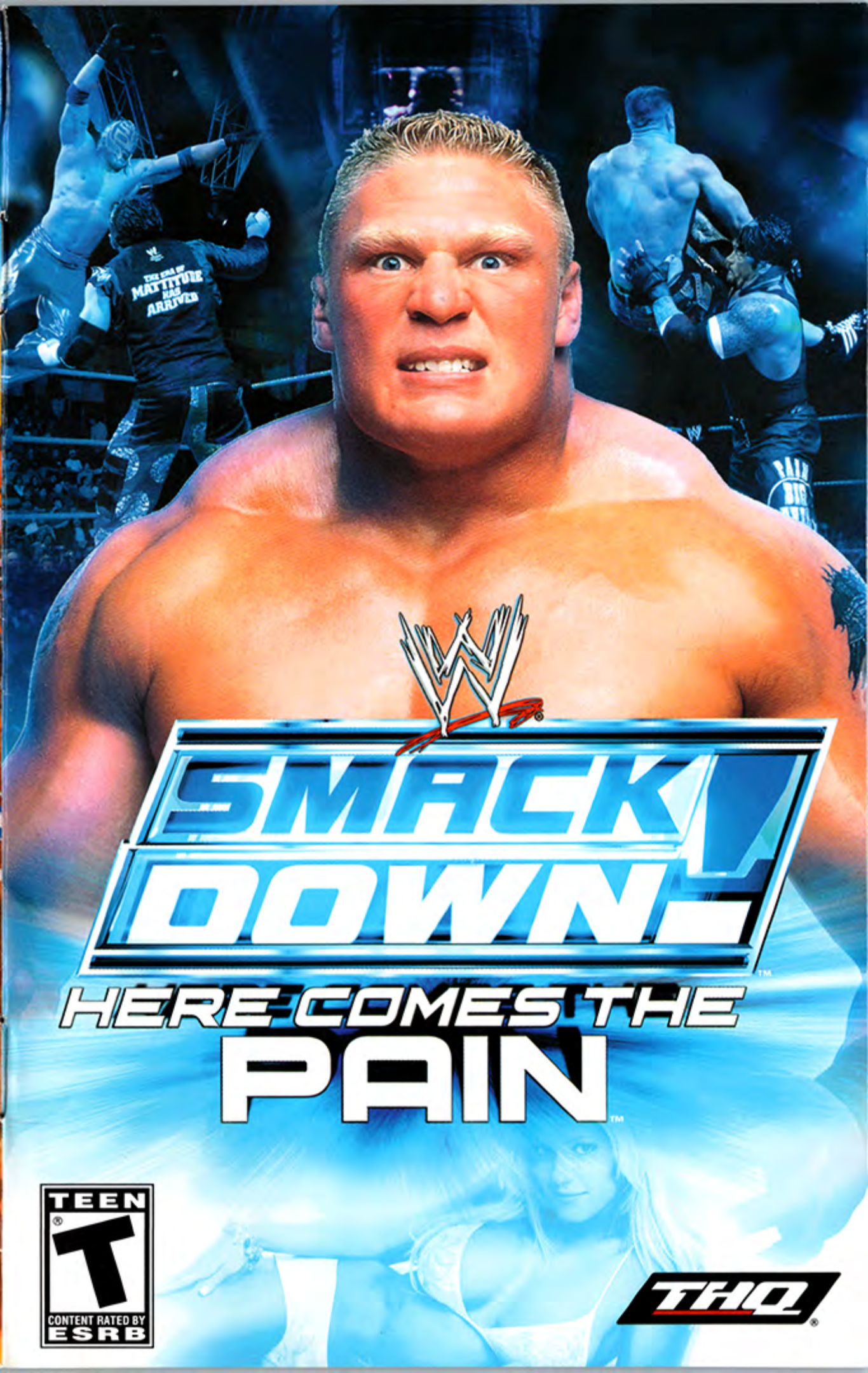




# SMACKDOWN!

HERE COMES THE  
PAIN™



## **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.

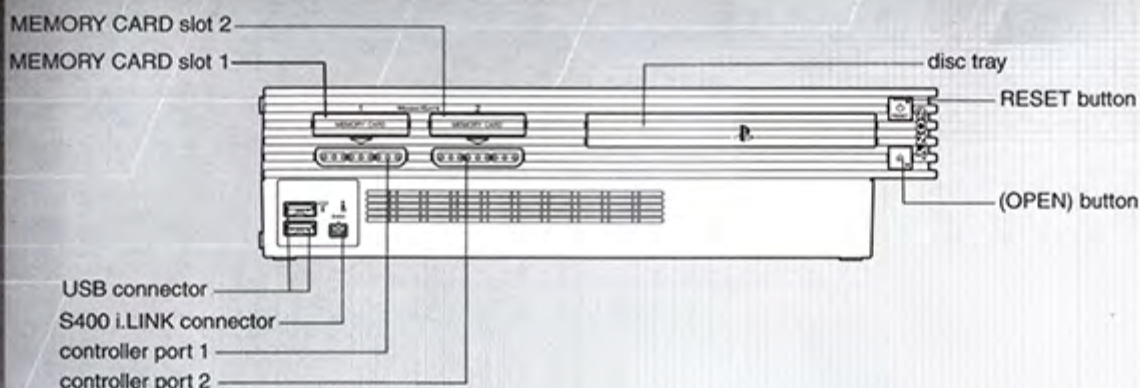
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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# GETTING STARTED



