



SMACKDOWN **V** **RAW**
S
2006



INSTRUCTION MANUAL



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may trigger previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

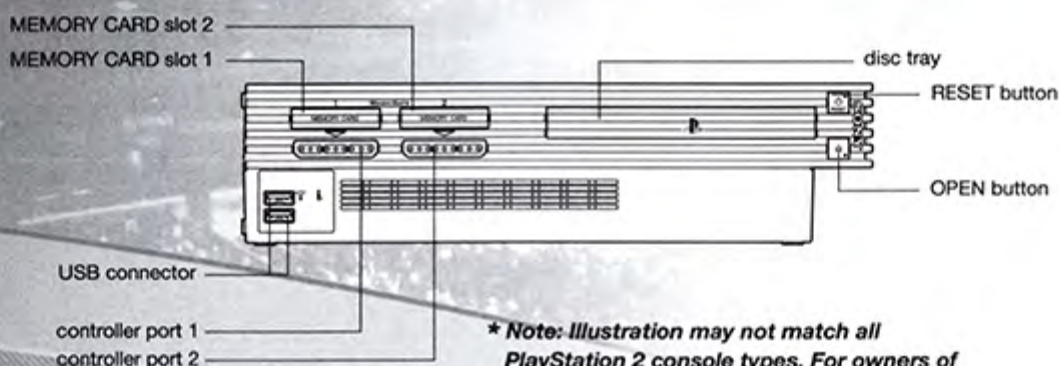
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

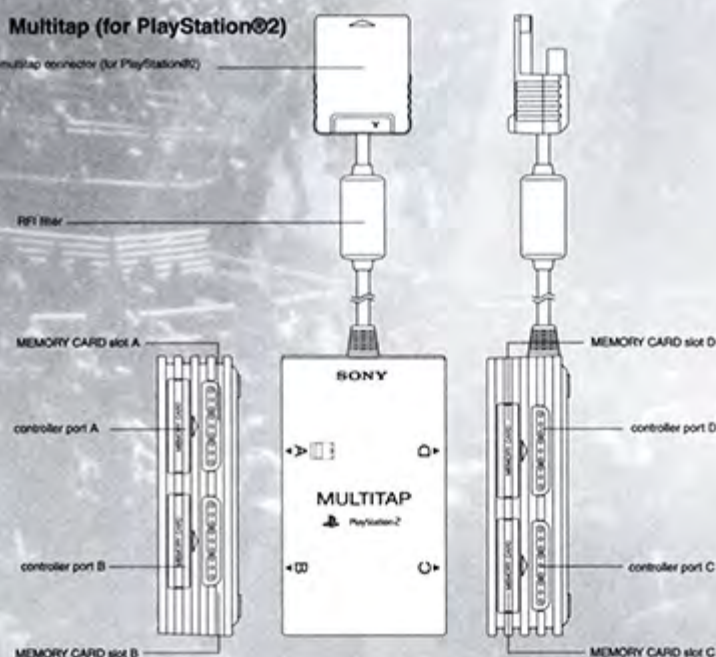


** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **WWE SmackDown! vs Raw 2006** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

