



FEATURING



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

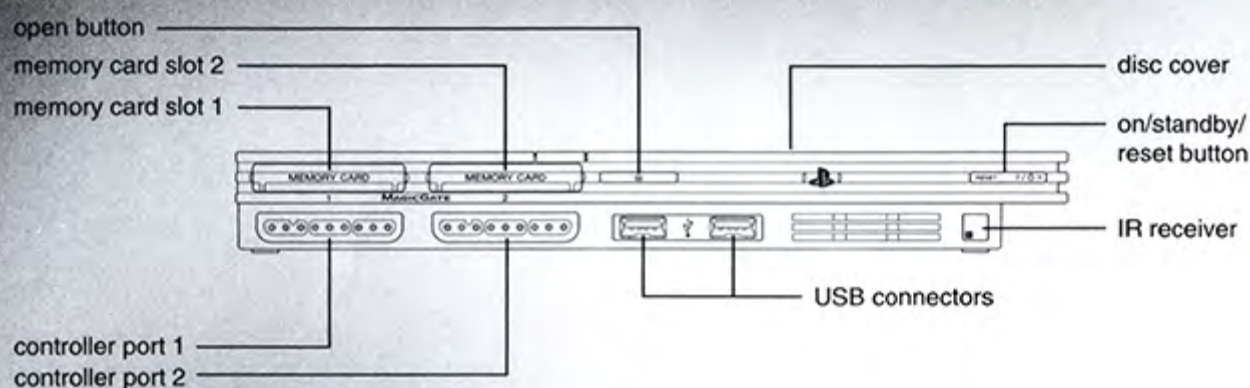
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- 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



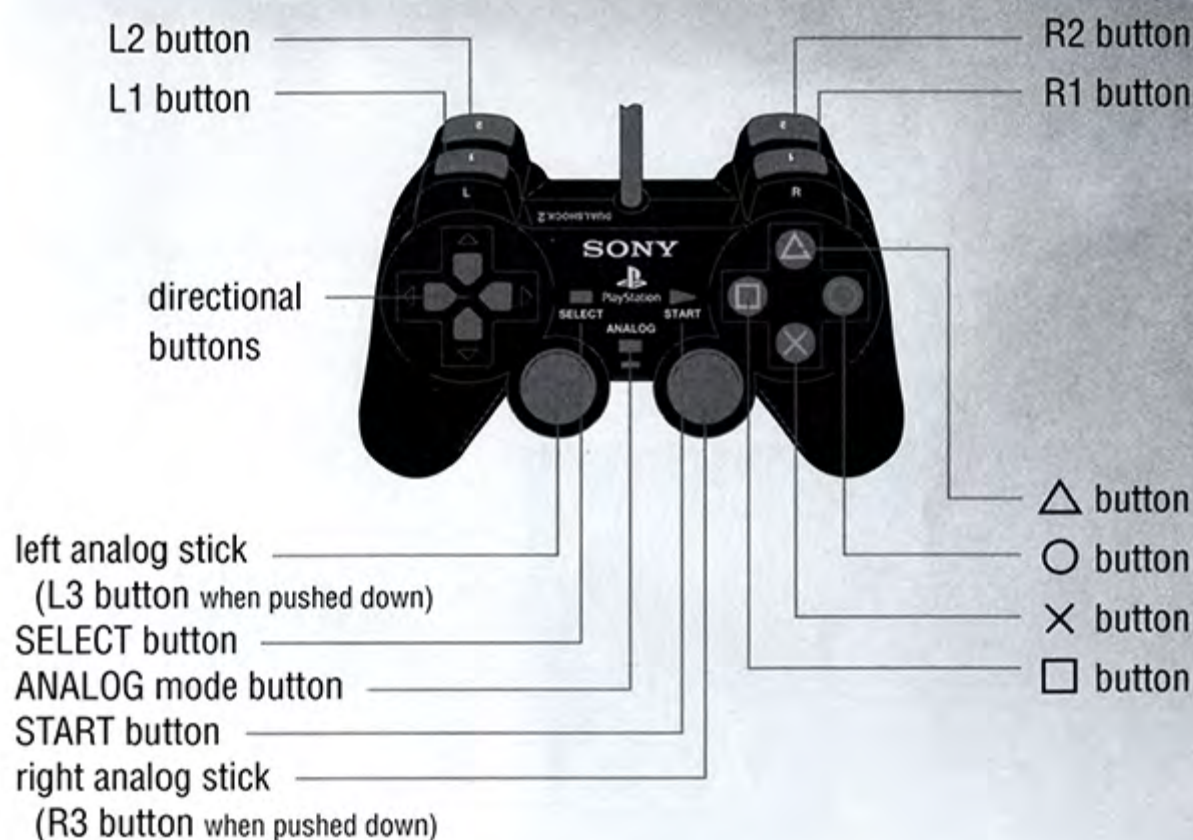
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *WWE SmackDown vs. Raw 2009* disc in the system with the label side facing up. Attach game controllers and 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.