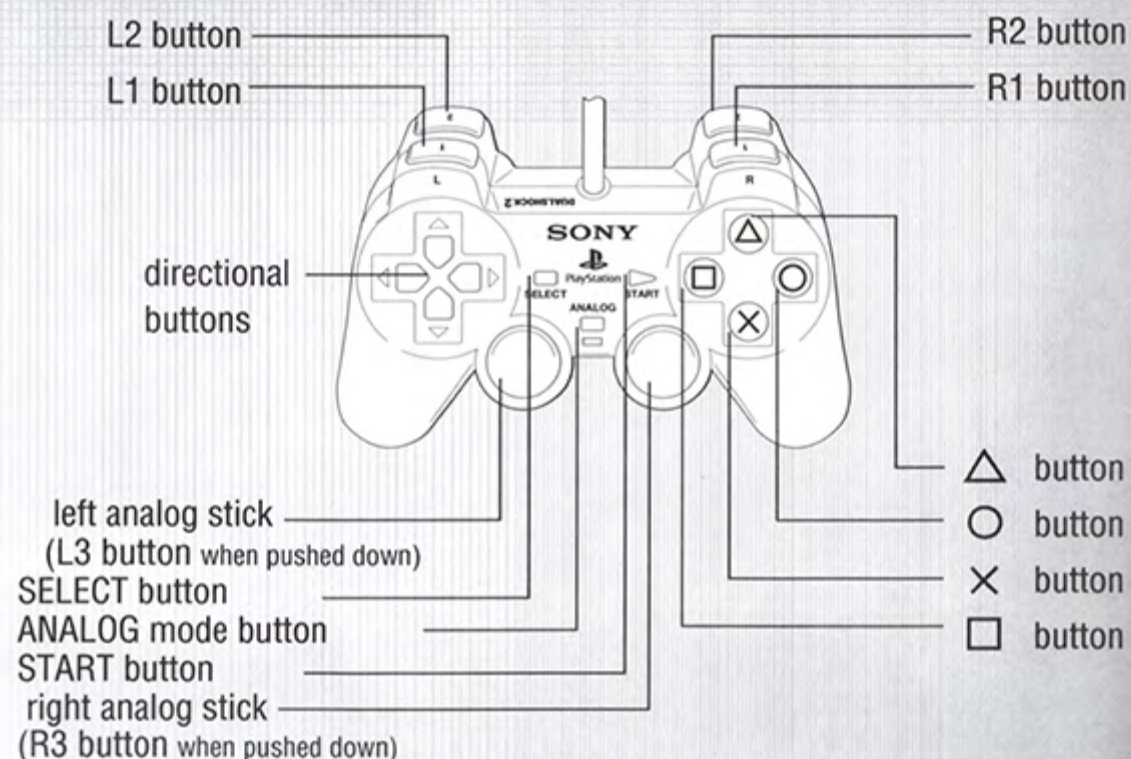
Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the  **SmackDown!: Here Comes the Pain** 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 CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation 2. You can load saved game data from the same card, or any memory card containing previously saved  **SmackDown!: Here Comes the Pain** games. For more information, see SAVING AND LOADING on page 26.

# GAME CONTROLS

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## MENU CONTROLS

| Action                           | Button              |
|----------------------------------|---------------------|
| Highlight options/Change options | Directional buttons |
| Confirm selection                | × button            |
| Return to previous menu          | △ button            |

# GAME CONTROLS

## In the Ring

|                                                                            |                                             |
|----------------------------------------------------------------------------|---------------------------------------------|
| Control superstar                                                          | Directional buttons/left analog stick       |
| Run                                                                        | △ button                                    |
| Initiate grapple                                                           | ⊙ button + directional button               |
| Power                                                                      | ⊙ button + ↑ button                         |
| Submission                                                                 | ⊙ button + ↓ button                         |
| Signature                                                                  | ⊙ button + ← button                         |
| Quick                                                                      | ⊙ button + → button                         |
| Perform grapple move<br>(after grapple initiated)                          | ⊙ button + directional button               |
| Perform strike move<br>(after grapple initiated)                           | ⊗ button + directional button               |
| Striking attack                                                            | ⊗ button                                    |
| Irish Whip                                                                 | ⊙ button                                    |
| Counter striking attack                                                    | L2 button                                   |
| Counter grapple attack                                                     | R2 button                                   |
| Counter <b>SmackDown!</b> move                                             | L2 button + R2 button                       |
| Taunt                                                                      | right analog stick                          |
| Pin (opponent on mat)                                                      | ⊙ button + directional button ↓             |
| Layeth the SmackDown!<br>(when <b>SmackDown!</b> Meter is full)            | L1 button                                   |
| Second finisher<br>(if Superstar has multiple finishers in same situation) | L1 + directional button                     |
| Pick up weapon/object                                                      | Ⓢ button                                    |
| Action*                                                                    | △ button + directional button toward object |
| Change focus                                                               | R1 button                                   |
| Pause the game                                                             | START button                                |

\* = enter/exit ring, cage, onto table, etc (to exit the ring press Ⓢ Button)

**NOTE:** You can only perform a SmackDown! finishing move if you have at least one **S** highlighted on your **SmackDown!** Meter, your opponent is groggy, and the SmackDown! icon appears. Different Superstars have finishing moves that require different situations. Press the R1 button at the Superstar select screen to see how your opponent must be placed and where you must be standing in order to perform the finishing move.

