



WWE

SMACKDOWN **V** **RAW**

2010



FEATURING



⚠ WARNING: PHOTOSENSITIVITY/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.

TABLE OF CONTENTS

Getting Started	2
Starting Up	3
Game Controls	3
Game Screen	7
Superstar Abilities	8
Entering The Ring	11
Game Modes	12
Royal Rumble	13
Championship Scramble	14
Options	14
My 	15
New  Story Designer	15
Creating A Story	15
Create Modes	18
Create A  Superstar	18
Create A Finisher	18
Create An Entrance	18
Create A Move-Set	18
Limited Warranty	21



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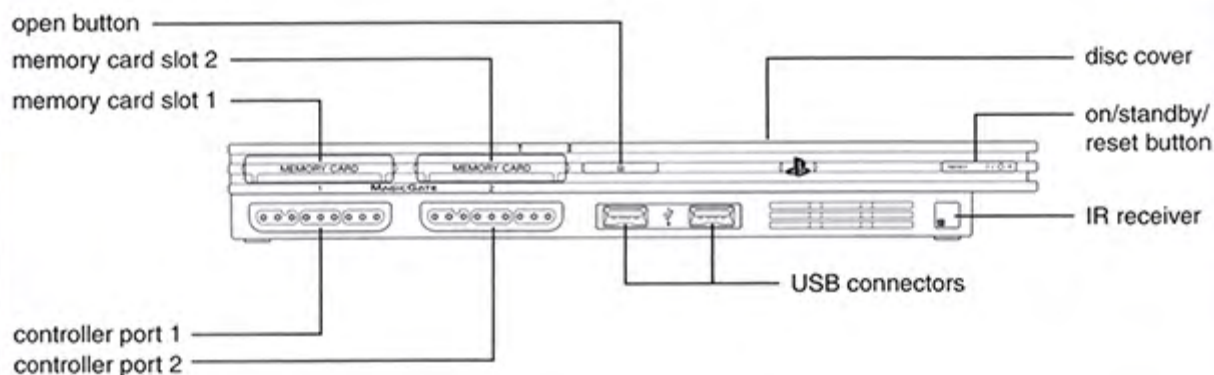
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GETTING STARTED



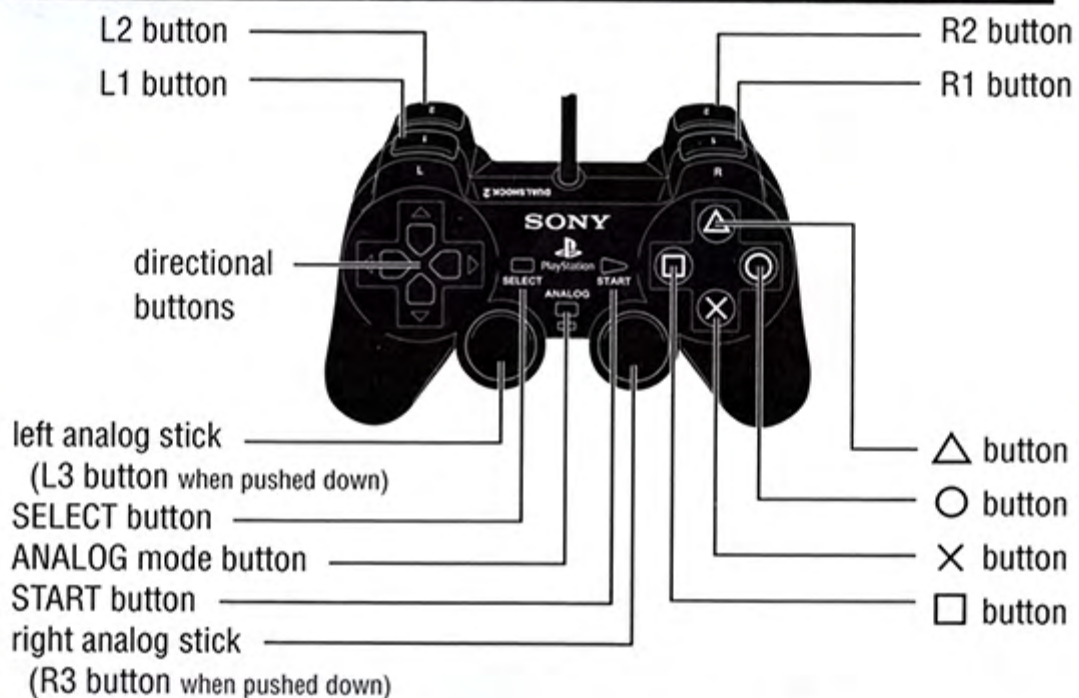
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **WWE SmackDown vs Raw 2010** disc in the system with the label side facing up. Attach game controllers and 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

