



SMACKDOWN VS RAW

2007



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 induce 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.

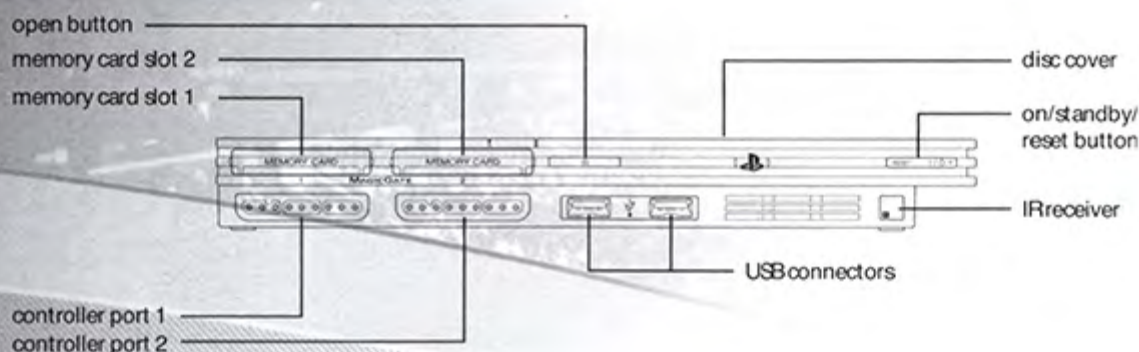
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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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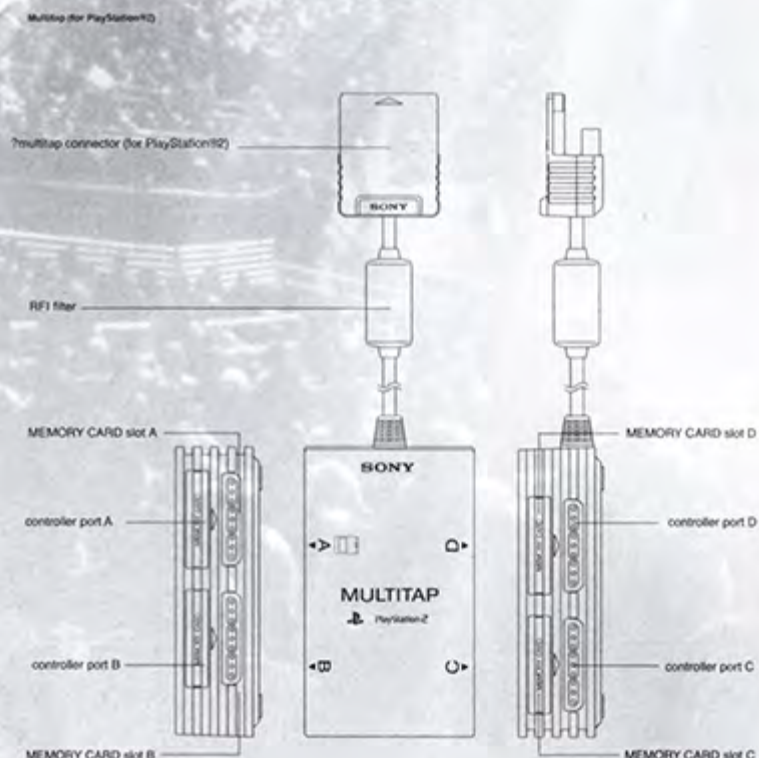
GETTING STARTED



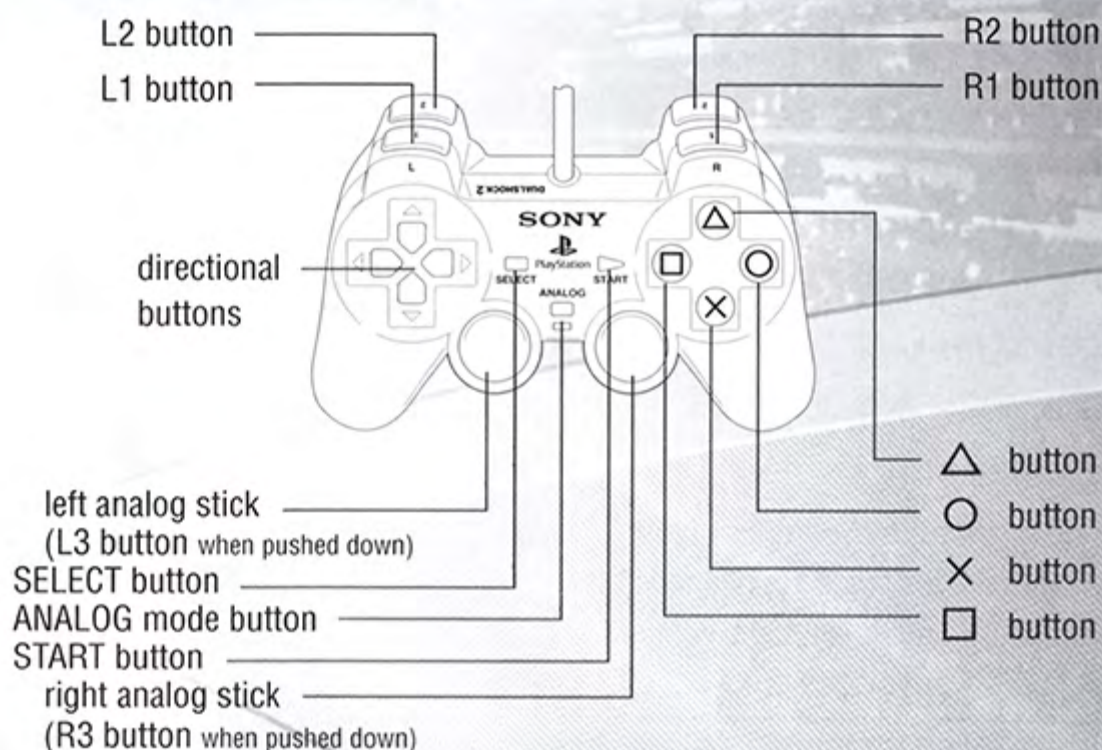
Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *WWE SmackDown vs. RAW 2007* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the 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 or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROL SUMMARY

