



Q/A-Article with Jon Murphy

- 1) **prorevo:** When can we expect the release of PES2011? Around October like the years before or maybe earlier this year?
Jon Murphy: I can only say Q4 at the moment.
- 2) **prorevo:** How long is the team working on PES 2011. Since 01/2009?
Jon Murphy: The main team has been working on PES2011 since around Sept 09. We do have an additional team working on future developments.
- 3) **prorevo:** Anything scheduled for a public demo of PES 2011? Maybe after gamescom in September?
Jon Murphy: Expect Gamescom to be a focus for PES. It's key for our plans in Europe.
- 4) **prorevo:** What is the actual state of affairs of the development?
Jon Murphy: You mean how is development going? I think the PES team is the most confident, focused and imaginative I've ever seen them. For several years they've been struggling with next gen tech and a certain lack of drive or imagination. They're now back on track and the results with PES2011 are clear. We're back.
- 5) **prorevo:** What could the expansion of the editor be? Rumors: A stadium-editor or the boot-editor will return.
Jon Murphy: I can't get involved with these rumors. I wish I could say more, because it is exciting!
- 6) **prorevo:** Motion-Capturing is a big part of the new animation-system. More than 100 hours and 1000 new animations. With reference to the animations: How big is the step from PES 2010 to PES 2011 by comparison from PES 2009 to PES2010.
Jon Murphy: It's the biggest step I've ever seen for PES. It doesn't even compare with what we've done in the past.
- 7) **prorevo:** The DLC is a great feature for the fans. Will it be integrated in PES 2011 and are there plans to expand this feature?
Jon Murphy: 2011 will feature DLC and I hope we can expand on it. No firm plans yet.
- 8) **prorevo:** Goalkeepers will be improved. Will we have the "manual-control" feature for the goalkeepers in PES 2011?
Jon Murphy: Yes and yes.

- 9) **prorevo:** What about the penalties. Will we have a new system to target and is the camera-angle behind the shooter?
Jon Murphy: Penalties will be improved. I haven't seen the details yet.
- 10) **prorevo:** Will PES 2011 have less scripted actions like controlling the passes or automatically straddles?
Jon Murphy: 2011 will be far more under your control. Less scripting, less AI interference.
- 11) **prorevo:** Will we have new licensed stadiums?
Jon Murphy: I expect so, yes. But we aren't making any licensing announcements right now. It's on-going.
- 12) **prorevo:** A colossal strength of PES are the animated scenes. Pre-game and scenes if you win a championship. Will this be enlarged?
Jon Murphy: Not a great deal. With PES2011 the focus is on gameplay. We want that experience improved as much as possible.
- 13) **prorevo:** Will handball be stopped by the referee?
Jon Murphy: Unconfirmed right now.
- 14) **prorevo:** In PES 2010, there are still some actions, when the ball goes straight to the body of a player. Most times the goalkeeper. Is this stopped?
Jon Murphy: Ball physics are being improved, so this shouldn't happen.
- 15) **prorevo:** Will be a training-challenge return with several practices and tutorials like in PES 6?
Jon Murphy: Not for PES2011. We'll look at this next year.
- 16) **prorevo:** Actual, you can choose from 2 different jerseys. The home- and the away-kit. Are there plans to include the third-kit also in PES 2011 if possible?
Jon Murphy: Not possible right now. Seems very simple but actually requires some fundamental reprogramming which we don't have time for this year.
- 17) **prorevo:** Will PES 2011 be smoother? For example the beaming of the player when the screen dissolves before a throw-in. The player position changes partially dramatically.
Jon Murphy: We were looking at uninterrupted play, but that's something that will also have to wait for now. We have too many other areas to improve.
- 18) **prorevo:** The referees are improved. In which action becomes that plainest?
Jon Murphy: Yes. The team is aware that decisions by refs need to be improved to stop cheating.
- 19) **prorevo:** Will the 'Become a Legend'-mode be improved? And how could this look like?
Jon Murphy: Yes, but I can't give details right now.