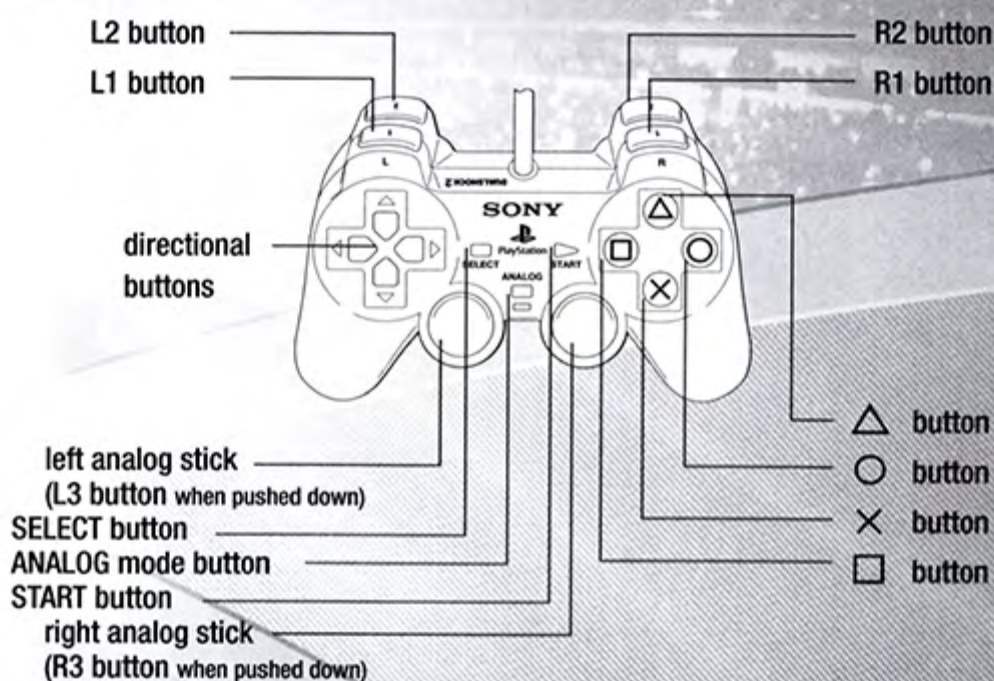
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card (8MB) (for PlayStation®2) or any memory card (8MB)(for PlayStation®2) containing previously saved games.



CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

IN THE RING

Control Superstar	Directional buttons
Run	△ button
Initiate Dirty/Clean Grapple	○ button
Initiate Grapple	○ button + directional button
Submission	○ button + ↓ button
Category 1	○ button + ← button
Category 2	○ button + ↑ button
Category 3	○ button + → button
Perform Grapple (after grapple initiated)	○ button + directional button
Perform Strike Move (after grapple initiated)	× button + directional button

GAME CONTROLS

Striking Attack	⊗ button
Irish Whip	Tap ⊙ button + △ button
Strong Irish Whip	Hold ⊙ button + △ button
Counter Striking Attack	L2 button
Counter Grapple Attack	R2 button
Counter Finisher Move	L2 button + R2 button
Taunt	right analog stick (any direction)
Pin (opponent on mat)	⊙ button + ↓ button
Argue with ref after 2 count	L1 button
Hold submission after rope break	Hold L1 button
Execute Dirty / Clean Finishing Move*	Hold L2 + Tap L1 with a stored special and full momentum
Finishing Move! (when a finisher has been stored, or full momentum)	L1 button
Second Finisher (if Superstar has multiple Finishers in the same situation)	L1 + directional button
Save a Finisher (when momentum is full)	L1 + L2
Pick up weapon / object	⊕ button
Action* (When holding opponent by the head)	⊙ button + directional button toward object
Change focus	R1 button
Pause the game	▶ button <small>START</small>
Recharge Stamina	■ button <small>SELECT</small>
Steal Opponent's Taunt	Hold the L1 + right analog stick with a stored Special

Note: If you're fighting Clean, you will steal your opponent's finisher.

△ button = run, enter ring, cage, onto table, etc (to exit ring press ◼ button)

NOTE Control type A uses the directional buttons and is the default control type. Control type B uses the left analog stick.

FACING OPPONENT

Irish Whip	Tap ○ button + △ button
Strong Irish Whip	Hold ○ button + △ button
Striking Attacks	⊗ button ⊗ button + ↑ button ⊗ button + ↓ button ⊗ button + ← button ⊗ button + → button
Grapple Attacks (min damage)	◎ button + ↑ button ◎ button + ↓ button ◎ button + ← button ◎ button + → button ◎ button

NOTE: Use the same combinations for grapple attacks on stunned and or groggy opponents for greater damage effect.

BEHIND OPPONENT

Irish Whip	Tap ○ button + △ button
Strong Irish Whip	Hold ○ button + △ button
Fake Irish Whip	Tap ○ button + △ button followed by ◼ button
Rear grapple attacks (min. damage)	◎ button + ↑ button ◎ button + ↓ button ◎ button + ← button ◎ button + → button

NOTE: Use the same combinations for grapple attacks on stunned and or groggy opponents for greater damage effect.