MENU CONTROLS

Navigate Menus	left analog stick or directional buttons
Confirm Selection	×
Previous Screen	△

BASIC CONTROLS

Move Superstar	left analog stick
Strike	□ (modify strikes with left analog stick)
Strong Strike	Hold □ (modify strikes with left analog stick)
Quick Grapple	right analog stick
Strong Grapple Hold	Hold R1 and the right analog stick ↑ / ↓ / ← / → to grab opponent in one of four different holds.
Performing Strong Grapple Move	While holding opponent in a Strong Grapple Hold, move the right analog stick ↑ / ↓ / ← / →
Pin	right analog stick ↓ (near a grounded opponent)
Taunt	directional buttons
Run	Hold L1 and left analog stick
Pick Up Object	⊗
Irish Whip	⊙ (when next to standing opponent)
Lift Grounded Opponent	Tap ⊙ (when next to downed opponent)
Enter/Exit Ring	Hold ⊗
Step On/Step Off Apron	Tap ⊗
Attack Reversal	R2
Cancel Pin Attempt	R1
Break-Up Opponent's Pin Attempt	□
Change Targets (Manual Targeting Only)	L2
Pause Menu	▶ START

ADVANCED CONTROLS

Defensive Stance	Hold R2 before your Superstar stands up from a grounded position
Mounted Punching	Press and hold ⊗ next to a downed opponent. Move the right analog stick as instructed by the HUD.
Running Strike/Grapple Attack	While running, press □ or □ + R1 to perform a strike or hold R1 and move the right analog stick ↑ / ↓ / ← / → to perform a running grapple
Remove Turnbuckle Cover	Move the left analog stick toward turnbuckle and press ⊗
Dive Setup	Approach opponent in the corner whose back is to the turnbuckle and press ⊗ (can also be performed while running toward the opponent and pressing ⊗).
Drag Grounded Opponent	Approach grounded opponent and press ⊙ and move the left analog stick.

ADVANCED CONTROLS

Change Position of Opponent	Stand near an opponent that is grounded or groggy in the corner and press R1 .
Standing Struggle Submission	Click R3 while holding opponent in a Strong Grapple Hold (a different submission can be performed from each Strong Grapple Hold)
Grounded Struggle Submission	Click R3 near a grounded opponent (a different submission can be performed at the side, upper and lower body)
Change Position Within Strong Grapple Hold	While in a Strong Grapple Hold, hold R1 and move the right analog stick ↑ / ↓ / ← / → to transition to a different Strong Grapple Hold.
Grab an Object from under the Ring	⊗ (while standing near the middle of the apron)
Leapfrog/Drop to Mat	⊗ (when an opponent rebounds off the ropes following an Irish Whip)
Finisher Move	△ (player must be in correct Finishing move situation when momentum is full)
Signature	△ (player must be in correct Signature move situation when momentum is 75% to 99%)

TLC/LADDER/MONEY IN THE BANK MATCH CONTROLS

Pick Up Ladder	⊗
Set Up Ladder	⊗ (while holding ladder)
Drop Ladder	⊙
Drag a Set-Up Ladder	Hold ⊗ and move the left analog stick
Release Ladder	Release ⊗
Ladder Strike	⊠
Ladder Finisher	△ (when positioned on the top step of the ladder with momentum at 75% or above)
Grab Suspended Item	right analog stick and/or left analog stick ↑
Lean Ladder in Corner	left analog stick (toward corner) and ⊗
Lean Ladder on a Standing Ladder	left analog stick (toward standing ladder) and ⊗
Run Up Leaning Ladder	L1 and left analog stick (toward leaning ladder)
Push Ladder Over	⊗ (when two opponents are on a ladder)
Release Suspended Item	⊗ (while hanging)

ROYAL RUMBLE CONTROLS

For *Royal Rumble* controls, please see page 13.