Getting Started

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

Basic Controls

- Control Superstar Left analog stick
- Strike □
- Quick Grapple..... Right analog stick (↑/↓/←/→)
- Strong Grapple Hold **R1** + move right analog stick (↑/↓) to strong grapple an opponent. Next, move the right analog stick ↑/↓/←/→ to perform strong grapple moves.
- Ultimate Control Grapple..... Hold **R1** + move right analog stick (←/→)
- Pin Right analog stick ↓ (when opponent is grounded)
- Taunt..... Directional buttons
- Run Hold **L1** + left analog stick

- Pick Up object..... ⊗
- Irish Whip..... ○
- Finisher..... △ (when momentum is full)
- Signature Move △ (when signature icon has been stored)
- Strike Reversal L2
- Grapple Reversal..... R2
- 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.*

Advanced Controls



Defensive Stance

This new defensive maneuver protects you by automatically rolling away if you are attacked with a strike or grapple while attempting to stand up. This is executed by holding both L2 and R2 before your Superstar stands up.

Ground and Pound

Press and hold ⊗ near a downed opponent to gain a mounted position from which you can throw punches and headbutts or wrench their neck. The ground and pound can be performed on a downed opponent in the face-up or face-down position. To throw strikes, move either the left or right analog stick (↑/↓). To perform a headbutt or neck wrench, move both the left and right analog sticks (↑/↓).

Rope Rebound

Perform this maneuver by running toward the ropes. Once the Superstar rebounds off the ropes, you can let go of the controls while your Superstar automatically runs across the ring. To initiate an attack while rebounding off the ropes, press **□** to perform a running strike, or move the right analog stick (**↑/↓/←/→**) to perform a running grapple.

Remove Turnbuckle Cover

When positioned in front of a turnbuckle, move the left analog stick toward the turnbuckle and press **⊗** to remove the cover. Irish whip your opponent against the exposed metal for added damage. This can also be used as an environmental grapple by dragging your opponent toward the exposed turnbuckle. To drag, hold **R1** then move the right analog stick followed by moving the left analog stick toward an exposed turnbuckle. Then move the right analog stick from left to right.

Dive Setup

Prepare your opponent for a high-flying maneuver by Irish whipping your opponent toward the corner turnbuckle. Once the opponent's back is leaning against the turnbuckle, press **⊗** while standing near the opponent. This can also be performed while running toward the opponent and pressing **⊗**. This can only be performed if the opponent is facing you with their back against the turnbuckle.

Fists of Fury

Hold **R1** + **□** to unleash a devastating 3 strike combination on your opponent!

Menu Controls

Use the left analog stick or directional buttons to navigate the in-game menus. Press **⊗** to confirm your selection. Press **○** to go back to the previous screen.

THE GAME SCREEN

Momentum
Meter



Limb Damage
Meter

SUPERSTAR SELECTION

Here you can use the left analog stick or directional buttons to choose a Superstar. Press **R1** or **L1** to view the Attributes, Finishing moves and Abilities of each Superstar.

New this year is an option to sort Superstars based on the following categories: Championship, Brand, Created Superstar, Overall, Default and Random.

To bring up the Sort Category menu, press **□** then select a category with **⊗**. Now you will only see Superstars that fit the criteria for the selected Category. To view all Superstars, bring up the Sort Category menu and select Default.

MAIN MENU

After the game loads up, press **START** to view the main menu. Use the left analog stick or directional buttons to move up and down through the menu. Press **⊗** to make your selection. Pressing **○** will bring you back to the previous menu.

Exhibition Mode

Exhibition Mode allows you to participate in any of the following modes – One on One, Two on Two, Triple Threat, Fatal Four-Way, 6-man, Handicap, and *Royal Rumble*. Once you select the category of match, you can select from one of the sub-categories such as Ladder, TLC, Steel Cage Matches, and many more. *WWE SmackDown vs. Raw 2009* has over 70 different kinds of matches that your Superstars can compete in.

My WWE

Enter the Roster Editor, Direct your own WWE Highlight Reel, or adjust the options.