GAME CONTROLS

OPPONENT ON MAT

Lift opponent up	⊙ button
Lift opponent to sitting position	Double tap ⊙ button
Pin opponent	⊙ button + ↓ button
Break your own pin	⊞ button
Upper body Grapple Attacks	⊙ button + ↑ button ⊙ button + ← button ⊙ button + → button
Sitting Grapple Attacks	⊙ button + ↑ button ⊙ button + ↓ button ⊙ button + ← button ⊙ button + → button
Lower body Grapple Attacks	⊙ button + ↑ button ⊙ button + ← button ⊙ button + → button
Striking Attacks	⊗ button ⊗ button + ↑ or ↓ button ⊗ button + ← or → button
Drag Opponent	Hold ⊙ button
Running Ground Strike	△ button to run + ⊞ button + ⊗ button

TURNBUCKLE / ROPES

Exit and enter ring	⊞ button + directional button toward ropes
Climb turnbuckle	△ button + directional button toward corner
Dismount turnbuckle	⊞ button
Rope Attack (opponent on ropes)	⊙ button + directional button

Irish Whip to ropes	Tap ○ button + △ button + directional button toward ropes
Remove turnbuckle	■ button + directional button toward turnbuckle
Tag Team Turnbuckle Attacks (in tag team's corner while opponent is against the turnbuckle)	○ button + ↑ button ○ button + ↓ button ○ button + ↑ button ○ button + → button
Opponent facing turnbuckle Grapples	○ button + ↑ button ○ button + ↓ button ○ button + ← button ○ button + → button
Opponent sitting in turnbuckle Grapples	○ button + directional button
Opponent's back to turnbuckle Grapples	○ button + ↑ button ○ button + ← button ○ button + → button ○ button + ↓

RUNNING MOVES

Running Grapple	△ button, ○ button + directional button (toward opponent's face / back)
Running Strike	△ button, × button + directional button
Counter Irish Whip	R2 button while at the ropes

GAME CONTROLS

HIGH-FLYING MOVES

Running dive attack outside the ring	△ button to run, Press the ◻ button then ⊗ button at the ropes
Diving Attack from off of the turnbuckle	⊗ button ⊗ button + ↑ button ⊗ button + ↓ button ⊗ button + ← button ⊗ button + → button
Counter high-flying moves	L2 button

WEAPON ATTACKS

Get weapon from under apron	◻ button while standing in the middle of the apron
Pick up / drop weapon	◻ button
Weapon Grapple	⊙ button + ↑ or ↓ button
Weapon Strike	⊗ button or ⊗ button + ← or → button
Running Weapon Attack	△ button + directional button toward opponent, strike opponent with ⊗ button
Weapon Special	L1 button while holding a chair

TAG TEAM

Get on outside apron	◻ button + directional button toward the corner
Tag partner	◻ button + directional button toward partner

TAG TEAM PARTNER CONTROLS

Attack opponent's tag partner	left analog stick ↑
Attack legal opponent	left analog stick ↓

MANAGER CONTROLS (season mode & single matches with manager)

Distract referee	left analog stick ↑
Get a weapon	left analog stick ↓

LADDER MATCH MOVES

Pick up ladder	Ⓚ button (near ladder)
Stand ladder	Ⓚ button (holding ladder)
Place ladder in turnbuckle	Ⓚ button + directional button (toward turnbuckle)
Climb ladder	Ⓚ button + directional button
Diving Attack	ⓧ button (standing on ladder)
Reach for belt	Ⓞ button (standing on ladder)
Jump for belt	Ⓞ button + directional button (standing on ladder)
Climb down ladder	Ⓚ button (standing on ladder)
Throw ladder into ring	Ⓛ button + directional button (toward ring)

GAME CONTROLS

TABLE MATCH MOVES

Pick up table	□ button (near table)
Stand table	□ button (holding table)
Place table in turnbuckle	□ button + directional button (toward turnbuckle)
Throw opponent onto table	Hold table and press ↑ and ↓ on the directional buttons + ○ button
Grapple opponent through table	○ button (standing on table with opponent)
Climb onto table	△ button (run toward table)
Dive from Table Attack opponent)	⊗ button (standing on table without opponent)
Recover	Directional buttons repeatedly

CAGE MATCH / HELL IN A CELL

Climb cage	□ button + directional button (toward cage)
Climb cell	△ button
Dive from cage Attack	⊗ button (on top of cage)
Push opponent off of cage (Hell in a Cell)	○ button (near edge of top of cage)
Open cage door	Irish whip opponent toward turnbuckle closest to cage door then ○ button + ↑ button
Dive from cell Attack	⊗ button (on top of cell)
Drop from cage	R1 button
Climb down from top of cell	□ button (while standing near edge of cell)

FULFILL YOUR FANTASY

Remove garments	⊙ button + ↓ button
Spanking	Irish whip opponent toward the bed then ⊙ button + ↑ button
Pillow Attacks	▣ to pick up pillow, ⊗ to use it
Irish whip onto bed	Tap ⊙ + ▲ button (toward bed)

Note: Press the right analog stick up to raise hand and press down to spank.