BASIC CONTROLS

Control Superstar	Left analog stick
Strike Attack	□ button
Quick Grapple	Right analog stick (↑, ↓, ←, →)
Perform Pin (opponent on mat)	Right analog stick ↓
Recover stamina manually	○ button
Perform Taunt	Directional buttons (↑, ↓, ←, →)
Run	△ button
Stop Run	△ button
Enter/Exit Ring	× button
Pick up/Drop Weapons, search for weapon under ring/Remove Turnbuckle covering/	× button

Irish Whip	Tap R1 + X button
Strong Irish Whip	Hold R1 + X button
Perform Finisher (see Finishing Move section below for details)	L1 button
Store finishing move icon (when momentum is full)	L1 button + L2 button
Counter Strike Attacks	L2 button
Counter Grapple Attacks	R2 button
Counter Finishing Move	L2 button + R2 button
Change focus	SELECT
Call for interference from a stable member: Interference option must be turned ON and the match type must support interferences.	R1 button + directional buttons
Pause menu	START


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


FINISHING MOVES

Perform Finishing move (Must be in Superstar's correct finishing move situation)	L1 button
Steal Opponent's Finishing Move. (Must have a stored finishing move icon as well as a full momentum meter.)	Hold L2 + Tap L1


STRIKE ATTACKS


Strike Attacks (Perform a 3 Strike Combo by rapidly pressing the Strike button)


 button


Left analog stick ↓ +  button

Left analog stick ← +  button

Left analog stick ↑ +  button

Left analog stick → +  button

Left analog stick ↖ or ↗ +
 button

Left analog stick ↙ or ↘ +
 button

GRAPPLE ATTACKS

Quick Grapple

Control Commands

Quick Grapple Attacks

Right analog stick ↑

Right analog stick ↓


Right analog stick ←

Right analog stick →


Performing Clean/Dirty Grapple Moves

Control Commands

Initiate Clean/Dirty Grapple Hold

Hold  + right analog stick ↑

Ultimate Control Move

 button

Clean/Dirty Grapple Attacks

right analog stick ↓

right analog stick ←


right analog stick →

right analog stick →


Performing Submission Grapple Moves

Control Commands

Initiate Submission Grapple Hold

Hold  + right analog stick ↓

Ultimate Control Move

 button

Submission Grapple Attacks

right analog stick ↓

right analog stick ←

right analog stick ↑

right analog stick →

Performing Category 1 Grapple Moves	Control Commands
Initiate Category 1 Grapple Hold	Hold R1 + right analog stick ←
Ultimate Control Move	R3 button
Category 1 Grapple Attacks	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →
Performing Category 2 Grapple Moves	Control Commands
Initiate Category 2 Grapple Hold	Hold R1 + right analog stick →
Ultimate Control Move	R3 button
Category 2 Grapple Attacks	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →
Offensive Controls Within Grapple Hold	Control Commands
Strike	□ button
Drag opponent	left analog stick (any direction)
Irish Whip	R1 + X button
Strong Irish Whip	Hold (R1 + X button)
Release Grapple Hold	○ button
Go behind opponent (The opponent becomes groggy.)	△ button

REAR GRAPPLE MOVES

Rear Grapple Moves	Player Condition: Standing behind Opponent
Rear Grapple Moves	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →

Irish Whip	R1 + X button
Strong Irish Whip	Hold (R1 + X button)
Whip opponent around to the front.	Hold R1 + right analog stick (any direction)

WHEN RUNNING

While Running	Control Commands
Running Strike Attacks	□ button left analog stick any direction + □ button
Stop running	△ button
Exit ring	X button
Counter opponent's strike attack	L2 button
Running Strike Attacks (downed opponent)	X button + □ button X button + left analog stick any direction + □ button
Diving outside of the ring attack	X button + □ button (Next to the ropes)
While running toward the front of opponent	Control Commands
Irish Whip	R1 + X button
Go behind opponent (The opponent becomes groggy.)	X button
Running Grapple Attacks	right analog stick ↑ / ↓ right analog stick ← / →
While running toward the back of opponent	Control Commands
Rear Running Grapples	right analog stick ↑ / ↓ right analog stick ← / →
Duck	X button

