those who love number crunching ala CM (Championship Manager), shall we?

1. Player Parameters

.....

You can view your player's parameters during the Formation Set Up stage, when you choose "Member Change". There's a ton of options, and you can use the --> and <-- on the Direction Pad to switch between 2 pages of stats. Here's a run-down on what those numbers and stars correspond to:

Main Page		Second Page
=====		=====
Position	1 XX	Dribbler
	2 XX	Post Player
	3 XX	Positioning

Height	(GK) Rush Out
Foot (L,R, or 2-footed)	Striker
Offense	Leadership
Defense	Passer
Body Balance	Two-footed Feint
Stamina	PK Kicker
Speed	1-on-1 Shoot
Acceleration	Long Throw
Response	Direct Play
Dribble Accuracy	Outside [Playing on the flanks]
Dribble Speed	Man Mark
Short Pass Accuracy	DF Line Leadership
Short Pass Speed	(GK) Feet Kick
Long Pass Accuracy	PK Keeper
Long Pass Speed	1-on-1 Keeper
Shoot Accuracy	Injury Prone
Shoot Power	["A" being least prone and
Shoot Technique	"C" most injury prone]
Heading Accuracy	
Jump Power	
Technique	
Curve	
Attack Tendency	
Mentality	
Stability	
Free Kick Accuracy	
Cohesiveness	

- i) Obviously, the higher the numbers, the better the player is in that area.
- ii) A Star next to a particular stat (Second Page only) indicates the player is especially skilled in that area

Most of the stats are pretty much self-explanatory, but there is one particular stat I would like to highlight, and that is the last item on the main page, "Cohesiveness".

Now, this stat is VERY important especially when you are attempting the ML. It's akin to how well the player is settling into your team. So, just after signing a player, his "Cohesiveness" stat would usually be 30+, but it would improve with every match he plays in (including pre-season friendlies, so don't skip those!)

If there's another player in your team with the same nationality as your new player, they both get a 5% boost in the "Cohesiveness" stat when you play them together. Neat, eh? So the next time you sign a major star, don't just throw him into the thick of action and expect him to dazzle right away. Give him time (just as in real life) to gel in together with the rest of his team mates. Nice touch, Konami!

Although the exact numbers are unknown, I do know that a player with low "Cohesiveness" does not perform to what his other stats claim to be. So he may have 95 for "Shoot Technique" but that will not be his real stat in the game if you are playing him for the first time and his "Cohesiveness" is 36.

2. Player Condition

.....

Don't under-estimate the importance of the players' condition before a match, as it has tremendous influence over his parameters! (You can check your players'

condition by pressing the L or R Button at the Formation Setup screen just before kick-off.)

There are a total of 9 different types of condition, as follows:

Best condition	Red arrow (pointing upwards)
Good condition	Orange arrow (diagonally upwards)
Normal condition	Green arrow (pointing side way)
Poor condition	Blue arrow (diagonally downwards)
Worst condition	Grey arrow (pointing downwards)
Carrying light injury	Boxed yellow cross
Carrying serious injury	Boxed red cross
Just recovered from light injury	Boxed grey arrow with yellow border
Just recovered from serious injury	Boxed grey arrow with red border

What the condition modifies is the player's stats. The list below shows you the extent each individual stat is affected by the player's condition (modifiers are in terms of percentages, so +9 means a 9% increase in that stat, while -6 means a 6% drop in that stat)

Parameter	(Light)			(Light)		(Sers)	
	Best	Good	Poor	Worst	Injury	OK	OK
Offense	+12	+6.4	-8	-16	-32	-6.4	-12
Defense	+12	+6.4	-8	-16	-32	-6.4	-12
Body Balance	+12	+6	-12	-18	-18	-6	-12
Stamina	+12	+6	-6	-12	-24	-6	-12
Speed	+9	+4.8	-6	-12	-24	-4.8	-9
Acceleration	+12	+6	-9	-18	-24	-6	-12
Response	+12	+6	-9	-18	-24	-6	-12
Dribble Accuracy	+9	+4.8	-4.8	-9	-24	-4.8	-9
Dribble Speed	+9	+4.8	-6	-12	-24	-4.8	-9
Short Pass Accuracy	+9	+4.8	-4.8	-9	-18	-4.8	-9
Short Pass Speed	+6	+3	-3	-6	-18	-3	-6
Long Pass Accuracy	+9	+4.8	-4.8	-9	-18	-4.8	-9
Long Pass Speed	+6	+3	-3	-6	-18	-3	-6
Shoot Accuracy	+9	+4.8	-4.8	-9	-18	-4.8	-9
Shoot Power	+12	+6	-6	-12	-18	-6	-12
Heading Accuracy	+9	+4.8	-4.8	-9	-18	-4.8	-9
Jump Power	+12	+4.8	-6	-12	-24	-6	-12
Technique	+9	+4.8	-6	-12	-18	-4.8	-9
Curve	+9	+4.8	-6	-12	-18	-4.8	-9
Attack Tendency	+9	+4.8	-6	-12	-30	-4.8	-9
Mentality	+12	+6	-9	-18	-30	-6	-12
Free Kick Accuracy	+9	+4.8	-6	-12	-18	-4.8	-9