Road to *WrestleMania*

Experience the most important time of year for WWE Superstars: The Road to *WrestleMania*! Triple H, CM Punk, Undertaker, John Cena and Chris Jericho all have their own exclusive, single-player storylines designed to make the most out of their larger-than-life personalities. Another story featuring Rey Mysterio and Batista can be played alone or via co-op. No matter whom you choose, the road will be filled with drama, action, and surprises. It's the closest thing to being a WWE Superstar without lacing up your boots!

Game Modes

Choose from Career Mode or Tournament Mode. Career Mode gives you the ability to manage and play out a Superstar's career. Book matches, go after titles, switch brands – your career is all within your grasp. With Tournament Mode you can configure a quick bracket for you and your friends to compete in.

Create Modes

Here you can Create A Superstar, Create A Move-Set, Create An Entrance and Create A Finisher.

Note: To increase your Created Superstar's individual attributes and overall rating, select your Created Superstar when starting Career Mode

CAREER MODE

Why be satisfied with just one championship when you can hold all the gold? Select any Superstar or Diva in the game, or create your own Superstar, and collect all the Championships in WWE – and maybe even a few more!

You're not the only one gunning for that top spot. Other Superstars want their title shot as well. Defeat the competition in impressive fashion to become the No.1 contender, and then challenge the champ. Along the way, attributes will level-up, detailed statistics will be tracked, and new match types will be unlocked. It's a near-endless, highly customizable way to get the most out of your favorite WWE Superstar!

Note: To increase your Created Superstar's individual attributes and overall rating, select your Created Superstar when starting Career Mode.

ROSTER EDITOR

Located inside the My WWE menu is the new Roster Editor feature. Change a Superstar's brand, fan reaction (clean or dirty) and assign titles to Superstars as you see fit.

Create A Finisher

Stun your opponent with a poison fog attack, kick him in the gut, followed by a measured strike to the head, then cinch their neck in a chokeslam clutch, perform a taunt in their face then lift and slam them to the mat with a devastating spinebuster! All this and more awaits you in the new Create A Finisher mode.

Move the left analog stick to navigate around the menus and press **X** to make a selection. Press **L1** and **R1** to change the speed of the animation. Press **○** to cancel a selection. Move the right analog stick to change the camera angle or zoom. Pressing **SELECT** will display a help menu.

When you are finished, save your created finisher. To assign your created finisher to a Superstar, Diva or Created Superstar, proceed to Create A Move-Set mode. From there, select who you would like to apply the finisher to then select Special followed by Created Finishers. Browse and select the finisher to apply to your selected Superstar, Diva or Created Superstar. Accept and save your changes. Now you are ready to unleash your brutal created finisher!

LADDER MATCH CONTROLS

Pick up ladder	⊗
Set-up ladder (while holding ladder)	⊗
Move a set-up ladder	Hold ⊗ (while standing near the side of a ladder)
Release ladder	Release ⊗ (while dragging ladder)
Lean ladder in corner	Left analog stick (toward corner) + ⊗
Run up leaning ladder	L1 + left analog stick (toward leaning ladder)
Push ladder over	⊗ (when two opponents are on top of a ladder)
Drop safely to the mat	⊗ (while hanging from item)
Grab Belt	Left analog stick ↑ / right analog stick ↑
Lean ladder against ladder	⊗ (near a setup ladder holding a ladder)

STEEL CAGE MATCH CONTROLS

Climb up cage	Left analog stick + ⊗
Escape from cage	⊗
Diving attack from top of cage	□ / left analog stick + □
Pull opponent off cage	Right analog stick
Strike cage	□
Get down from cage	R1

HELL IN A CELL MATCH CONTROLS

Break Cell Door Open	⊗
Go in / out door	Left analog stick + ⊗
Throw opponent off top edge of Cell	Right analog stick toward opponent at edge of Cell
Environmental grapple	Drag opponent to the center of any exterior Cell wall

ELIMINATION CHAMBER CONTROLS

Climb onto top of Chamber	Left analog stick + ⊗ (while on turnbuckle)
Climb up Chamber wall	⊗
Rub opponent's face on Chamber	Irish Whip toward Chamber wall
Pull opponent down	Right analog stick

TAG TEAM CONTROLS

In regular tag matches and tornado tag matches, the objective is to win by either pinfall or submission. During Tag Team matches, you and your tag partner share a common momentum meter. If one partner gains full momentum and makes a tag, the now legal man enters the ring with full momentum.