WITH OPPONENT ON MAT

Downed Opponent	Control Commands
Down Strike Attacks	□ button left analog stick ↑ / ↓ + □ button left analog stick ← / → + □ button
Pick opponent up	R3 button
Lift opponent to sitting position	Double tap R3 button
Drag opponent	Press and hold R3 button
Pin opponent	right analog stick ↓
When opponent is on mat (next to opponent's upper body)	Control Commands
Upper Body Grapple Attacks	right analog stick ← right analog stick ↑ right analog stick →
When opponent is on mat (next to opponent's lower body)	Control Commands
Lower Body Grapple Attacks	right analog stick ← right analog stick ↑ right analog stick →

AGAINST A TURNBUCKLE

Opponent's back against turnbuckle	Control Commands
Irish Whip	R1 + X button
Turnbuckle Grapple Attacks	right analog stick ↓ right analog stick ← right analog stick ↑ right analog stick →

Opponent's stomach against turnbuckle	Control Commands
Irish Whip	R1 + X button
Rear Turnbuckle Grapple Attacks	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →
Downed Opponent in turnbuckle corner	Control Commands
Lift opponent up	R3 button
Ground Turnbuckle Grapple Attack	right analog stick any direction



TAG MATCH

Tag	X button toward tag partner standing on apron
Tag - Turnbuckle Double Team Attacks	right analog stick ↓ (when opponent is groggy at your tag team corner)
	right analog stick ← (when opponent is groggy at your tag team corner)
	right analog stick ↑ (when opponent is groggy at your tag team corner)
	right analog stick → (when opponent is groggy at your tag team corner)
Double Team Attacks (When your tag partner is grappling opponent)	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →



SPECIAL REFEREE

Count pins (when pinning)	⊗ button
Perform Countout (when Superstar is outside of ring)	⊗ button
Announce Submission (when Superstar performs Submission)	⊗ button
Declare DQ (when Superstar performs weapon attack)	⊗ button
Slide in and count pins (while running and when pinning)	⊗ button

ROYAL RUMBLE

Control Superstar when "Press the SELECT button" is displayed on nameplate	
Automatically enter ring during a forced push out by opponent (must have a finish icon stored)	 button
Lift up the opponent groggy on the ropes - only when the Superstar's weight class is heavier than the opponent's by more than 1 class.	right analog stick any direction
Throw opponent over the ropes (while holding an opponent)	right analog stick

STEEL CAGE MATCH

Begin climb up cage	left analog stick + ⊗ button
Climb up cage - The stretch meter appears.	⊗ button
Escape from the cage (once at the top)	⊗ button
Diving attack off the top of the cage	left analog stick +  button
Shake cage while opponent is climbing out	 button (when standing next to cage)

Throw opponent off of cage	right analog stick (when standing next to cage while opponent is climbing up)
Drop from cage	R1 button
Attempt escape through cage door.	right analog stick (when opponent is against turnbuckle in the lower left corner)
Throw opponent into cage	Strong Irish Whip toward cage

HELL IN A CELL

Throw opponent into ring	right analog stick ↓ (when standing in-between the cell and ring)
Cell Grapple attacks	right analog stick ← (when standing in-between the cell and ring)
	right analog stick ↑ (when standing in-between the cell and ring)
	right analog stick → (when standing in-between the cell and ring)
Open Cell door	Run toward door (when door is not open)
Enter/exit Cell door	⊗ button (when door is open)
Climb Cell	Run toward cell (when standing outside of cell)
Climb down from top of Cell	⊗ button (while standing near edge of cell)
Throw opponent off of the Cell	right analog stick toward opponent (standing near edge of cell)

ELIMINATION CHAMBER

Climb on top of Chamber	left analog stick + X button (while on turnbuckle)
Climb down from Chamber	X button (while on chamber)
Climb Chamber	X button toward chamber Wall
Diving Cross Body	□ button (while on chamber wall)
Move over Chamber	left analog stick (while on chamber wall)
Grind opponent's face against Chamber	Irish Whip toward chamber (While standing near chamber wall)
Pull down opponent	right analog stick any direction (underneath an opponent on chamber wall)

BURIED ALIVE MATCH



Trigger burial mini-game	Drag opponent toward casket
Special casket finishing move	Irish Whip opponent toward casket and press L1 button to perform finishing move (must have stored finishing move icon and full momentum)

GAMEPLAY SCREEN



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 **□** 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 move-set, create your own entrance, create a stable of superstars, customize attributes and create your own  Championship. |
| Locker Room | View 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 22 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 23 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. View tutorial moves to help master the controls of the game.