CAGE MATCH CONTROLS

Climb up Cage	left analog stick toward cage wall and
Cancel Climb	
Escape from cage	(when straddling the top of the cage)
Dive Attack from the top of the cage	and left analog stick
Pull Opponent Off Wall	Approach climbing opponent and move the right analog stick

HELL IN A CELL MATCH CONTROLS

Open Cell Door	left analog stick (toward door) and
Climb Outer Cell Wall	left analog stick (toward wall) and
Climb Down from Ceiling	left analog stick (toward edge) and

BASIC TAG TEAM MATCH CONTROLS

Tag in Partner (2-on-2 Tag Match)	
Tag in Partner (3-on-3 Tag Match)	left analog stick toward partner and
Corner Double Team Grapples	Irish Whip opponent toward team corner and move the right analog stick / / / to perform one of four different moves
Standing Double Team Grapples	Drag opponent to your team corner or approach your partner while holding the opponent in a strong grapple hold and move the right analog stick
Perform Hot Tag	and (must be close to your corner)

ILLEGAL PARTNER CONTROLS (TAG TEAM MATCH)

Strike Attack	
Grab Opponent/Distract Referee	right analog stick (toward opponent) / right analog stick (toward referee)
Force Tag	right analog stick (toward partner)
Call for a Tag	
Building a Hot Tag	Hold directional buttons / / / (standing near corner turnbuckle)
Pull Down Maneuver	(to lower rope)

GAME SCREEN



MOMENTUM METER

The bar around your Superstar represents their built up Momentum. The bar starts out light green and turns white with a yellow "S" at the signature stage progressing to a flashing blue bar with a red "F" for the finisher stage. Once a Superstar's Momentum meter has reached white with a yellow "S", they can start pulling off signature moves. After successfully pulling off a signature move, a Superstar may then perform a finishing move. Alternatively, a Superstar may use a finisher move if their Momentum is maxed out. To build Momentum, perform successful attacks or taunts against an opponent. Beware of repeating the same action, as this will reduce a Superstar's Momentum.

NEW KICK-OUT METER

An all-new kick-out meter now appears during pins. You can kick out of pin attempts one of two ways. Rapidly pressing \square , \times , \odot , or \triangle will cause the gauge to fill. Once the gauge has reached the designated target zone the Superstar will kick out of the pin. The other method involves holding \square , \times , \odot , or \triangle to fill the gauge and reach the target zone. Release the button once the target zone has been reached to kick out of the pin.

NOTE: Last year's kick-out meter can be used instead by selecting it in the Match Rules option menu.

SUPERSTAR ABILITIES

DIRTY PIN



Pin an opponent near the ropes to automatically trigger a Dirty Pin. The Superstar winds their legs through the ropes, adding leverage to their pin.

EVASIVE DODGE



Press **R2** and move the left analog stick to perform an evasive roll out of harm's way.

LOCK PICK



Press **△** when caught in a struggle submission to instantly escape the hold. Using this ability consumes some of your Momentum. If you do not have the necessary amount of Momentum, you will be unable to trigger the ability.

REFEREE SHIELD



Approach the referee and hold **×** to use him as a human shield. While hiding, the left analog stick can be used to walk and/or aim the referee. Releasing **×** will cause the Superstar to shove the referee forward.

MOVE THIEF



Hold **R1** and press **△** to steal your opponent's signature or finishing move. Your Momentum must be in a signature or finishing move state and you must be in your opponent's correct signature/finishing move situation in order to give your opponent a taste of their own medicine.

TAUNT THIEF



With a full Momentum meter, hold **R1** and press any direction on the directional buttons to steal your opponent's taunt. If the taunt is performed without interruption, the move will suck up your opponent's confidence. The opponent becomes temporarily lethargic and will not be able to gain any Momentum until the effect wears off.

NOTE: To use Taunt Thief during a Royal Rumble, make sure you have at least one finisher stored before attempting to steal a taunt.

HAMMER THROW



Press and hold **○** to perform a more powerful variation of the Irish Whip.

OBJECT SPECIALIST



While holding a foreign object, move the right analog stick to perform an object based grapple attack. Below are a few more painful things that can be performed using this ability:

- While holding a chair, approach the upper body of a face-up opponent and press **X** to place the chair around the defender's neck. Next, press **□** to stomp on the chair.
- While holding a chair, approach the upper body of a face-down opponent and press **X** to place the chair underneath the opponent's face. Next, pick up another chair, approach the opponent's upper body and press **□** to perform a powerful "Con-Chair-To" attack.
- While holding a chair, approach the lower body of a face-up opponent and press **X** to affix the chair around the defender's ankle. Next, press **□** to stomp on the chair.
- While holding a ladder, press **R3** to prop the ladder on your shoulders. Rotate the right analog stick to perform a ring clearing helicopter attack.