## Facing Opponent

|                               |                                                                                                      |
|-------------------------------|------------------------------------------------------------------------------------------------------|
| Irish Whip                    | ⊙ button                                                                                             |
| Striking attacks              | ⊗ button<br>⊗ button + ↑ button<br>⊗ button + ↓ button<br>⊗ button + ← button<br>⊗ button + → button |
| Grapple attacks (min. damage) | ⊙ button + ↑ button<br>⊙ button + ↓ button<br>⊙ button + ← button<br>⊙ button + → button             |

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

## Behind Opponent

|                                    |                                                                                          |
|------------------------------------|------------------------------------------------------------------------------------------|
| Irish Whip                         | ⊙ button                                                                                 |
| Fake Irish Whip                    | ⊙ button, ■ button                                                                       |
| Rear grapple attacks (min. damage) | ⊙ button + ↑ button<br>⊙ button + ↓ button<br>⊙ button + ← button<br>⊙ button + → button |

**NOTE:** Use the same button combinations for grapple attacks on groggy opponents for greater damage effect.

## Opponent on Mat

|                                        |                                                                                          |
|----------------------------------------|------------------------------------------------------------------------------------------|
| Lift opponent into grapple             | ⊙ button                                                                                 |
| Pin opponent                           | ⊙ button + ↓ directional button                                                          |
| Break your own pin                     | ■ button                                                                                 |
| Upper body grapple attacks             | ⊙ button + ↑ button<br>⊙ button + ↓ button<br>⊙ button + ← button<br>⊙ button + → button |
| Lower body grapple attacks             | ⊙ button + ↑ button<br>⊙ button + ↓ button<br>⊙ button + ← button<br>⊙ button + → button |
| Lift opponent (facing opponent's back) | ⊙ button + ⊙ button                                                                      |

|                       |                                                                                                                                |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------|
| Striking attacks      | <ul style="list-style-type: none"> <li>⊗ button</li> <li>⊗ button + ↑ OR ↓ button</li> <li>⊗ button + ← OR → button</li> </ul> |
| Drag opponent         | Hold ⊙ button                                                                                                                  |
| Running ground strike | △ button + ▢ 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                                                                            | ⊙ button + directional button toward ropes                                                                                                                   |
| Opponent's back to turnbuckle                                                                  | <ul style="list-style-type: none"> <li>⊙ button + ↑ button</li> <li>⊙ button + ↓ button</li> <li>⊙ button + ← button</li> <li>⊙ button + → button</li> </ul> |
| Opponent facing turnbuckle                                                                     | <ul style="list-style-type: none"> <li>⊙ button + ↑ button</li> <li>⊙ button + ↓ button</li> <li>⊙ button + ← button</li> <li>⊙ button + → button</li> </ul> |
| Opponent sitting in turnbuckle                                                                 | ⊙ button + directional button                                                                                                                                |
| Remove turnbuckle                                                                              | ▢ button + directional button toward turnbuckle                                                                                                              |
| Tag Team turnbuckle attacks<br>(In tag team's corner while opponent is against the turnbuckle) | <ul style="list-style-type: none"> <li>⊙ button + ↑ button</li> <li>⊙ button + ↓ button</li> <li>⊙ button + ← button</li> <li>⊙ button + → button</li> </ul> |

### Running Moves

|                                                  |                                         |
|--------------------------------------------------|-----------------------------------------|
| Running grapple<br>(toward opponent's face/back) | △ button, ⊙ button + directional button |
| Running strike                                   | △ button, ⊗ button + directional button |
| Counter Irish Whip                               | R2 button while at the ropes            |

### High-Flying Moves

|                           |                                                                                                                                                                                |
|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Diving attacks            | <ul style="list-style-type: none"> <li>⊗ button</li> <li>⊗ button + ↑ button</li> <li>⊗ button + ↓ button</li> <li>⊗ button + ← button</li> <li>⊗ button + → button</li> </ul> |
| Counter high flying moves | L2 button                                                                                                                                                                      |

## Weapon Attacks

|                             |                                                                              |
|-----------------------------|------------------------------------------------------------------------------|
| Get weapon from under apron | ■ button + directional button toward the middle of the apron                 |
| Pick up/drop weapon         | ■ button                                                                     |
| Weapon grapple              | ⊗ button + directional button ↑ or ↓                                         |
| Weapon strike               | ⊗ button or ⊗ button + directional button ← or →                             |
| Running weapon attack       | ▲ button + directional button toward opponent, strike opponent with ⊗ button |
| Weapon special              | L1 button while holding a chair                                              |
| Throw weapon                | ⊙ button                                                                     |

## Tag Team

|                           |                                                 |
|---------------------------|-------------------------------------------------|
| Get on outside apron      | ■ button + directional button toward the corner |
| Call for tag on the apron | ■ button                                        |
| Tag partner               | ■ button + directional button towards partner   |
| Call in partner           | Right 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)                      |
| Knock ladder over          | ■ button (standing near ladder)                    |

## 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 up or down on the directional pad + × button |
| Grapple opponent through table | ⊙ button (standing on table with opponent)                        |
| Climb onto table               | △ button (run toward table)                                       |
| Dive from table attack         | × 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<br>(Hell in a Cell™) | ⊙ button (near edge of top of cage).        |
| Open cage door                                 | △ button + directional button               |

## Bra-and-Panty Match Moves

|                                                                 |                                 |
|-----------------------------------------------------------------|---------------------------------|
| Remove garments<br>(From behind, when groggy or when on ground) | ⊙ button + directional button ↓ |
|-----------------------------------------------------------------|---------------------------------|

## Special Referee

|                                   |          |
|-----------------------------------|----------|
| Count Pin (During pinfall)        | □ button |
| Count Ring Out (During Ring Out)  | ⊙ button |
| Count DQ (During weapon attack)   | ⊙ button |
| Count give up (During submission) | ⊙ button |

## Elimination Chamber

|                             |                                                             |
|-----------------------------|-------------------------------------------------------------|
| Climb the chamber wall      | ■ button + directional buttons towards the chamber wall     |
| Climb on top of the chamber | ■ button + directional button while on the turnbuckle       |
| Perform a diving attack     | ⊗ button while hanging on the chamber wall                  |
| Pull down the opponent      | ⊙ button while the opponent is hanging on the chamber wall. |

**NOTE:** *You can perform high flying special moves from the top of the chambers.*

## Backstage Hardcore Areas

■ button is the universal action button for all interactive items backstage. This button will turn on valves, access vehicles, etc.