Basic Tag Team Controls

Tag	Left stick toward Tag Partner + ⊗
Corner Double Team Grapple Moves	Irish whip an opponent toward your corner and move the right analog stick (↑/↓/←/→) <i>Note: The waiting tag partner must be positioned near the turnbuckle where a tag would normally occur</i>
Standing Double Team Grapple Moves	These can be performed one of two ways. Drag an opponent toward your illegal partner waiting on the apron or approach your partner while grappling an opponent and move the right analog stick (↑/↓/←/→)
Tag Team Finisher	With a full momentum meter, Irish whip an opponent toward your corner and press △ <i>Note: The waiting tag partner must be positioned near the turnbuckle where a tag would normally occur</i>

Legal Partner Controls

Hot Tag – have the tag partner waiting on the apron build momentum by holding ↑ or ↓ on the directional buttons.

The Superstar will then slap the turnbuckle to build the momentum necessary for a Hot Tag. When the Superstar leans into the ring with his arm extended, momentum has been achieved and a Hot Tag is available to execute for the legal (in-ring) tag partner.

To perform a Hot Tag, have the in-ring Superstar Hold **R1** then press △. The Superstar attempting the Hot Tag must be positioned near their team's corner. Once a Hot Tag has been made, the now legal Superstar is charged up and ready to attack anyone in his path. Press the correct button when the prompt appears in time with the attacks on screen. If your timing was successful, the third opportunity is your chance to execute a finisher.

Illegal Tag Partner Moves

The tag partner waiting for a tag can freely walk along the apron or can choose from a variety of moves such as Strikes, Forced Tag, Pull Down Maneuver, Referee Distraction or Apron Grapple.

To walk around the ring apron – Left analog stick.

Strikes – Press **X** to execute a strike.

Forced Tag – Move the right analog stick when your tag partner is near you to “force” a tag allowing you to become the legal man.

Referee Distraction – Move the right analog stick in any direction when the referee is near you to distract him from seeing anything that would normally result in a disqualification.

Apron Grapple – Move the right analog stick in any direction when an opponent walks nearby to grapple him so that your tag partner can initiate a double team move. To execute a double team move, have the legal tag partner move the right analog stick (**↑/↓/←/→**).

Pull Down Maneuver – Press **○** to pull the top rope down when your tag partner Irish whips the opponent toward you.


Climb Turnbuckle – Hold **L1** while moving toward the turnbuckle.

INFERNO MATCH

New this year is the Inferno Match! The ring is surrounded with searing flames and the only way to win is by setting your opponent on fire! The temperature will increase as attacks are successfully performed, making it possible to set your opponent on fire. Once a blazing Inferno has been triggered, drag your opponent toward the flames to throw the opponent through the fire. Hold **R1** and move the right analog stick (**↑/↓**) to strong grapple your opponent. Next move the left analog stick in any direction to move your opponent toward the flames.

Tip: Execute your finisher during the match to instantly increase the ring temperature to maximum. For a brief amount of time, you can now attempt to throw the opponent through the fire and out of the ring.

PAUSE MENU

Press  during a match to bring up the pause menu as listed below.

Return to Game

Head back to the action and return to the game.

Restart Match

Things not going the way you want? Restart the match for a fresh start.

Quit Match

Exit the match and head back to the main menu.

Camera Cuts

Turn the Camera Cuts options on / off.

Targeting Indicators

Change the targeting indicator options. You can select from on/auto/off.

HUD

Turn the Heads Up display on/off.

Vibration Settings

Turn the vibration function on/off.

Control Type

Change the control type for your game. Remember, this manual refers to the Type A control settings.

Match Rules

Adjust the Match rules that apply.

Tutorial

Get some quick pointers on playing the game.

ALL NEW! SUPERSTAR ABILITIES

Each Superstar has their own unique set of abilities that they can rely on and utilize to emerge victorious from any match. Below is a brief description of the abilities and how to use them. Remember, you can view each Superstar's set of abilities on the Superstar Select Screen by pressing **L1**.

Referee Shield – Press and hold **X** when positioned near the referee to hide behind him. Release **X** to shove the referee at your opponent.

Dirty Pin – Perform a pin near the ropes to perform a dirty pin.

Springboard Dives – Move the left analog stick toward the ropes + **□**. To perform a springboard attack off the turnbuckle, walk/run toward the turnbuckle and press **□**.

Outside Dives – Able to perform running/stationary dives to the outside of the ring. Run/stand toward an opponent positioned outside of the ring and move the left analog stick toward the outside opponent and press **□**.

Evasive Dodge – Hold **L2** or **R2** + move the left analog stick in any direction to evade adversaries with this fleet-footed maneuver.

Steal Taunt – Hold **R1** + press the directional buttons (any direction) to steal an opponent's taunt. If the taunt is successfully performed, your opponent will suffer a mild momentum loss.

Move Theft – Hold **R1** + press **△** to steal an opponent's finishing move (must have a full momentum meter). You can also steal an opponent's signature move if you have a stored signature move icon. You must be in your opponent's correct move situation.