RESILIENCY



Superstars with this ability are very difficult to pin and submit. The ability kicks in automatically when a pin or struggle submission is attempted.

DURABILITY



When prompted, press and hold **△** to regenerate your damaged limb or limbs' health.

HARDCORE RESURRECTION



While holding a chair, press **△** to bash the metal object into your Superstar's skull to earn them a full Momentum meter in addition to regenerating a moderate amount of health. This ability can only be used once per match.

KIP-UP



When prompted, press **△** when your Superstar is grounded to perform a Kip-Up. The Superstar/Diva will quickly stand up and be rewarded with a full Momentum meter. This ability can only be used once per match and it does not become available for use until the Superstar has sustained critical limb damage.

FAN FAVORITE



When the Momentum meter is in a non-finisher state, hold **R1** and press any direction on the directional buttons to perform a special taunt to get the crowd pumped up and on your side. The Superstar is then rewarded with a full Momentum meter. This ability can only be used once per match.

OUTSIDE DIVES



When the opponent is standing outside of the ring, approach the ropes and move the left analog stick toward the opponent, then press **□** to perform an aerial dive outside of the ring. Dives to the outside can also be performed from a run. While inside the ring, run toward the opponent that is outside the ring and press **□** when you near the ropes.

SPRINGBOARD DIVES



While inside the ring, move the left analog stick toward the ropes and press **□** to perform a Springboard Dive. Springboard Dives can also be performed from a run. Run the Superstar/Diva into the ropes and as their back makes contact move the left analog stick toward the ropes and press **□**.

Springboard Dives can even be performed from the turnbuckle. Run toward the corner and press **□** before touching the turnbuckle to perform the attack. Springboard Dives can also be performed while standing on the outside apron by moving the left analog stick toward the opponent and pressing **□**.

POSSUM PIN



Successfully reverse your opponent's pin attempt to ensnare them in a Possum Pin.

FIRED UP



Fired Up allows a Superstar to perform their finishing move up to three times! When the Superstar's Momentum is full, hold **R1** and press **△**. This ability can only be used once per match.

NOTE: *Fired Up works differently in a Royal Rumble. To activate, hold **R1** and press **△** when the Superstar does not already have a stored finisher.*

RING ESCAPE



When a Superstar is grounded near the ropes, Ring Escape allows them to quickly exit the ring and avoid further attacks. Hold **L1** and move the left analog stick to quickly roll out of the ring. Using Ring Escape costs the Superstar Momentum, so use it sparingly. If the Superstar does not have the required amount of Momentum they will not be able to use the ability.


EXPLODER TURNBUCKLE ATTACK



Run toward an opponent that is perched on the turnbuckle and move the right analog stick when near them.


PULL-BACK ATTACKS



Before releasing the opponent during an Irish Whip, press , or move the right analog stick, to pull them back in for a strike or grapple attack.




STRONG STRIKE



Press and hold  while moving the left analog stick to perform a powerful strike attack. Strong strikes can only be used against a standing opponent.

ENTERING THE RING



Press  at the Title Screen to be taken to the Main Menu. From the Main Menu you may access **PLAY**, **MY **, **ROAD TO WRESTLEMANIA**, ** STORY DESIGNER**, **CAREER MODE**, **CREATE MODES**, and **OPTIONS**.

GAME MODES

Enter PLAY mode to jump straight into some of the WWE's most electrifying events. Enter the Steel Cage, face the Inferno, or enter your Superstar in over 70 other different match types. To enter a match, first pick the game mode you would like to compete in: One on One, Two on Two, Triple Threat, Fatal-4-Way, 6-Man, Handicap, *Royal Rumble*, or Championship Scramble. Next, select from one of the sub-categories that include Ladder, Iron Man, Table, Hell in a Cell, and many more.

ROAD TO WRESTLEMANIA

Are you ready for the main event? Experience the highlight of the WWE season in *Road to WrestleMania*. Select a Superstar or create your own and pin your way to glory. Choose to follow the gripping storylines of your created Superstar, Edge, Shawn Michaels, Randy Orton, Triple H, John Cena, or Mickie James in single player mode or step into the role of Brand Warfare in co-op mode. Follow the Superstar's career through the long and winding *Road to WrestleMania* and take part in all the drama, action, and surprises that WWE has to offer.