Notes:

- i. A player with Normal condition shows no modification to his Parameters
- ii. (Light) Injury means the player is carrying a light injury
 (Light) OK means the player has just recovered from a light injury
 (Sers) OK means a player has just recovered from a serious injury
- iii. A player cannot be played if he is currently carrying a serious injury

3. Attributes to Look For

We all know when that for a CF, his Shoot Technique is more important than his Long Pass Accuracy (generally speaking), but what else should you look for exactly? Konami has listed the attributes that are important for the players in each position, as reproduced below:

(I) Forward (CF, WG)

=====

+ Dribble Accuracy	Notes: The most important thing for a forward is his ability to score goals. As such, you should look for a player with high shooting stats. Also, it would be an advantage if your forward can jump and head well.
+ Dribble Speed	
+ Shoot Technique	
+ Shoot Power	
+ Heading Accuracy	
+ Attack Tendency	
+ Dribbler	Start looking from those players with expertise in Striker and Dribbler (marked with a Star)
+ Post Player	
+ Positioning	
+ Striker	

(II) Midfielder (OH, CH, SH, DH)

=====

+ Stamina	Notes: A midfielder is the link between attack and defence, and as he is usually the one who works the most on the field, high Stamina rating is desired.
+ Short Pass Accuracy	
+ Short Pass Speed	
+ Long Pass Accuracy	
+ Long Pass Speed	
+ Technique	He should also be good at passing the ball around.
+ Leadership	Start hunting those players with expertise in Passer and Leadership
+ Passer	
+ Outside	

(III) Defender (SB, LIB, SW, CB)

=====

+ Height	Notes: The important things for a defender are physical strength and height.
+ Body Balance	
+ Stamina	
+ Response	For an attacking SB, his speed and passing ability are also important.
+ Dribble Speed	
+ Long Pass Accuracy	
+ Jump Power	
+ Man Mark	
+ DF Line Leadership	

(IV) Goalkeeper (GK)

=====

+ Height	Notes: The most important parameters for a GK are Body Balance, Response, and Jump Power.
+ Defense	
+ Body Balance	
+ Response	Of course, if he has expertise in 1-on-1 Keeper, and PK Keeper, so much the better!
+ Long Pass Accuracy	
+ Jump Power	
+ (GK) Feet Kick	The GK's ability to rush out of goal is closely related to his attacking stats, so if you desire such a GK, go for one with higher attacking stats.
+ 1-on-1 Keeper	
+ PK Keeper	
+ Shoot Power	

(D) Best Teams

In Konami's official WE6 FE guide, each of the teams (and players; see next section) in the game are scored (out of 100) in various departments such as best attacking/ defending teams, best GK/CB/DH/OH/FW etc., and so on.

These numbers are provided by Konami, and in the case of the teams, the actual calculation is simply based on the average of all the relevant parameters of the selected players in the team (e.g. in the case of the Best Attacking Teams, the score takes into account the attacking attributes (offense, shooting strength etc.) of the forwards and midfielders in the first starting eleven.)

Without further ado, here's the Oscar list of who's who in Konami's WE6 world:

- Notes: i) Score indicated in parenthesis after team name
ii) Teams ranked 1 are the best in that department

Best Attacking Teams

.....

- 1. France (88.3)
- 2. Brazil (85.0)
- 3. Senegal (84.0)
- 4. England (83.8)
- 5. Argentina (83.7)
- 6. Yugoslavia (83.4)
- 7. Norway (83.0)
- 8. Netherlands (82.6)
- 9. Spain (82.3)
- 10. Russia (82.20)

Best Defending Teams

.....

- 1. France (88.4)
- 2. Argentina (87.6)
- 3. Croatia (86.0)
- 4. Italy (85.3)
- 5. Paraguay (85.2)
- 6. Spain (84.8)
- 6. Colombia (84.8)
- 8. Germany (84.2)
- 9. England (83.7)
- 9. Uruguay (83.7)

Best Physical Conditioning

.....

(Takes into account players' stamina, body balance, etc.)