## Double Team Moves

There are two different types of Double Team moves in  **SmackDown!: Here Comes the Pain**—Normal and Tag Team.

- \* Normal—To perform a Normal Double Team move, one Superstar must lift an opponent into a grapple. A second Superstar must approach the two of them and press any of the four directional buttons and the ⊙ button to execute the Double Team move.
- \* Tag Team—Because tag teams have good chemistry, Tag Team Double Team moves are easier to execute than Normal Double Team moves. Simply Irish Whip an opponent into your team's corner and execute a grapple (any directional button + the ⊙ button) to tag your opponent and deliver a devastating double dose of destruction. After the move, your partner will be the legal Superstar in the ring.



- \* **Ring Out** – You will not be able to leave the ring with Ring Out OFF.
- \* **Interference** – Toggle interference in the match to Manual or OFF. This option is not always available and requires stables. Use R3 to call in the interference.
- \* **Match Length** – Toggle between a 10, 15, 20 or 30 minute match or select No Limit.
- \* **SmackDown! Icon Charge Speed** – Set to NORMAL, FAST or FASTEST.
- \* **Set to Default** – Reset all options to the original default settings.
- \* **Decision** – Accept your settings and return to the Options Menu.

## IN-GAME OPTIONS

- \* **Difficulty** – Toggle the difficulty between EASY, NORMAL, HARD and **SMACKDOWN!**

- \* **Superstar Name Bar** – Toggle ON/OFF.

- \* **Player Indicators** – Toggle ON/AUTO/OFF.

- \* **Targeting** – Toggle AUTO/MANUAL1/MANUAL2.

*Auto* – The closest opponent is always locked on as a target. Teammates and referees are excluded in this system. The cursor will be displayed for 2 seconds each time the target is changed.

*Manual 1* – Targeting is changed on a rotation. Teammates and referees are excluded in this system. The cursor will be displayed for 2 seconds each time the target is changed.

*Manual 2* – Targeting is changed on a rotation. Referees and teammates are included in this system. The cursor will be displayed for 2 seconds each time the target is changed.

- \* **Camera Angles** – Choose ON for multiple camera angles throughout match, OFF for single camera angle.
- \* **Sound** – Choose MONO for one speaker or STEREO for two-speaker output.
- \* **BGM Volume** – Set match background music volume to MIN, NORMAL or MAX or OFF.
- \* **Entrance BGM Volume** – Set entrance background music volume to MIN, NORMAL or MAX or OFF.
- \* **SFX Volume** – Set sound effects volume to MIN, NORMAL or MAX or OFF.
- \* **Vibration** – Toggle controller vibration ON/OFF independently for up to six individual players.
- \* **Set to Default** – Reset all options to default settings.
- \* **Decision** – Accept your settings and return to the Options Menu.



## SYSTEM DATA

- \* **Save System Data** – Save all data (created Superstars, Season Mode progress, etc.) to a memory card.
- \* **Load System Data** – Load all data from a memory card.
- \* **Copy a Created Superstar** – Copy a created Superstar from a memory card to the console (to save onto another memory card, for instance).
- \* **Copy a Created Taunt** – Copy a created taunt from a memory card to the console.
- \* **Copy a Created Fighting Style** – Copy a created fighting style from a memory card to the console.
- \* **Copy a Created Walking Style** – Copy a created walking style from a memory card to the console.
- \* **Copy a Created Running Style** – Copy a created running style from a memory card to the console.
- \* **Copy a Created Winning Style** – Copy a created winning style from a memory card to the console.



## GAME MODES

### EXHIBITION

To set up an Exhibition Match, first select the match type (see page 13 for more on match types). Use the directional buttons and the **X** button to confirm your selections (the **△** button to go back). Then, select your Superstar(s) and get it on!

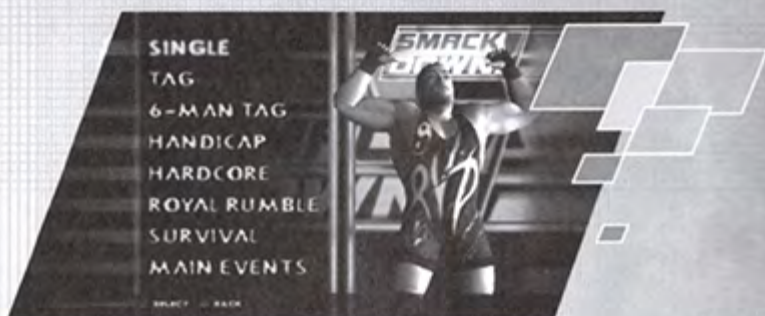


**NOTE:** You can use the original Superstar attributes or use the attributes that have been accumulated from Season Mode.