CAREER MODE

Enter the role of a Superstar and step into the WWE spotlight. Career Mode lets you manage and play every aspect of a Superstar's career from start to finish. Create matches, chase titles, form rivalries, and experience much more as you rise toward stardom.

All facets of a WWE Superstar's career are here for you to experience. You'll compete in matches to take down other Superstars and increase your own Superstar's notoriety. As you progress, your Superstar's attributes level up and your stats in the ring are tracked throughout all of your matches. Continuing through the career, new matches are unlocked and new opponents enter the ring. Once you are the No.1 Contender, you can challenge the champ for the title. Just remember, every other Superstar is just as hungry for that championship and some will stop at nothing to get the ultimate prize.





NOTE: *If you have created a custom Superstar, use Career Mode to boost their overall ratings.*

ROYAL RUMBLE

Royal Rumble has been revamped for *WWE SmackDown vs. Raw 2010* to provide more of the in-depth, frenetic action that you crave. There are two new points of elimination to use on your opponents. You can now toss opponents over the apron, out and over the corner, or dump them beneath the ropes. To eject an opponent, grapple them near the ropes to enter an all-new mini-game, exclusive to *Royal Rumble*. Once the mini-game starts, follow the on screen instructions to toss out the opponent, just make sure that you don't end up on the wrong side of the ropes. *Royal Rumble* can be played in three different modes: 10-man, 20-man, and 30-man.

NOTE: Contrary to other match types, the ringed meter underneath the Superstar's feet during the *Royal Rumble* is the Superstar's health, not their Momentum. As the Superstar takes damage, their meter will begin to shrink. Superstars are able to regain a small amount of health by eliminating other Superstars.

ROYAL RUMBLE CONTROLS

Royal Rumble Finisher	△ (when the opponent is groggy in one of the three elimination situations)
Initiate Rope Elimination	right analog stick (when opponent is groggy on the apron, in the corner, or next to the ropes)
Change Character (after being eliminated)	directional buttons and press  to select a Superstar
Middle Rope Elimination	Rapidly press the flashing action buttons as they appear to gain the upper hand. As the attacker, quickly press the designated action button to eliminate the opponent. Do the same as the defender to escape elimination.
Bottom Rope Elimination	As the attacker, stop the cursor in the blue target zone by pressing  . As the defender, rapidly press the action buttons to shrink the target zone and escape elimination.
Corner Elimination	As the attacker and defender, press the action button that appears on screen before your opponent to gain the advantage.
Cancel Elimination	
Instantly Escape Elimination	 (when a finisher is stored)
Eliminate Others during a Middle Rope Elimination	Approach the group of Superstars and press △ (must be in possession of three stored finishers)

CHAMPIONSHIP SCRAMBLE

This mode of gameplay presents an excellent complement to *Royal Rumble*. The matches are timed at a moderate 5 minutes, extreme 10 minutes or a brutal 20 minutes. Opponents are chosen from the pool of Superstars, or from your own custom characters. Once selected, two opponents will begin the match, followed by the rest of the combatants at timed-intervals. There is no set elimination for this mode of gameplay. The match continues until time expires. Use all of your brute force, grab objects from beneath the ring and unleash signature moves to subdue your opponents.

Play for a number of different titles, including the World Heavyweight Championship, ECW Championship, Divas Championship and the WWE Championship. Do you have what it takes to be a champion?

OPTIONS

Access the OPTIONS menu to change match rules and game play settings.

MATCH RULES

Customize a wealth of options to alter your matches in the ring. Turn settings ON or OFF for Entrances, K.O., Give Up, Rope Breaks, D.Q., Ring Out, Ring Out Count, Escape from the Cage Door, Over the Top Rope, and Pin and Give Up.

GAME PLAY SETTINGS

Enter GAME PLAY SETTINGS to tweak the finer settings of the game. Use Game Play Settings to access menus for Visual Presentation, Control Settings, Vibration, Exhibition Settings, and *Road to WrestleMania* Settings.

SAVE DATA MANAGER

Manage your save-game files on the memory card (8MB)(for PlayStation®2). Save your profile and progress or load a previously saved game. You can also turn on the auto-save feature or copy a created superstar.


CREDITS

Read about the talented group of people who brought you *WWE SmackDown vs. Raw 2010*.

CHEAT CODES

Enter your cheat codes here to unlock content or access hidden items.