- 1. France (82.2)
- 2. England (81.7)
- 3. Netherlands (81.3)
- 4. Brazil (80.9)
- 5. Argentina (80.5)
- 5. Italy (80.5)
- 7. Cameroon (79.7)
- 8. Nigeria (79.4)
- 9. Germany (78.7)
- 10. Paraguay (78.5)

Best Accuracy Teams

.....

(Takes into account players' short and long passing accuracies, technique, etc.)

- 1. France (77.2)
- 1. Italy (77.2)
- 3. Netherlands (76.4)
- 4. Argentina (76.3)
- 5. England (76.0)
- 6. Germany (75.0)
- 7. Brazil (74.9)

- 8. Yugoslavia (74.2)
- 9. Paraguay (74.1)
- 9. Spain (74.1)

Overall Top 10 Teams (Takes into account the average of all the starting eleven's parameters)

- 1. France (78.3)
- 2. Italy (77.3)
- 3. England (77.0)
- 4. Netherlands (76.9)
- 5. Argentina (76.8)
- 6. Brazil (76.0)
- 7. Germany (75.3)
- 8. Paraguay (74.7)
- 9. Spain (74.6)
- 10. Ukraine (74.5)

Hmmm... obviously very different from the latest FIFA world rankings!

(E) Best Players

Similar to the previous section, each player is the game is scored (different from those actual player stats used in the game) and ranked individually by Konami.

The full list is too comprehensive to be reproduced here (EVERY single player is scored and ranked) but here is a shortlist of the best players in the major departments:

(Note: While compiling this list, I realize that Konami has ranked all available players (including hidden and non-ML), and that most of the best players cannot be signed anyway since they are not available in the ML (Pele, Maradona, etc.) So I will most likely compile a different table in future to include only the ML players so you get a better idea which players Konami has deemed to be the "best" and are poachable in the ML)

Players are listed with their names first, followed by their team, and finally their score as calculated by Konami

Best CF (Centre Forward)

.....

- 1. Pele Classic Brazil (93.6)
- 2. Oranges080 Classic Netherlands (93.0)
- 2. Eusebio Hidden (93.0)
- 4. Vieri Italy (92.8)
- 5. Maradona Classic Argentina (91.9)
- 6. Batistuta Argentina (91.3)
- 7. Crespo Argentina (90.6)
- 8. Henry France (90.2)
- 9. Trezeguet France (90.0)
- 10. Oranges081 Classic Netherlands (89.9)

Best WG (Winger)

.....

1.	Di Stefano	Classic Argentina	(92.2)
2.	Oranges082	Classic Netherlands	(91.8)
3.	Oranges080	Classic Netherlands	(91.0)
4.	Garrincha	Classic Brazil	(90.8)
5.	George Best	Hidden	(90.4)
6.	Rivelino	Classic Brazil	(90.1)
7.	Shevchenko	Ukraine	(89.9)
8.	Tostao	Classic Brazil	(89.3)
9.	Jairzinho	Classic Brazil	(89.1)
10.	Kewell	Australia	(88.9)

Best OH (Offensive Half)

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1.	Maradona	Classic Argentina	(94.8)
2.	Zico	Classic Brazil	(94.6)
3.	Pele	Classic Brazil	(93.1)
3.	Oranges082	Classic Netherlands	(93.1)
5.	Platini	Classic France	(92.9)
6.	Netzer	Classic Germany	(92.6)
7.	Rivaldo	Brazil	(92.5)
8.	Rivelino	Classic Brazil	(92.1)
9.	Sivori	Classic Italy	(91.6)
9.	Zidane	France	(91.6)

Best SH (Side Half)

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1.	R. Carlos	Brazil	(91.0)
2.	Babangida	Nigeria	(89.3)
3.	Overath	Classic Germany	(88.7)
3.	George Best	Hidden	(88.7)
5.	Netzer	Classic Germany	(88.3)
6.	Rivaldo	Brazil	(88.3)
7.	Kewell	Australia	(87.8)
8.	Zanetti	Argentina	(87.3)
9.	Fortune	South Africa	(87.0)
9.	Giggs	Wales	(87.0)

Best DH (Defensive Half)

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1.	Beckenbauer	Classic Germany	(89.0)
2.	Ardiles	Classic Argentina	(85.8)
3.	Oranges086	Classic Netherlands	(85.3)
3.	Didi	Classic Brazil	(85.3)
5.	Bonhof	Classic Germany	(85.2)
6.	Veron	Argentina	(84.8)
7.	Falcao	Classic Brazil	(84.7)
8.	Cerezo	Classic Brazil	(84.5)
9.	Viera	France	(84.2)
9.	Oranges079	Classic Netherlands	(84.2)
9.	Guardiola	Spain	(84.2)