GAMEPLAY FEATURES

QUICK GRAPPLES (ALL NEW FOR '07)

Quick grapples are difficult to reverse, low damage attacks that are performed free of a grappled state. Simply press the right analog stick **↑**, **↓**, **←**, or **→** to perform a different quick grapple attack. Each Superstar is equipped with four front and four rear Quick Grapple attacks. Quick Grapples are a great way to work over an opponent during the early minutes of a match. Each Superstars' Quick Grapple move-set can be edited in the Create A Move-Set option.

STRONG GRAPPLES (ALL NEW FOR '07)

Strong Grapple moves inflict more damage than quick grapples, but are also easier to reverse due to their slow movement. Unlike quick grapples, Strong Grapples can only be performed while in a grappled state. To lock your opponent in a grappled state, hold the **R1** button and press the right analog stick **↑**, **↓**, **←**, or **→**. Each Superstar is equipped with four different Strong Grapple holds within their move-set.

SUBMISSION GRAPPLE HOLD

Hold the **R1** button and press the right analog stick **↓** to lock your opponent in a submission grapple hold. Once locked in the grapple hold, press the right analog stick **↑**, **↓**, **←**, or **→** to perform four different Strong Grapple Submission moves.



CLEAN/DIRTY GRAPPLE HOLD

Hold the **R1** button and press the right analog stick **↑** to lock your opponent in a clean/dirty grapple hold. Once locked in the grapple hold, press the right analog stick **↑**, **↓**, **←**, or **→** to perform four different clean/dirty Strong Grapple moves.



CATEGORY 1 GRAPPLE HOLD

Hold the **R1** button and press the right analog stick **←** to lock your opponent in a Category 1 grapple hold. Once locked in the grapple hold, press the right analog stick **↑**, **↓**, **←**, or **→** to perform four different category 1 Strong Grapple moves.

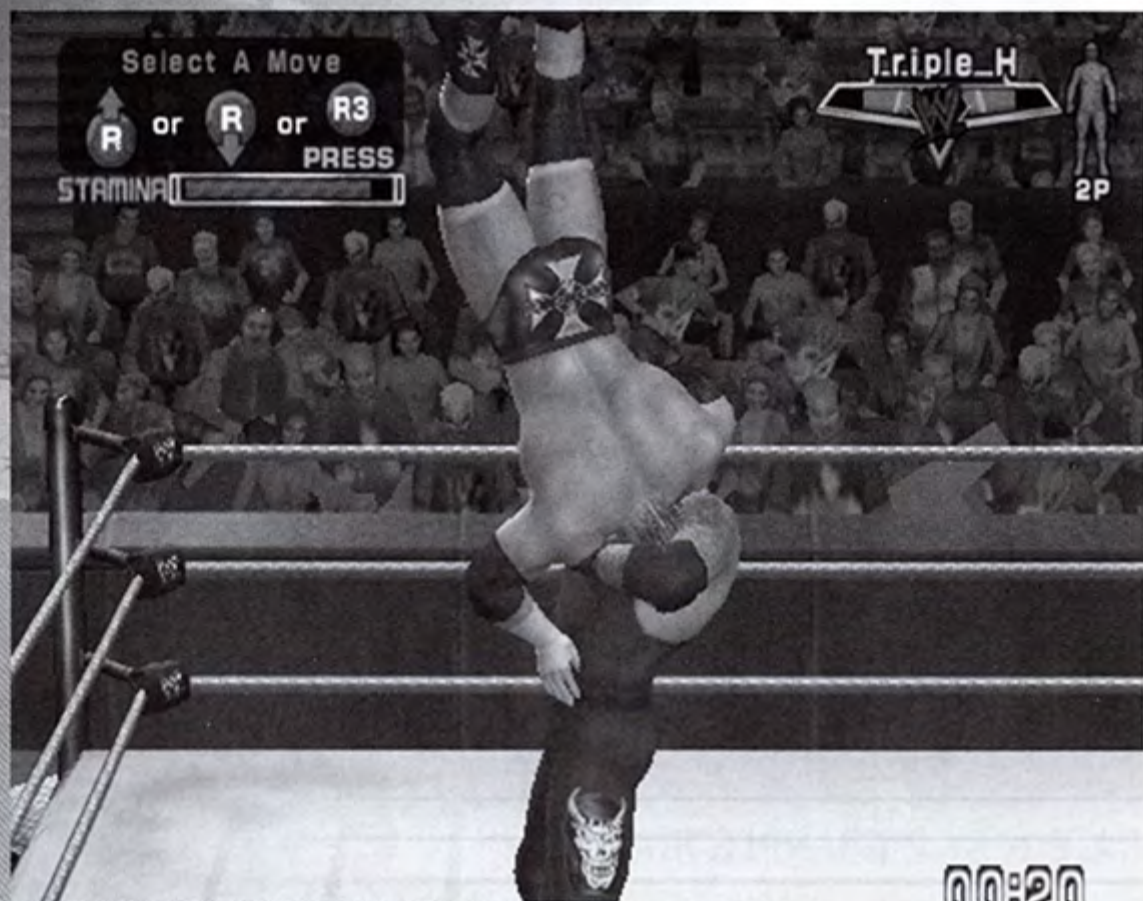


CATEGORY 2 GRAPPLE HOLD

Hold the **R1** button and press the right analog stick **→** to lock your opponent in a Category 2 grapple hold. Once locked in the grapple hold, press the right analog stick **↑**, **↓**, **←**, or **→** to perform four different Category 2 Strong Grapple moves.