MY

Access My  to enter Superstar Management, Team Management or Rivals.

SUPERSTAR MANAGEMENT

Use Superstar Management to manage your Superstars by changing their settings, manipulating their fan reaction and switching up their brand. You can also manage the settings of your custom-designed players.

TEAM MANAGEMENT

Edit the individual tag teams. Merge similar players with identical abilities to create powerful allies, or switch teams up for players who complement each other. You have to decide whether power or balance works the best (however, players have a counter to their ability). Your Superstar is only as good as the buddy who tags him in.

RIVALS

Rivals is a new mode that allows you to edit how certain Superstars react to one another. Create alliances between weaker Superstars, or a confederation of all-powerful behemoths. Change their brands to reflect their loyalties (however, don't confuse alliances with loyalty). All Superstars will still attack one another. There can only be one champion.

NEW STORY DESIGNER

Use the all-new story designer to inject your own brand of WWE entertainment into the main event. Plan and create all-new original stories by choosing to add story events between matches or even during matches. Pick your Superstars, and then customize the story event anyway you like it.



CREATING A STORY

Selecting an Event

To start creating a story, pick the event/date when you would like your story to take place then select EDIT to start customizing. Alternatively, if you have already created a story, you may copy it to another date using the COPY / PASTE feature. After selecting a date, choose to add either a Scene Creation or a Match Creation. Scene Creations take place outside of the ring while Match Creations take place in the ring, during the main event.

Scene Creation

In Scene Creation, you can create the off-site drama that fuels the chaos taking place inside the ring. Edit the Superstar animations, locations, and cast to start a basic story. After setting up the scene, enter the ADVANCED EDITOR to adjust the scenes length, text, emotions, TitanTron, music, camera angle, and the end of the show logo. After all your edits are complete, select ACCEPT to save the changes and apply the Scene Creation to the corresponding date.

When you first access the Scene Editor, a default scene is already loaded and ready to be customized. To make the scene your own, you will want to spend time going through every toolset to make the scene match your directorial vision. Below is a list of all the toolsets at your disposal:

ANIMATION

The Animation menu holds a library of animations to be used for your Scene Creation. Animations are sorted first by situations and then by specific actions. After selecting a situation and an action, you can instantly see your scene play out in the scene viewer to make sure that it is the animation that you are looking for.

LOCATION

There are over 20 locations to choose from in *WWE SmackDown vs. Raw 2010*. You may select to either hold your Scene Creation inside the arena or backstage. After choosing a general location, you may then select which arena to use or what part of the backstage area you would like to use.

CAST

The entire roster of *WWE SmackDown vs. Raw 2010* is ready to enter the ring in Scene Creation. Depending on the animation the cast may call for up to five Superstars at a time. To select which Superstars you want participating in your story, select each cast member and then choose the appropriate Superstar from the Character Select menu.

ADVANCED EDITOR

Advanced Editor is where you may tweak and refine settings that turn the average Scene Creation into a legendary one. Settings in Advanced Editor include Adjust Length, Text, Emotion, TitanTron, Music, Camera, and End of Show Logo.

Adjust Length: Set the chapter to begin playing the animation and the chapter to stop it.

Text: Add text by first selecting a Superstar to speak. After you have your Superstar selected, input the text and then add it to one of the six scenes in Scene Creation. Text can be added to multiple Superstars and scenes.

Emotion: Select the emotion for each of the Superstars involved in the current scene.

TitanTron: If your story is taking place in an arena, you may access the TitanTron menu and place a stock video onto the screen.

Music: Access the Music menu to select what song you would like to play while your scene takes place.

Camera: Inside the Camera menu, you may use the Free Camera option to set up a new camera angle or select Default to reset the camera angle.

End of Show Logo: Place a WWE End of Show Logo at the end of your scene with this tool.

After you are done directing your Scene Creation, use the ACCEPT option to save your story to the selected date/event.


MATCH CREATION

In a Match Creation, you set up the parameters that dictate the events within a certain match. You can select everything from the Superstars down to the match conditions to create the ultimate ring showdown. To customize a Match Creation, alter the options within Match Type, Superstars, Match Options, and Match Conditions.

MATCH TYPE

Select from one of the many match types to use in your Match Creation. Will your story be a bloody TLC Match or a legendary *Royal Rumble*?

SUPERSTARS

Select the Superstars and Managers (if applicable) to compete in your match. When selecting a Superstar, press  to adjust their starting health.