## MATCH TYPE SELECT MENU

**NOTE:** These match types appear in various combinations. For reference, they are defined here:

- \* **Triple-Threat** – A one-on-one-on-one match! You only have to defeat one opponent to win, but watch your back.
- \* **Fatal Four-Way** – Four Superstars compete against each other. Defeat one opponent to win.
- \* **Tornado** – Tornado Tag allows all Superstars in the ring simultaneously, without having to worry about tagging in or out. Any opponent can be pinned for victory.
- \* **Managers** – Choose NO MANAGER to take on your opponent single-handedly, or choose W/ MANAGER to have a Superstar accompany you to the ring and help you out when the ref isn't looking.



The following Match Types and variations are available:

**Single** – Two Superstars face off in one-on-one action.

- \* No Manager
- \* No Manager vs. w/ Manager
- \* w/ Manager vs. w/ Manager

**Tag** – Two teams of two Superstars slug it out.

- \* Normal Tag
- \* Tornado Tag
- \* Tag vs. Tag w/ Manager
- \* Tag w/ Manager vs. Tag w/ Manager

**Six-Man Tag** – Take a Tag Match to the next level! Two teams of three Superstars go at it.

- \* Normal Six-Man Tag
- \* Tornado Six-Man Tag

**Handicap** – Prove just how tough you are by taking on more than one opponent at a time.

- \* One on Two
- \* One on Tag
- \* One on Three

**Hardcore** – Anything and everything goes in a Hardcore match! You can move to any area marked with a blue icon.

- \* Single
- \* Tornado Tag
- \* Tornado Six-Man Tag
- \* Triple-Threat Tornado Tag
- \* Triple-Threat
- \* Fatal Four-Way
- \* Time Limit

**Royal Rumble®** – An all-out brawl – The **Royal Rumble®** consists of 30 Superstars competing for one title. With four Superstars in the ring, pin an opponent or throw one over the ropes to disqualify him. When an opponent is disqualified, the next Superstar will enter the action. Be the last man standing to win the title!

**Survival** – Survival matches put you to the limit against multiple opponents.

**Battle Royal** – Four to six Superstars enter, but only one can win. Defeat all opponents to be victorious.

- \* Triple-Threat
- \* Fatal Four-Way
- \* Four-Man Battle Royal
- \* Five-Man Battle Royal
- \* Six-Man Battle Royal

## MAIN EVENTS

**3 Stages of Hell** – Choose three of the match types below and compete one-on-one against another Superstar in this vicious test of endurance. The first Superstar to win two-out-of-the-three matches takes the 3 Stages of Hell title.

- \* Single
- \* Cage
- \* Hardcore
- \* Hell in a Cell™
- \* Ladder
- \* Submission
- \* Table
- \* TLC
- \* Last Man Standing
- \* First Blood



**Bra & Panty** – Perhaps the greatest single sports-entertainment match ever conceived, two ~~W~~ Divas battle it out until one has been stripped down to her bra and panties!

**Cage** – The classic "two men enter, one man leaves" match. Pin and Give Up variations confine action to the cage and only end with a pinfall or tap-out.

- |                  |                                  |
|------------------|----------------------------------|
| * Single         | * Single Pin and Give Up         |
| * Tornado Tag    | * Triple-Threat Pin and Give Up  |
| * Triple-Threat  | * Fatal Four-Way Pin and Give Up |
| * Fatal Four-Way |                                  |

**Elimination Chamber** – A six Superstar elimination event, two Superstars begin the match. Then, every 60 seconds, a Superstar is released from his chamber to enter the match. Eliminate all your opponents for victory.

**Elimination Tag** – Eliminate opponents until a member of your tag team is the only one left!

- |                                                                                                       |                             |
|-------------------------------------------------------------------------------------------------------|-----------------------------|
| * Normal Tag                                                                                          | * Normal Six-Man Tag        |
| * Tornado Tag                                                                                         | * Tornado Six-Man Tag       |
| * Captain Fall Tornado Six-Man Tag<br>(match doesn't end until team<br>captain is pinned or taps out) | * Table Tornado Tag         |
|                                                                                                       | * Table Tornado Six-Man Tag |

**First Blood** – First Superstar to draw blood wins!

**Hell in a Cell** – With an added roof on the cage, climb on top and throw your opponent through the roof!

- |                 |                                                                  |
|-----------------|------------------------------------------------------------------|
| * Single        | * Fatal Four-Way                                                 |
| * Tornado Tag   | * <b>Armageddon</b> Hell in a Cell<br>(six-Superstar brutality!) |
| * Triple-Threat |                                                                  |

**Iron Man** – Pin your opponent or make him submit to score points. When the time limit is up, the Superstar with the most points wins. Can you go the distance?!

**Ladder** – With a title belt suspended above the ring, knock your opponent senseless to give yourself enough time to set up a ladder and climb your way to victory.

- |                             |                  |
|-----------------------------|------------------|
| * Single                    | * Triple-Threat  |
| * Tornado Tag               | * Fatal Four-Way |
| * Triple-Threat Tornado Tag |                  |

**Last Man Standing** – Similar to a Hardcore match, there are no rules. The match ends when one Superstar is literally unable to stand up before the referee counts to ten.

**Lumber Jack** – A horde of Superstars await any jobber foolish enough to leave the ring during a Lumber Jack match.

**Slobber-Knocker™** – A never-ending stream of opponents will enter the ring, how many can you defeat?

- \* Time Limit
- \* No Limit
- \* Anywhere

**Special Referee** – Don't count on a fair fight in a Special Referee Match, because the player- or COM-controlled referee can't be trusted to call 'em like he sees 'em. The ref not only makes all count-out, pinfall and DQ calls at his own pace (by pressing the  button), but he can also get involved in the match—after all, who's going to DQ the ref?