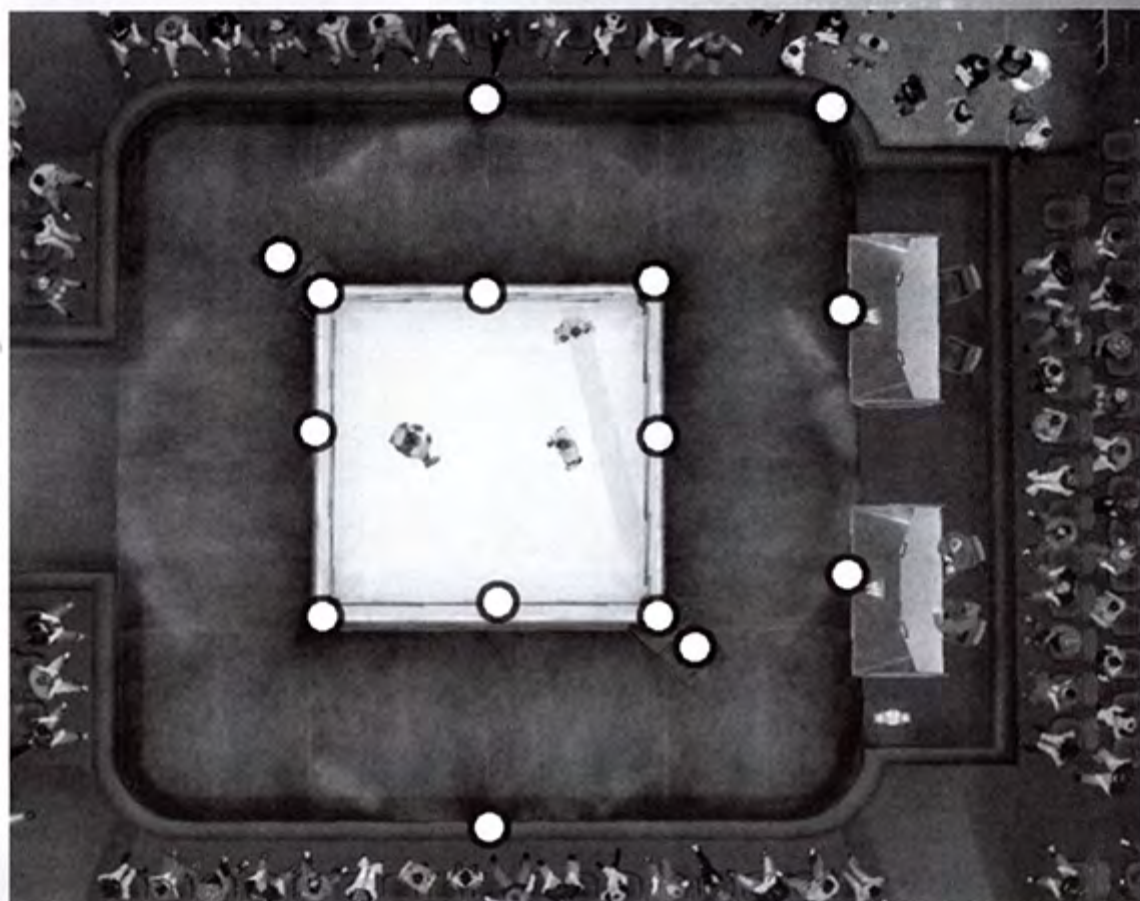


NOTE: Category 1 and Category 2 grapples can be edited in the Create A Move-Set option. Players can pick from a list of seven different grapple categories and assign them to their Superstar.



ULTIMATE CONTROL MOVES (ALL NEW FOR '07)

Ultimate Control Moves give players the freedom to decide when and where they want to lay the SmackDown on their opponent. To perform an Ultimate Control Move, you must first be in a grappled state. Once in a grappled state, press the **R3** button to initiate the Ultimate Control Move. Follow the instructions along the Heads Up Display (HUD) to select a grapple move. After a grapple has been selected, press the right analog stick in the direction as indicated along the HUD. Each Superstar has four Ultimate Control Moves for each one of their four strong grapple holds.



ENVIRONMENTAL HOTSPOTS (ALL NEW FOR '07)

Sometimes grapples and strikes just aren't enough to put an opponent away. When standard wrestling techniques fail, it may be time to utilize the surrounding environment as a weapon against your opponent. Simply lock your opponent in a strong grapple and drag them toward any object in the environment to automatically trigger its hotspot situation. Move the right analog stick as instructed along the HUD to perform the appropriate grappling action. The diagram above contains some of the environmental hotspots spread throughout the ring area. Experiment during gameplay by dragging your opponent to different locations inside and outside of the ring to locate more environmental hotspots.