MATCH OPTIONS

Match Options offer a plethora of choices to customize your match. Turn K.O.s ON or OFF, decide whether or not to allow interference, and much more. Match Options allows you to make sure your match is like no other.


MATCH CONDITIONS

After selecting your Match Options, it's time to finalize the Match Creation by creating its conditions. Choose difficulty, arena, victory scene, and win conditions to outline the match's parameters and then lastly, select any Superstars if interference is planned.

CREATE MODES

Enter Create Modes to customize *WWE SmackDown vs. Raw 2010* to match your inner Superstar.

CREATE A SUPERSTAR

If you're finding that none of the standard WWE Superstars quite match your style, then enter CREATE A  SUPERSTAR mode to form a whole new Superstar. Customize body types, appearances, threads and more. Once your Superstar is ready, enter the ring and challenge the world.



Create a new Superstar or Diva from scratch, or used pre-made templates to save some time. After you've finalized your character's appearance, take it a step further with a player biography. You can also edit existing player profiles or copy your template to the memory card (8MB)(for PlayStation®2). Base a character on your own features and dominate the world of pro-wrestling.

CREATE A FINISHER

Create an all-new finisher in CREATE A FINISHER mode. You may either construct a front-grapple or diving attack and then take it to the ring to unleash hell on your opponent. Created Finishers may be applied through the CREATE A MOVE-SET option.

CREATE AN ENTRANCE

Enter CREATE AN ENTRANCE to bring match opening excitement to all-new heights. Choose Easy or Advanced creation to customize your options and then create everything from the motions down to the fireworks to make sure that your arrival is heard loud and clear. Entrances can be created for Superstars, Created Superstars, or Teams.

CREATE A MOVE-SET

Choose to CREATE A MOVE-SET for a Superstar or Created Superstar. From here, you may swap any Superstar's moves for another's and create a whole new arsenal of attacks to utilize.

REFLEX

MX vs ATV

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2009**



PlayStation.



PlayStation Network

EVERYONE
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CONTENT RATED BY
ESRB

Mild Suggestive Themes
Mild Violence

THQ

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NOTES

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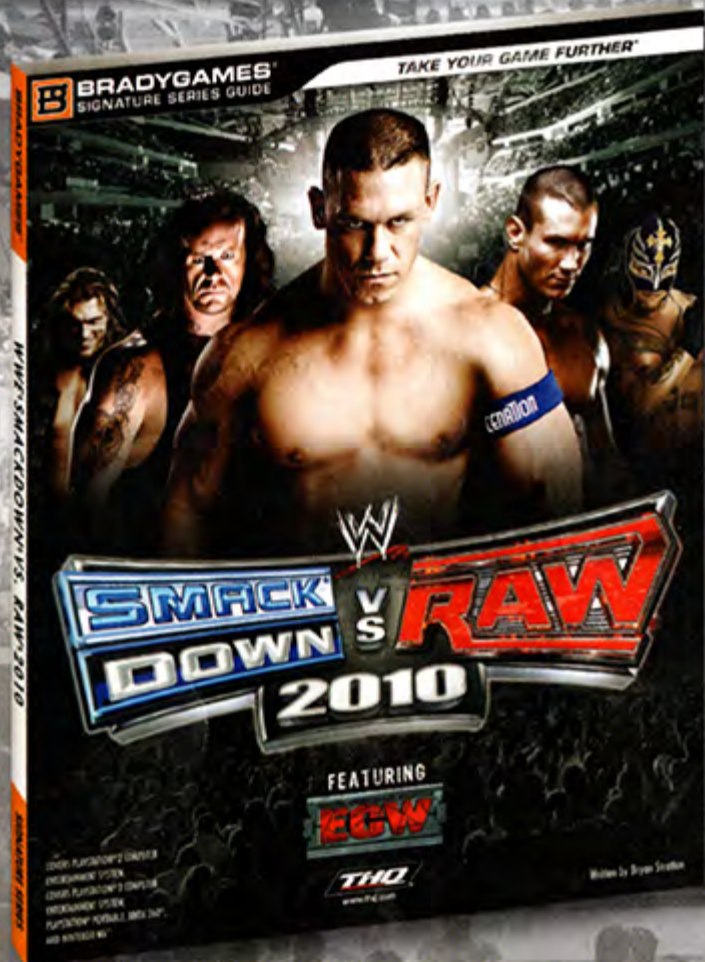
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