- |                          |                           |
|--------------------------|---------------------------|
| * One Referee Single     | * Two Referees Single     |
| * One Referee Normal Tag | * Two Referees Normal Tag |
| * One Referee Iron Man   | * Two Referees Iron Man   |

**Submission** – Force your opponent to tap-out. Choose ULTIMATE SUBMISSION to score a point for each submission within a time limit—similar to a submission-only Iron Man match.

- \* Single
- \* Ultimate Submission

**Table** – The only way to defeat your opponent is to knock him out—through a table! After the table is set up, whip your opponent on top and execute a power move to put him through it (or just lean the table up in a turnbuckle and Irish Whip him through it) for the win.

- |                 |                       |
|-----------------|-----------------------|
| * Single        | * Fatal Four-Way      |
| * Tornado Tag   | * Tornado Six-Man Tag |
| * Triple-Threat |                       |

**TLC** – This match is full of everything except tender loving care! In a Tables, Ladders & Chairs Match, use the tables and chairs to pummel your opponent, then set up the ladder to grab the belt hanging high above the ring.

- |                  |                       |
|------------------|-----------------------|
| * Single         | * Title               |
| * Tornado Tag    | * Title Tornado Tag   |
| * Triple-Threat  | * Title Triple-Threat |
| * Fatal Four-Way | * Title Fatal 4 Way   |

## SEASON SELECT SUPERSTARS

Select the Superstars that will participate in season mode.

**NOTE:** Only male created Superstars can be controlled in the Season Mode. Female created Superstars can only be placed on the roster to be included in the story lines.

To start your career as an up-and-coming jobber, select New Season from the Season menu. Pick a current  Superstar or select a created Superstar (see page 21 for info on creating your own Superstar).

**NOTE:** What decisions you make and which responses you choose will affect your Superstar and experience points.

## PROGRAM SET-UP

Set up the roster for your Program ( **SmackDown!** or  **Raw**).

**Edit Face/Heel** – Edit which Superstars will be Face/Heel (Good/Bad).

**Select Superstar** – Select which Superstar to use during Season mode. By pressing right or left on the directional buttons you can choose to use a Superstar with real life attributes (Original) or start from the bottom and build up the attributes (Season).



## THE PROGRAM

At the beginning of each broadcast, you start off at your Superstar's locker. Before each match you can access the following:

**Move** – Access the backstage areas and interact with anyone who might be around.

- \* Arena Back Entrance
- \* Parking Lot
- \* Training Room
- \* Corridor
- \* GM Room



- ShopZone.com – Confirm your money and buy items such as move sets, Legends and 2nd attires.

**Match Card** – Start your next match. You can choose to WATCH or SKIP the matches before your scheduled event. Choose PLAY to begin your scheduled event and you'll be shown the Match Type and Referees Rules for the match. Press the  button to begin the match. See PLAYING A GAME on page 19 for more info. When the Match is over, you'll have the option to SAVE your progress or start the next program.



**NOTE:** Once you start a Match, you cannot access the locker room until the next program.

**Attribute** – Confirm and add attribute points.

**Strength** – Amount of damage your Superstar inflicts.

**Submission** – Determines how long you can hold a submission, and how fast you can get out of one.

**Endurance** – Determines how much damage your Superstar can withstand.

**Technique** – Ability to counter attacks.

**Speed** – The speed at which your Superstar walks, runs and climbs.

**Profile** – Confirm Superstar's stats, add other Superstars to the Season Mode, and check the current title belt holders/contenders.



**Stable** – Add and edit Stables.



# PLAYING A GAME

## SUPERSTAR SELECT

In Exhibition Mode, use directional buttons and the  $\otimes$  button to select your chosen Match Type and variation, then select the Superstars to compete in your match. Use the  $\triangle$  button to cancel your selection. You can choose to use the original, default Superstar stats or the current Season mode stats. You can also set the initial number of SmackDown! meter icons each Superstar starts out with. Hit the  $\square$  button to let the COM pick a random Superstar to compete as or against. Press the  $L1$  button to see each Superstar's **SmackDown!** situations. For more on **SmackDown!** Situations, see page 20. After you select an arena, you have the option to PLAY the match or alter the MATCH RULES. Use the directional buttons to toggle between these two options.



## ENTRANCES

The first Superstar's TitanTron video will play. He will then walk down the ramp to the ring. Each Superstar's entrance will play until everyone is in the ring, ready for the match. Press the START button to bypass the entrances.

## THE GAME SCREEN



Be sure to watch the screen for important information during your match. The momentum could shift at any time because of each Superstar's performance!

- \* **Player Indicators** – Every Superstar involved in a match has a player indicator that shows the name of the Superstar (player 1 in upper left-hand corner, player 2 in upper right-hand corner, etc.), who is controlling each Superstar (1P, 2P, etc.), and damage levels to various body parts (head, body, limbs, etc.).
- \* **SmackDown! Meter** – As your Superstar successfully pulls off moves and taunts, his **SmackDown!** Meter gradually fills up. When the meter is full, you're running on pure energy! Layeth the **SmackDown!** to weaken your opponent.
- \* **Time Elapsed** – In a timed match, the clock in the lower right corner of the screen counts down the length of the match. Be sure to keep an eye on the clock, the match will end in a draw if time runs out!
- \* **Referee Count** – The referee count during a pinfall, ring out, or any situation that calls for a disqualification. The ref's count is hard to miss—it appears right in the center of the screen.