ELIMINATION CHAMBER

Climb the cage	▣ button + directional button (towards cage)
Climb the chamber	▣ button + directional button (while on turnbuckle)
Perform a Diving Attack	⊗ button + directional button (while on chamber)

SPECIAL REFEREE MATCH

Count pins, count outs, declare a disqualification after a weapon attack and announce a submission	▣ button
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DOUBLE TEAM MOVES

From the corner	Irish Whip your opponent into your tag team's corner, then press ⊙ button + directional button
From the grapple	After your partner grapples the opponent and is in a grapple hold, press ⊙ button + directional button

GAME CONTROLS

INTERFERENCE

Call for interference from a stable member

R3 button

BACKSTAGE BRAWLS

Pick up weapons

□ button

Environmental Grapple Attack

Irish whip opponent into object within the environment, then **○** button + directional button

Special Environmental Grapple Attack

Grab opponent by the hair and pull them toward object within the environment, then **○** button

BURIED ALIVE

Pick up shovel

□ button

Throw opponent into casket

Irish whip opponent into the casket, then **○** button

Close casket

right analog stick (down)

Reverse the casket

R2 button

GAME PLAY SCREEN

Superstar Name Bar





Limb Damage Meter

Timer

MAIN MENU

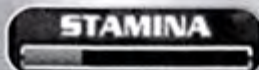
After the game loads up, the main menu appears on screen. Use the directional buttons to move up and down through the menu. Press the **X** button to make your selection. Press the **Y** button to choose which Profile you are using.


Exhibition	Play an exhibition match
Game Modes	Participate in a PPV, play in General Manager Mode, or start / continue a Season.
Create Modes	Here you can create a  Superstar, create a moveset, create your own entrance, create a stable of Superstars, customize attributes and create a  Championship.
Locker Room	See the trophies, belts, and honors you've earned in your career. You need to create a profile to save accomplishments to your Locker Room. See page 14 for details.
Online	Go online and compete head to head with people from around the world. Do you have what it takes to be the best? See page 15 for more details.
Options	Adjust sound settings, match rules, in-game options, advanced options, save and load your profiles, and more. Follow the onscreen directions to adjust all of these options.

PRE MATCH MINI GAMES

With the pre match mini games option turned on, the match starts out with a quick mini-game. Select from Stare Down, Test of Strength, Lock Up, or None. See who starts the match mini-game at the 1P/2P on-screen prompt.

MOMENTUM / STAMINA



As you compete in the match, your Superstar gains momentum with each strike and grapple that he/she lands, as well as taunting successfully. When you fill the momentum meter, your Superstar will earn the ability to perform a Finishing move. Throughout the course of a match your Superstar will also begin to lose stamina and tire out. You can replenish lost stamina by pressing .

GENERAL MANAGER MODE

Take control of *SmackDown!* or *Raw* as the General Manager in this all-new game mode. Can you increase your fan base in the world of sports-entertainment? This is your shot. Control General Manager mode via the following menu

Schedule	View the schedule of upcoming events.
E-mail	Check your E-mail inbox for messages.
Rosters	View the rosters, set up a rivalry, propose trades with the other brand, look at free agents and adjust C-A-S attributes.
Weekly Reports	Check out what happened in previous Pay-Per-View events, previous <i>SmackDown!</i> and <i>Raw</i> episode results, look at the Fan Support Line, and look over Tazz's and JR's reports.
Financials	Check the income generated from your show.

LOCKER ROOM

As you compete in the world of sports-entertainment, you will earn awards and championships. View them in your profile's Locker Room. The Locker Room is your place to hang out between matches and enjoy all of your accomplishments. Customize the appearance of your locker room with various unlockables.