Stop Environmental Hotspot


Ⓒ button during Environmental Hotspot

Perform special taunt

Directional button during Environmental Grapple (any direction)



FIGHTING AREA IN THE CROWD (ALL NEW FOR '07)

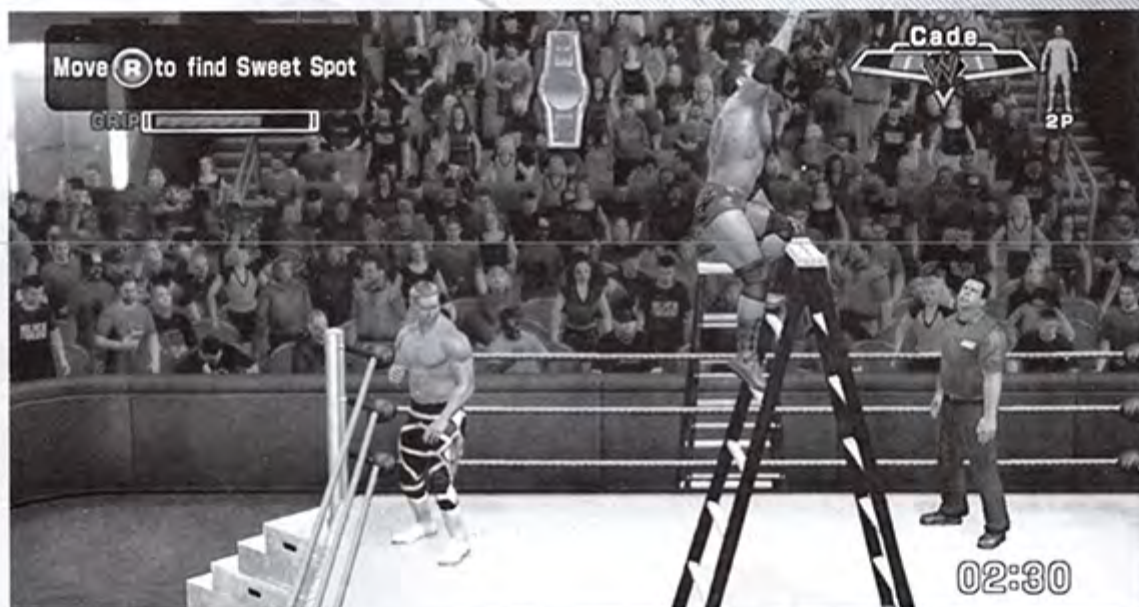
When the fighting spills outside of the ring, continue the fight inside of the all-new Fighting Area In The Crowd. To access this new fighting area, simply Irish whip your hapless opponent into the corner barricade wall near the announcer's table. When your opponent is slumped against the barricade, move the right analog stick in any direction to clothesline your opponent over the barricade wall and into the crowd area. Once inside of the crowd area, fans can—and will—hand you a wide assortment of everyday items which can be used as weapons, such as crutches or umbrellas. You'll also be able to interact with the fans directly. Approach any fan holding up a sign and press the  button to take the sign from the fan and cheer along with him/her if you're a clean Superstar, or rip it in half and toss it to the ground if you're a dirty Superstar. The FITC area also contains environmental hotspots and backstage equipment, which can be used as weapons against your opponent. The diagram above contains a few of the hotspots available in the crowd area.

IMPROVED LADDER MATCH CONTROLS (ALL NEW FOR '07)

The Ladder Match has undergone a facelift in *WWE SmackDown vs. RAW 2007* and features all-new gameplay controls. The objective of the Ladder Match is to set-up a ladder in the middle of the ring, climb to the top and remove the championship belt suspended above the ring. Once you've ascended to the top of the ladder and are within reach of the belt, the left analog stick and right analog stick appears along the HUD. Press the left analog stick **↑** to reach with your left hand and press the right analog stick **↑** to reach with your right hand.



If you reach with the left analog stick and manage to grab the championship belt, the next step is to find the "sweet spot" by moving the left analog stick around. When the "sweet spot" has been found, the controller begins to vibrate slightly and the ladder gauge begins to pulsate. Hold the left analog stick in the "sweet spot" location in order to drain the ladder gauge. Once fully depleted, the championship is yours and the match is over!



NOTE: The same controls apply when using the right analog stick to reach for the title. When the title is in hand, you would move the right analog stick around to locate the "sweet spot" and drain the ladder gauge.