## SMACKDOWN! SITUATIONS

When the **SmackDown!** Meter is full, you can layeth the **SmackDown!** Each Superstar does different moves when they have a special slot and in varying situations. Check the **SmackDown!** Situations for each Superstar at the Superstar Select screen by pressing the **L1** button.

*NOTE: You can only perform a SmackDown! finishing move if you have at least one **S** highlighted on your SmackDown! Meter, your opponent is groggy, and the SmackDown! icon appears. Different Superstars have finishing moves that require different situations.*

## PAUSING THE GAME

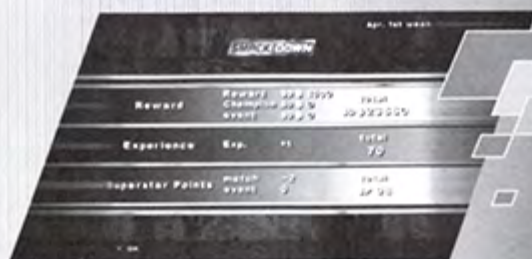
Press the START button to pause the game at any time. You can choose the following options from the Pause Menu. Press the **X** button to make a selection, the **A** button to cancel.



- \* Return to Game – Get back to the grapplin'!
- \* Exit Game – Bail out of the ring and head back to the Main Menu.
- \* Camera Angles – Toggle multiple camera angles ON/OFF.
- \* Player Indicators – Toggle Player Indicators ON/AUTO/OFF.
- \* Vibration – Toggle the DUALSHOCK®2 analog controller vibration feature ON/OFF.

## RESULT SCREEN

After the match ends, you'll see the result screen, which shows your Reward (cash earned), and plus/minus changes to your Experience and Superstar Points. Press the **X** button to continue. The result screen only appears under Season mode.



## CREATE



You can create your own Superstar here (appearance, moves, animation, and stables). To create a new Superstar, choose Create an Appearance from the Create mode main menu.

## CREATE AN APPEARANCE

Start your body building here by choosing to create a NEW Superstar, EDIT or COPY an existing Superstar, DELETE a Superstar, or SAVE and EXIT to the main menu.

After selecting NEW, use the following options to "flesh" out your Superstar



**Appearance** – Start from a base model and customize every aspect of his/her body type, then design your Superstar's in-ring gear.

- \* Parts Edit
  - Body
  - Attire
  - Accessories
  - Design
- \* Figure
  - Sample figure
  - Body morphing
  - Form
  - Height

**Profile** – Set background information on your Superstar.

- \* Name
- \* Ringname
- \* Nickname
- \* Biography
- \* Signboard

**Attribute** – Use Experience points to set your Superstar's various skill attributes.

- \* Strength
- \* Submission
- \* Endurance
- \* Technique
- \* Speed

**Logic** – Determine how your Superstar fights when controlled by the COM.

- \* Logic1
- \* Logic2
- \* Move
- \* Irish Whip
- \* Attack the referee
- \* Weapon Use
- \* Diving moves
- \* Taunt

# CREATE MOVES

Edit or create the following moves for your Superstar. Select **DEFAULT** at any time to reset all the moves to their original settings or **AUTO SETTING** to select a move list that complements your Superstar's Ability.



Choose a category of moves from the list on the left side of the screen and preview the moves with the **[D]** button. Find one you like? Just press the **[X]** button to add it to your Superstar's move list. Be sure to match the attributes of the move to your Superstar's own Ability. Select **DECISION** when finished. Press the **[A]** button to cancel a decision and restore the move(s) to its original setting.

## BASES

- \* Ring-In Move
- \* Ring-Out Move
- \* Taunt
- \* Fighting Style

## READY MOVES

- \* Attack
- \* Grapple
- \* Back Attack
- \* The Edge of Ceiling

## GROUND

- \* Attack
- \* Grapple

## TURNBUCKLE

- \* Attack
- \* Grapple
- \* Back Attack

- \* Walking Style
- \* Running Style
- \* Winning Style
- \* Entrance

## ROPE OPPONENT

- \* Rope Down
- \* Rebound Attack

## AERIAL

- \* Stand
- \* Down

## RUNNING

- \* Attack
- \* Grapple
- \* Back Attack
- \* Squatting Attack
- \* Counter

## DOUBLE TEAM

- \* Stand
- \* Turnbuckle

## SPECIAL

- \* Special
- \* Favorites
- \* Special Weapon
- \* Combination Moves

## AUTO SETTING

- \* Average
- \* Powerful
- \* Speedy
- \* Technical
- \* Roughneck
- \* Superstars'

# CREATE AN ANIMATION

With the CREATE AN ANIMATION option from the Create Mode menu, you can customize your Superstar's every movement. Choose FIGHTING, RUNNING, WALKING, WINNING or TAUNT to create a movement for that situation. Use the following options to create a movement:



- \* New – Create a movement from scratch.
- \* Edit – Edit an existing movement.
- \* Copy – Copy an existing movement (if you want to edit a movement but not overwrite the original, for instance).
- \* Delete – Delete a movement.
- \* Save and Exit – Save the movement and return to the Create an Animation menu.

Once you start creating animations, select BASE to determine the animation's starting point, and then choose MODIFY to fine-tune it. Once you have the movement set the way you want it, choose DECISION to return to the previous menu. Once you save an animation, it is available from the list of animations in the Create Mode.

# CREATE A STABLE

Edit or create your own  alliance. Choose CREATE from the Main Menu, then CREATE A STABLE, and press the  button to create a new alliance.