PLAYING POSSUM

Brute strength alone will not always carry you to a victory inside the WWE ring. Using your quick wits will often pull you out from the doldrums of defeat. New to *WWE SmackDown! vs Raw 2006* is the ability to play possum during matches. You can now feign an injured state in order to lure in your opponent and secure a pinfall. When down on the mat, and in possession of a stored special, hold the **○** button and press the **L2** button to counter an expected strike or the **R2** button to counter an expected ground grapple in order to take your opponent by surprise and perform a quick pin on your opponent. If you guess wrong, you will lose your special.

ONLINE PLAY

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

ONLINE PLAY

NOTE: By joining an online session, you must leave the THQ-controlled environment in *WWE Smackdown! vs Raw 2006*. The game content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. THQ and Sony Computer Entertainment America take no responsibility for content external to the game itself. Please see the terms of use for online play at www.thq.com.

So you think your created Superstar has what it takes to challenge players around the world? To play *WWE Smackdown! vs Raw 2006* online, you'll need a network adapter, (Ethernet/modem)(for PlayStation®2). You will also need an Internet service provider.




SETTING UP


The first time you try to go online with *WWE SmackDown! vs Raw 2006*, the game will ask you to accept the User Agreement then set up your connection. You may have already set up your connection using the Sony Network Adapter Start-Up Disc.

If you haven't set up your connection, select Network Configuration. From the Network Settings menu, you can add or edit pre-existing connections available on your memory card. To add a setting, select Add Setting from the menu and choose which memory card in which you want to save your settings. You will need to select the type of Hardware you are using and input your connection settings (i.e. user name, password, DNS settings, etc.).

After you are finished, you will be prompted to save your settings to your memory card. At this point you can test your connection then return to the *WWE SmackDown! vs Raw 2006* Main Menu. Your network settings are now saved and you are ready to go online!

GETTING STARTED

Once your hardware is connected and properly configured, you're ready to go online. Select Online from the Main Menu and accept the  **SmackDown! vs Raw 2006** ONLINE USER AGREEMENT - Select which memory card your network configuration is located in and choose your connection. The game will then log you onto the network. Next, you will be asked to enter your name, registering it with GameSpy®.  **SmackDown! vs Raw 2006** uses GameSpy, (www.gamespy.com) for its online matchmaking. Remember not to divulge any personal information over the Internet or My Profile by pressing the  button.


From the Online Main Menu, you can select Exhibition, Title Match, Rankings, Trade Superstars, or My Profile. At this point, you can enter any available room, or search for your friends by pressing the  button.

Once you select a room, you will see the list of games on the left and the chat window to the right. The game options are as follows:

BUSY GAMES	These are games that are currently occupied or not finished being set up by the host.
READY GAMES	These are games that have been created and are available to be joined. The type of match and the Superstar the host has selected to play with appear in the window. The players' names are listed at the bottom of the screen.
CREATE GAME	This option allows you to create your own game and preferences for online play.

ONLINE PLAY

JOINING A GAME

If you choose to join a game, your name will be sent to the host, asking to join their room. Once they accept, you can view the match settings and choose your Superstar. You can also randomly select a Superstar by pressing the  button. After you select your Superstar, you can choose whether they compete Clean or Dirty during Game play. Once your personal selections are made, the match will begin.

EXHIBITION MATCHES

Single, Tag and Main Event match types from the offline game mode are available for play. With the support of 80 lobbies for Single, Tag and Main Event match types expect plenty of competitive players eager to test their in-ring skills against yours. You can also create your own game with the rules set to your liking (Royal Rumbles and Elimination Chambers are not available for Created games).

ONLINE TITLE MATCH

Put your created Championship on the line and compete against players for your Championship. Do you have the fortitude to put it all on the line?

RANKINGS

See how you stack up against other online players in the online rankings board. The online ranking board records stats for the following:

- Overall ranking
- Wins
- Losses
- Win percentage
- Winning Streak
- Longest win streak
- Disqualifications
- Title match victories
- Title defends
- Total title defends
- Championship Value/Prestige


TRADE CREATED SUPERSTARS

Trade your created Superstars with other players online. The game supports 20 lobbies, which can be used to negotiate player-to-player trades of original created Superstars.

NOTES ON ONLINE PLAY

- When playing online you will not be able to pause Game play.
- You can still view and change options in the Pause Menu.
- After a match is completed, you will be returned to the lobby you were previously in.