Pick up ladder	⊗ button
Set-up ladder (while holding ladder)	⊗ button
Drag a set-up ladder	Hold ⊗ button (while standing to the ladder's side)
Release ladder	⊗ button (while dragging ladder)
Lean ladder horizontally against an already set-up ladder	Left analog stick (towards ladder) + ⊗ button (while holding ladder)
Run up leaning ladder	△ button (when a ladder is leaning against another ladder)
Push ladder over	⊗ button (when two opponents are on top of a ladder)
Drop safely to the mat	⊗ button (while hanging from item)

IMPROVED TABLES MATCH CONTROLS (ALL NEW FOR '07)

The Tables Match has also undergone a facelift and features an all-new gameplay mechanic as well as controls. To win the match, you must slam your opponent through a wooden table, but before you'll be able to slam an opponent through a table you will need to meet two requirements. First, you will need to store a finishing move icon. Once a finishing move icon has been stored, you will need to turn at least one limb on your opponent's limb damage meter red. Next, Irish whip or drag your opponent toward a set table to make them lean against it. While your opponent is dazed press **L1** to perform the table finishing move to slam them through the table.



Pick up table	⊗ button
Set up table (while holding a table)	⊗ button
Drag table	Hold ⊗ button while standing next to table
Release table	⊗ button (while dragging table)
Double Stack Tables	While holding a table walk into a setup table and press the ⊗ button.

MOMENTUM


As you compete in the match, your Superstar gains momentum with each strike and grapple that he/she lands. When you fill your momentum meter up, you earn the ability to perform that Superstar's finishing move or store it for later use.



STAMINA

Throughout the course of a match, Superstars accumulate fatigue and their stamina meters slowly begin to deplete. Performing strenuous in-ring activities such as running, grapple moves and strikes cause each Superstar's stamina meter to drain. How fast depends on each Superstar's stamina attribute rating, which can be viewed on the Superstar Select screen. Superstars with a high stamina rating are slow to lose stamina and fast to regain it. Superstars with a low stamina attribute are quick to lose stamina and slow to gain it back. Stamina can be regained manually by pressing and holding the **○** button. Stamina also automatically increases when being inactive in the ring.

PLAYING POSSUM

Brute strength alone cannot always carry you to a victory inside the  ring. Using your quick wits can often pull you out from the doldrums of defeat. Fake an injury to lure in your opponent and catch them by surprise by securing them in a quick and powerful pin. While lying on the mat, and in possession of a stored special, press and hold the **⊗** button and successfully counter your opponent's strike or grapple attack by tapping either the **L2** or **R2** button. If timed correctly, you'll catch your opponent off guard and will be able to capture him in an incredibly powerful pin that's hard to escape.

STEALING TAUNTS

Further humiliate your opponent by stealing their signature taunt! With a stored finishing move icon, hold the **L1** button and press any directional button to steal your opponent's taunt. If the stolen taunt is performed without interruption, it completely drains your opponent's momentum meter.

GENERAL MANAGER MODE

Take control of *SmackDown* or *RAW* as the General Manager in this all-new game mode. Can you turn a profit in the world of sports-entertainment? This is your shot. Control General Manager mode via the following menu:

Schedule	View upcoming PPV events and schedule the weekly match card.
Email	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 Superstar 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 J.R.'s reports.
Financials	Check the income sheets to maintain a healthy roster of Superstars.

STORYLINE WRITERS (NEW FOR '07)

Assemble a collection of riveting storylines by hiring freelance writers for your show. Using the storylines as motivation, you will then be able to cultivate rivalries between Superstars on your roster to help bolster the ratings of your show.

POWER 25 (NEW FOR '07)

The Power 25 contains the top Superstars in the WWE as well as the top 15 Superstars on both *SmackDown* and *RAW*. In order for Superstars on your roster to become eligible for a shot at the belt, they need to be ranked somewhere in the top 15. Movement up and down the Power 25 will be based on the number of wins a Superstar has accumulated as well as the level of their competition.

LOCKER ROOM

As you compete in the world of sports-entertainment, you earn awards and championship belts. 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.

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.

NOTE: By joining an online session, you must leave the THQ-controlled environment in WWE SmackDown vs. RAW 2007. 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 2007* online, you'll need a network adaptor (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 2007*, 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 Adaptor 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 2007* Main Menu. Your network settings are now saved and you are ready to go online!

ONLINE FEATURE CUSTOMER SUPPORT

If you are experiencing trouble with the *WWE SmackDown vs. RAW 2007* online feature and are using an Internet sharing device (e.g. broadband router or firewall) you may need to forward UDP ports 3074 thru 3174 to the IP address assigned to your PlayStation®2 computer entertainment system. Customer Support is available at <http://info.thq.com/support/>

EXHIBITION MATCHES

Compete against players from around the globe in a series of match types. Single, Tag and Main Event match types from the offline game mode are available for play. 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 ranking board. The online ranking board records stats for the following:

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

TRADE CREATED SUPERSTARS

Trade your created Superstars with other players online. The game supports 4 lobbies, which can be used to negotiate player-to-player trades of original created Superstars.