Best SW (Sweeper) LIB (Liberero)

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1.	Beckenbauer	Classic Germany	(85.7)
2.	Oranges079	Classic Netherlands	(84.7)
3.	Baresi	Classic Italy	(83.0)
3.	Oliseh	Nigeria	(83.0)
5.	Vogel	Switzerland	(82.8)
6.	Scirea	Classic Italy	(82.3)
7.	Oranges086	Classic Netherlands	(82.2)
8.	Kaltz	Classic Germany	(81.7)
8.	Lucio	Brazil	(81.7)

Best GK (Goalkeeper)

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1.	Kahn	Germany	(91.0)
2.	Yashin	Hidden	(90.5)
3.	Buffon	Italy	(90.2)
4.	Toldo	Italy	(89.8)
5.	Maier	Classic Germany	(89.7)
6.	Banks	Classic England	(89.3)
7.	Oranges025	Netherlands	(88.5)
8.	Schumacher	Classic Germany	(88.2)
8.	Pagliuca	Hidden	(88.2)
10.	Preud'Homme	Hidden	(87.8)

(To be completed!)

(F) Bugs

There is a very serious bug that has been reported preventing the full unlocking of the ML hidden players when you have won the ML Division 1 title.

Apparently, gamers who have unlocked the hidden players in the Training Mode prior to unlocking the ML hidden players will not get all the ML players! This appears to be a problem with the game itself, so to prevent this, play through the ML first to unlock all the hidden players before attempting the Training Mode challenges. (See the "Secrets" section of this guide for an easy way to unlock all the hidden ML players).

(G) Secrets

(1) Easiest way to unlock all hidden ML players

Each time your club team wins the ML Division 1 title, you unlock a set of hidden players (which you can then sign for yourself)! There are a total of 42 hidden players, but only 14 (randomly out of the 42) gets unlocked each time

you win the ML Division 1.

This means you have to win the ML Div 1 title 3 times to unlock all the 42 players, but there is actually an easier way to do that. Just before you win the league, save your game, then play the subsequent game that gets you confirmed as champions (Thus, you must know exactly when you get confirmation that you have an unassailable lead at the top of the table. For example, if you have 3 games left to play, and you lead the next team by 9 points, you'll know that if you win the next game, you'll get crowned champions, or if the second placed team lose, and you draw, etc. Yes, soccer gets quite mathematical!)

Anyway, when you're crowned champions, you'll see a message saying that there are new players available in the ML roster (under the "Teams outside the ML") and your option file will be automatically saved.

Now, DON'T save your game, but instead, exit to the main menu and reload your last saved ML game file just before the game you just played. Play the same game again, and if you get the right result, you'll get crowned as champions again, and the same message appears indicating that new players are available.

This second set of new players actually differ from the first set, so just repeat this process a third time and you'll have all the hidden players unlocked with minimal fuss.

Here's a complete list of the 42 hidden ML players:

Position	Name
.....
GK	Peter SCHMEICHEL
GK	Gianluca PAGLIUCA
GK	Lev YASHIN
GK	Bodo ILLGNER
GK	Thomas RAVELLI
GK	Michel PREUD'HOMME
GK	Pat JENNINGS
DF	ZAGO Antonio Carlos
DF	ABELARDO Fernandez Artuna
MF	Paul INCE
MF	Demetorio ALBERTINI
MF	Carlos Cesar SAMPAIO
MF	Gustavo Adrian LOPEZ
MF	LEONARDO
MF	Carlos VALDERRAMA
MF	DUNGA
MF	Didier DESCHAMPS
MF	Dejan SAVICEVIC
MF	Gheorghe HAGI
MF	Dragan STOJKOVIC
MF	RAI
MF	Zvonimir BOBAN
MF	Vincenzo Enzo SCIFO
MF	Michael LAUDRUP
FW	Roberto BAGGIO
FW	Giuseppe SIGNORI
FW	Nicolas ANELKA
FW	ROMARIO de Souza Faria
FW	Hristo STOICHKOV
FW	Martin PALERMO
FW	Dwight YORKE

FW	Andy COLE
FW	George WEAH
DW	Fabrizio RAVANELLI
FW	Mario JARDEL Almeida Ribeiro
FW	Kevin PHILLIPS
FW	Ivan ZAMORANO
FW	Marco BODE
FW	Jurgen KLINSMANN
FW	Kenny DALGLISH
FW	Denis LAW

(2) Get the best for less!

This trick lets you net any player you wish for a ridiculously low amount of points, particularly useful at the start of the ML when you're stuck with the default list of players in Division 3.