Hardcore Resurrection – This allows your Superstar to regenerate a small amount of limb damage as a result of self-inflicted bleeding. Press **△** while holding a chair. This ability can only be used once per match, so make wise use of it. Also, if bloodied by an opponent you'll be rewarded with a full momentum meter.

KO – Perform a finishing move on a critically injured opponent to knock them out cold. The opponent's limb damage meter needs to be completely red in order to KO them.

Hammer Throw – Hold **○** to perform a more powerful variation of the Irish Whip maneuver.

Fan Favorite – Rally the crowd behind you in order to gain an advantage over your opponent. Press the directional buttons (any direction) when your momentum is at max. Your opponent will suffer a persistent loss of momentum as a result.

Ladder Match Specialist – Your Superstar is able to remove the suspended belt faster than others.

Table Match Specialist – Superstars with this ability are able to double stack tables for double the damage. To double stack tables, approach a set table while holding another table and press ⊗.

Steel Cage Match Specialist – This allows your Superstar to escape out of the cage quicker than others.

Durability – When prompted, hold △ to regenerate a slight amount of limb damage.

Object Specialist – Able to perform weapon grapples and other weapon specific actions like the chairto, chair guillotine, etc. While holding a foreign object, move the right analog stick ↑/↓/←/→.

Lock Pick – When prompted, press △ to power out of a struggle submission move. Be forewarned, using this ability will cost your Superstar a small amount of momentum.

Kip-Up – When prompted, press △ to perform a last minute comeback while in the throes of defeat. This ability can only be triggered from a grounded position. This ability can only be used once per match.

Resiliency – Superstars with this ability are tough as nails to defeat by pin and submission as they are able to absorb and endure an inordinate amount of pain.

Possum Pin – Press R2 to reverse a pin attempt and ensnare your opponent within a possum pin.

Submission Specialists – Superstars with this ability are able to submit opponents using non-finisher struggle submission moves. However, all Superstars, regardless of their ability move-set, can submit an opponent so long as they have a struggle submission move assigned as their finishing or signature move.

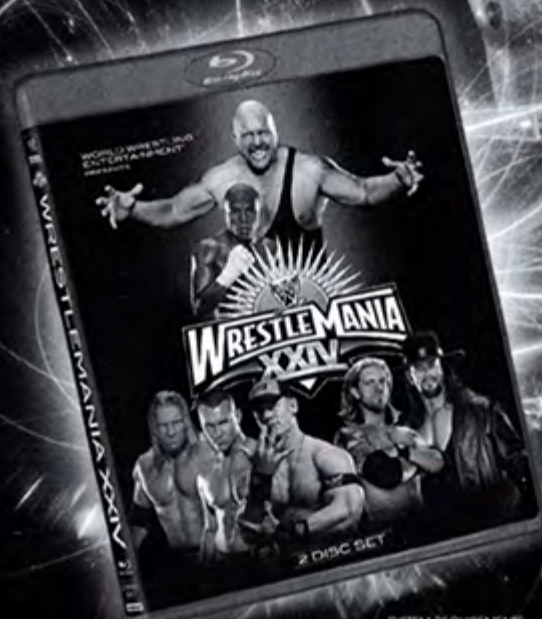
Notes

Notes

"A TRUE SHOW-STOPPER ON
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ISN'T EASILY REPLICATED..."

— HD Review Magazine

WRESTLEMANIA
XXIV

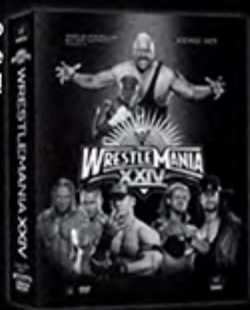


SYSTEM REQUIREMENTS:
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Agoura Hills, CA 91301

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- ★ **Combo Fighting System** – New, grapple-based fighting system captures the high-energy action and drama seen in historic WWE matches.
- ★ **WrestleMania Tour Mode** – Vintage WWE footage sets up matches, explains and details the rivalries behind them. It's your job to relive, rewrite or redefine history.
- ★ **Create-a-Legend** – Create the Legends of tomorrow, complete with customizable costumes, entrances, move sets and more.
- ★ **WWE SmackDown vs. Raw 2009 Connectivity** – Import Superstars from *WWE SmackDown vs. Raw 2009* into *WWE Legends of WrestleMania* to create fantasy match ups.

★ **COMING MARCH 2009** ★



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Available on PLAYSTATION®3 and PlayStation®2 computer entertainment systems and PSP® (PlayStation®Portable) system.

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