To set up a new stable team:

1. Choose an empty slot.
2. Choose your team type:
  - \* Tag: Two-Superstar team
  - \* Trio: Three-Superstar team
3. Name your team. Use the directional buttons and the  button to spell out your new team's name. Choose DECISION and press the  button when you've entered the complete name.
4. Choose the members of your Stable.
5. Edit or create your team's entrance.
6. Choose DECISION with the directional buttons and press the  button to create your new alliance.



# SAVING & LOADING

Before turning on **SmackDown!** *Here Comes the Pain*, insert a memory card into MEMORY CARD slot 1. The game will automatically load any saved game data. You can manually save and load the game data at any time from the Main Menu.



## SAVING

1. Select OPTIONS from the Main Menu.
2. Choose SAVE and EXIT and press the **X** button to save any updated information. You automatically return to the Main Menu.

## LOADING

1. Select OPTIONS from the Main Menu.
2. Choose SYSTEM DATA from the Options Menu.
3. Select LOAD SYSTEM DATA and press the **X** button to load all of your previously saved information.

## TIPS

1. Use the **X** button to attack early in the match. This will help to wear down your opponent, and will allow you to gain **SmackDown!** icons quicker.
2. Running attacks are the quickest way to knock your opponent to the mat!
3. Watch the **SmackDown!** Meter! When your **SmackDown!** Meter is full, layeth the **SmackDown!**
4. To counter a pin or grapple, press the **R2** button as fast as you can.
5. To counter a striking attack, press the **L2** button.
6. When on top of the turnbuckle, make sure your opponent is within range. If you jump off and miss your attack, you will take some damage!

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**"Never Gonna Stop"**  
(the red, red kroovy)

Performed by Rob Zombie, Written  
by Rob Zombie, Scott Humphrey

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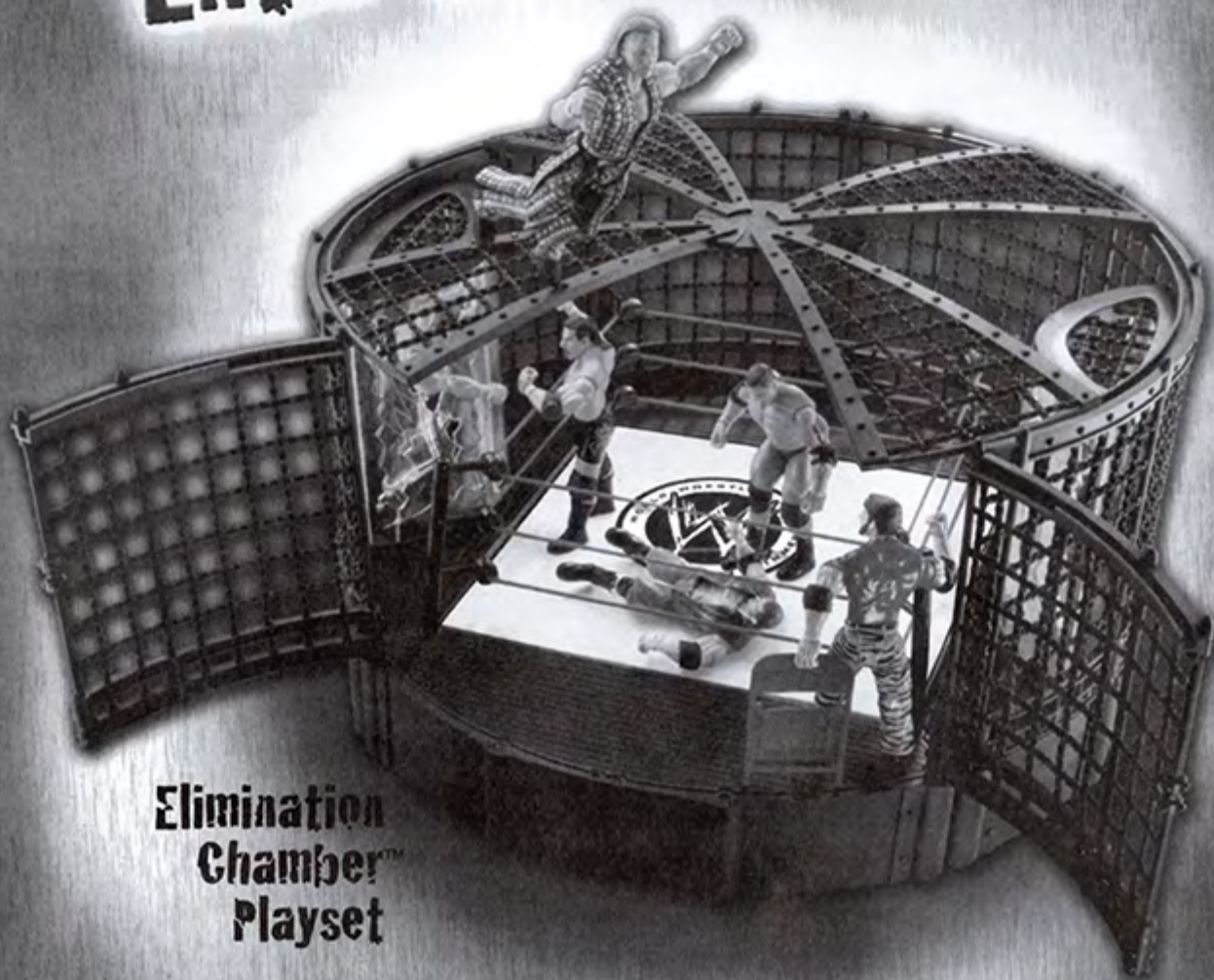


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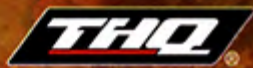
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