What you have to do is simply edit all your target player's stats to 1, then go and sign him for your team. After you sign the player, simply restore his stats back to his original numbers.

(3) Hidden teams

Besides the usual 56 national and club teams, there are 9 other hidden teams in the game. Here are the hidden teams as well as the method to unlock them in the game.

i. Euro All Stars	Win International Cup with any team
ii. World All Stars	Win International League with any team (Full or half seasons are both fine)
iii. Classic England	Win European Cup with England
iv. Classic France	Win European Cup with France
v. Classic Italy	Win European Cup with Italy
vi. Classic Netherlands	Win European Cup with Netherlands
vii. Classic Germany	Win European Cup with Germany
viii. Classic Brazil	Win Americas Cup with Brazil
ix. Classic Argentina	Win Americas Cup with Argentina

(4) Unlock Calling Names for your ML teams

The easiest way to do this so that the commentator don't say "Europort" but "Liverpool" instead is to win the Konami Cup with any club team. Play on the lowest level with only three teams, and after clinching the Konami Cup, you will unlock the Calling Names under the ????? when you go to edit the club teams.

Unfortunately, Konami has only included the names of cities (due to licensing issues) so while you get the major European cities, you have to make do with alternate names for teams without a city name like Arsenal (rename as "London")

(5) Goal celebrations!

Some of the players in the game have their own style of celebrating a goal, just like in real life.

Here's the list of the players who have their special celebrations.

Riquelme	Barcelona
Robbie Keane	Ireland
Beckham	England
Raul	Spain
Morientes	Spain
Pires	France
Wilmots	Belgium
Vieri	Italy
Del Piero	Italy
Ballack	Germany
Klose	Germany
Tomassen	Denmark
Mboma	Cameroon
All Senegal players	Senegal (All Senegal players in you team dances)
Batistuta	Argentina
Ronaldo	Brazil
Chilavert	Paraguay
Choi Yong-Soo	Korea
Inamoto	Japan
Moriyama	Japan
Nakayama	Japan
Suzuki	Japan
Nakata	Japan
Takahara	Japan Reserve
Nakamura	Japan Reserve

(H) Acknowledgements

This is my very first FAQ guide, and I wish to thank everyone at the WE6 FE message boards at Gamefaqs. This guide is written for you all, and I hope you will find it useful.

Special thanks go out to Gamefaqs, Neoseekers and IGN for hosting this FAQ.

The following materials have been used in the writing of this guide:

- (1) WE6 FE game manual
- (2) World Soccer WE6 FE (GC) Konami Official Guide Perfect Series
ISBN 4775301519
Price 1,400 JP Yen
- (3) ZAPA's excellent WE website
URL <http://members.jcom.home.ne.jp/zapanet/WE/index.html>
- (4) WE Fukuoka (Japanese website with the information for player celebrations)
URL <http://www5f.biglobe.ne.jp/~wwe/we7/we6fe.html>

(I) Useful Links

Here're some of my favourite WE6 related links

1. <http://www.alphalink.com.au/~warrior/ISSNews.htm>

Well, this is primarily an ISS (International Superstar Soccer, another Konami produced footy game) site, but it has a very nice history of the entire WE/PES/ISS series, and many reviews of the various games, from the early SNES days to the latest GC/PS2 incarnations. (English)

2. <http://members.jcom.home.ne.jp/zapanet/WE/WE7/we6fe.html>

A whole lot of useful WE6 FE information, from the mystery behind Nakata's and Ono's dual naming in the game, to bugs like the non-appearance of the ML hidden players even when you have won the ML Division 1 title. (Japanese)

3. http://www.importinvasion.co.uk/archive/we6fe_guide.htm

Wonderful site with all the translations for the game menu screens. Definitely worth a visit! (English)

4. <http://we6fe.no.sapo.pt/>

Has a downloadable Option File with the edited names of players and teams in the game plus additional club teams and transfers! I do not have the means to link my memory card to my PC, so I have not tried the file, but I do wish I can though! (English)

5. <http://www5f.biglobe.ne.jp/~wwe/we7/we6fe.html>

If you want to try your hand at editing extra players for the game, this is the site you need. Extra players include Wayne Rooney, Cristiano Lupatelli, Philippe Mexes, Fernando Torres, Bernardo Corradi, Antonio Filippini, plus many more! All parameters and edit information are given. (Japanese)

(J) To Be Continued...

Thank you for reading this FAQ.

As you can see, this is a very rough first version, and I am eagerly awaiting comments, suggestions, corrections, or anything else you can think of that should be included/ excluded in future updates. (Feel free to email or post on the WE6 FE message board at Gamefaqs)