ONLINE FEATURE CUSTOMER SUPPORT

If you are experiencing trouble with the  *SmackDown! vs Raw 2006* online feature and are using an Internet sharing device (e.g. broadband router or firewall) you may need to forward UDP ports 6500, 13139, 2000, 2001, and 2002 to the IP address assigned to your PlayStation[®]2 computer entertainment system.

Customer Support is available at www.thq.com/smackdownvsraw2006/support

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Bryan Staffaroni
Dean Miller
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MUSIC

"BANG BANG"
Performed by Bumpy
Knuckles
Produced by Hidden
Agenda

"YOU DON'T WANT
WAR"
Performed by Bumpy
Knuckles
Produced by Hidden
Agenda

"I AIN'T GOING NO
WHERE"
Performed by Ron J
Produced by Hidden
Agenda

"SCREAM AT ME"
Performed by Billy Ray
Produced by Hidden
Agenda

"CRUSH KILL
DESTROY"
Performed by Poet
Produced by Hidden
Agenda

"KING OF THE MAT"
Performed by Vada
Produced by Hidden
Agenda

"PIECES"

Performed by Dark New Day
 From the Record: Twelve Year Silence
 Courtesy of Warner Bros. Records Inc.
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 Published by Dark New Music (ASCAP)/Dark New Songs (BMI)/Chrysalis Music Publishing (ASCAP)

"UNRETROFIED"

Performed by: Dillinger Escape Plan
 Written by: Ben Weinman
 From the album: Miss Machine
 The Dillinger Escape Plan appear courtesy of Relapse Records.
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"THE BROKEN"

From the Album: Their Rock is Not Our Rock
 Written By Fireball Ministry
 © 2005 I Not A Fish Music (ASCAP)/Dutch Hollow Music (ASCAP)/Tasty Gina Music (ASCAP)
 © 2005 Liquor and Poker Music

"SYMPHONY OF DESTRUCTION"

Written By Dave Mustaine
 From the Album: Countdown To Extinction
 Remix by Steve Tushar
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"WAITING"

Not Forgotten is Erik Gregory (lyrics and vocals), Russell Ali (guitars), and Glen Sobel (drums)
 © 2005 Not Forgotten

"START A WAR"

Performed by Static-X (Wayne Wells, Antonio Campos, Tripp Eisen)
 From the Album: Start a War
 Courtesy of Warner Bros. Records Inc.
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"METALINGUS"

Music by Mark Tremonti
 Melody and Lyrics by Myles Kennedy
 Performed by Alter Bridge
 Courtesy of Wind-up Records, LLC
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"ONE OF A KIND (ROB VAN DAM'S THEME)"

Written by Brett Wayne Erickson, James Johnston and Justin Mark Rimer
 Performed by Breaking Point
 Courtesy of Wind-up Records LLC
 Screech Music (ASCAP) administered by Cherry Lane Music Publishing Company, Inc. (ASCAP), Stephanie Music (BMI) administered by Cherry River Music Co. (BMI)

"WHATEVER (CHRIS BENOIT'S THEME)"

Written by James Johnston, Raine Maida, Duncan Coutts, Jeremy Taggart and Mike Turner
 Performed by Our Lady Peace
 © 2002 SM Music (Canada) Corp. aka Sony BMG Music (Canada)
 Published by Stephanie Music (BMI) administered by Cherry River Music Co. (BMI)

"FINAL FORCE"

Written by Alec Williams and Chieli Minucci
 Courtesy of Firstcom Music Inc., a division of Zomba Enterprises
 Published by ZFC Music (ASCAP)

"HEY YOU"

Written and performed by Nick Welsh
 Courtesy of Extreme Production Music USA

"REAL AMERICAN"

Written by Rick Derringer and Bernard Kenny
 Performed by Rick Derringer
 Courtesy of Epic Records
 By arrangement with SONY BMG MUSIC ENTERTAINMENT
 Published by Careers BMG Music Publishing (BMI), Scratch and Sniff Music Inc. (BMI)

"WALK IDIOT WALK"

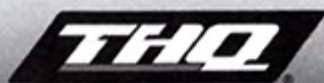
Written by Randy Fitzsimmons
 Performed by The Hives
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Julie Sessing
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