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Published by Hand Facey Music
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Published by Hand Facey Music
© © 2005 Bieler Bros. Records**"Stitches"**by ALLELE
Wood/Hayes/Tobin/Autenzio/
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ALLELEMUSIC (ASCAP)
Produced & Mixed by Ben
Schigel
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Punishment Records, LLC**"The Enemy"**Written by Salvatore P. Erna,
Tony Rombola, Rob Merrill,
Shannon Larkin
Performed by Godsmack
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(ASCAP)**"I Ain't Your Savior"**Written by Gene Buerger
Performed by
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Careers - BMG Music
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Forever My Family Music (BMI)
Used courtesy of RCA
Records by arrangement
with Sony BMG Music
Entertainment**"Animal I Have Become"**Performed by Three Days Grace
Courtesy of Jive Records
By arrangement with Sony
BMG Music Entertainment
By Neil Sanderson, Adam
Gontier, Brad Walst, Gavin
Brown and Barry Stock
Published by EMI April Music,
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Music, Inc.

"Riot"

Performed by Three Days Grace
Courtesy of Jive Records
By arrangement with Sony
BMG Music Entertainment
By Neil Sanderson, Adam
Gontier, Brad Walst and Barry
Stock
Published by EMI Blackwood
Music, Inc.

**"Money In The Bank (feat.
Young Buck)"**

Performed by Lil Scrappy
Courtesy of Reprise Records
By arrangement with Warner
Music Group Video Game
Licensing
© 2006 Reprise Records.
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Isaac Hayes III
Published By EMI Blackwood
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Son Music

"Lonely Train"

Written by Richard Young,
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Chris Robertson, Jon Lawhon
and Ben Wells
Published by THEM YOUNG
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administered by Bug
Performed by Black Stone
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"The Champ"

Performed by Ghostface
Killah
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"Survive"

Written by Joseph Principe,
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Published by Sony/ATV Tunes
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Win Music

Performed by Rise Against
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Written by Donald Spence
Performed by Versus The
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Published by The Suicide
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"Cool"

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Written by Duncan Coutts,
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Taggart, Mike Turner and
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Performed by Our Lady Peace
Courtesy of Columbia
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Written by John Cena, Mark
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Performed by WWE John
Cena and Tha Trademarc
Courtesy of Columbia
Records and World Wrestling
Entertainment
By arrangement with Sony
BMG Music Entertainment
Contains a sample from
"Ante Up" Performed by
M.O.P., Licensed Courtesy of
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Bobby Russell and Performed
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Written by Craig R. Rondell,
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Lenard, Michael C. Ferrari
and Scott D. Menville
Performed by Boy Hits Car
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Written by M. Tremonti and
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Written by Jim Johnston, Paul
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Performed by Three 6 Mafia
Courtesy of Columbia
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Performed by Shadows Fall
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Performed by Saliva
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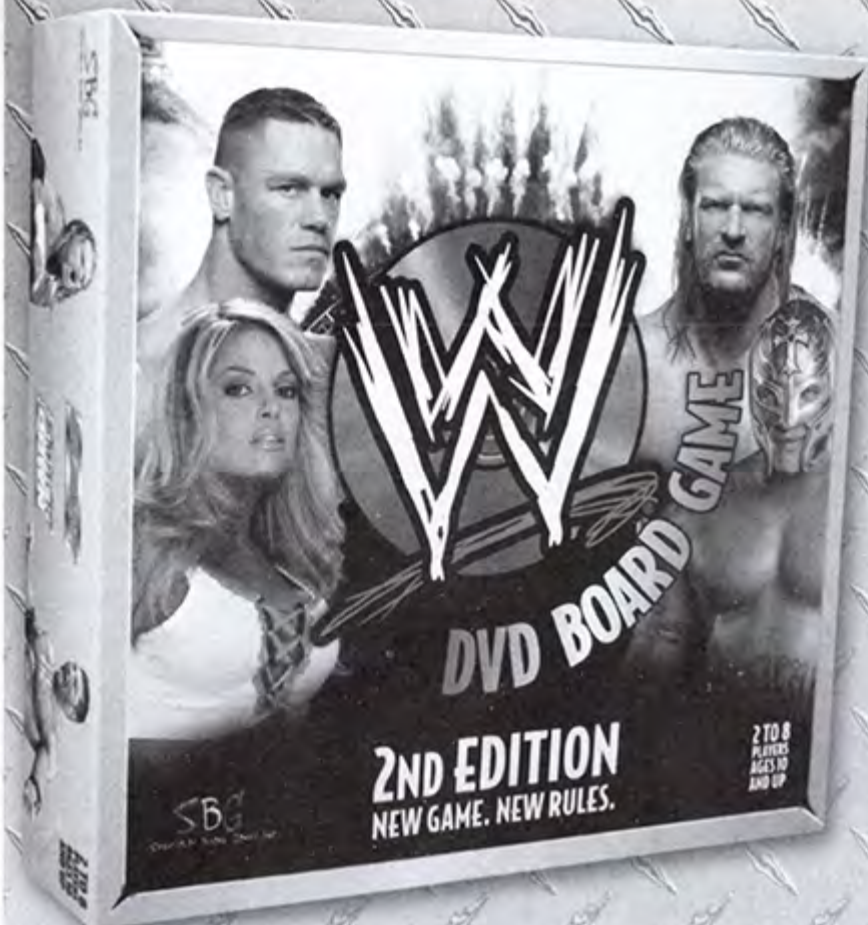
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