



STUNTMAN IGNITION™



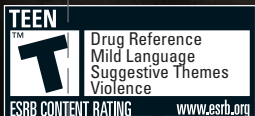
MASTER DANGEROUS,
HIGH-SPEED STUNTS THROUGH
PRECISION DRIVING.



AMP UP THE ACTION
BY IMPROVISING
RECKLESS MANEUVERS.



BATTLE RIVAL STUNTMEN ON
FILM SETS AND BACKLOT
MULTIPLAYER ARENAS.



1-11460

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SMACKDOWN v RAW 2008

FEATURING
ECW



WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing

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CONTROLLER



BASIC CONTROLS

Control Superstar	Ⓕ
Strike Attack	X button
Quick Grapple	Ⓕ, Ⓖ, Ⓗ, Ⓙ
Strong Grapple	Hold RB + Move Ⓕ / Ⓖ
Ultimate Control Grapple	Hold RB + Move Ⓗ / Ⓙ
Run	Hold LB + Move Ⓕ
Counter Strike Attack	LT trigger
Counter Grapple Attack	RT trigger
Finisher	Y button
Irish Whip	B button

Pick up / Drop weapon	A button
Pin Fall	Ⓕ
Taunt	Ⓕ (⬆, ⬇, ⬅, ➡)
Ring In / Ring Out	Move Ⓕ toward rope + A button
Pick up a downed opponent	Click Ⓕ Stick
Pause menu	START

**NOTE: Control type A uses the left stick and is the default control type. Control type B uses the D-pad.*

SPECIAL MOVES BY SUPERSTAR TYPE

BRAWLER	CONTROL COMMANDS
Ground & Pound	Press A button near the upper body of a downed opponent
Fists of Fury	Hold RB + X button
Wreck Shop	Hold RB + Y button (must be in possession of a stored fighting style icon)
DIRTY	CONTROL COMMANDS
Referee Shield	Approach referee and hold A button (release A button to push)
Argue With Referee	Y button (following an opponent's pin kick out)
Ignore Rope Break	Hold Ⓕ stick (during struggle submission hold)
Remove Turnbuckle	Approach turnbuckle and press A button
Super Dirty Move	Hold RB + Y button facing groggy opponent (must be in possession of a stored fighting style icon).

HARDCORE	CONTROL COMMANDS
Armed & Dangerous	Move Ⓕ stick while holding a weapon
Hardcore Rejuvenation	The Superstar will receive a full momentum meter after being bloodied by an opponent.
Hardcore Resurrection	Hold RB + Y button while holding a chair (must be in possession of stored fighting style icon)
HIGH FLYER	CONTROL COMMANDS
Springboard Attack	Move Ⓕ stick toward ropes + X button
Evasive Roll	Hold LT/RT + Move Ⓕ stick
Turnbuckle Leapfrog	Run toward a groggy opponent positioned in the turnbuckle and press the A button
Standing Dive Attack to Outside	Move Ⓕ stick toward outside opponent + X button near the ropes
Running Dive Attack to Outside	Run toward opponent outside of the ring + X button near the ropes
Possum Pin	Hold RB + Y button when on the ground (must be in possession of a stored fighting style icon)
POWERHOUSE	CONTROL COMMANDS
The Irresistible Force	While being pinned press any button
Strong Irish Whip	Hold B button
Rampage Mode	Hold RB + Y button (must be in possession of a stored fighting style icon)
SHOWMAN	CONTROL COMMANDS
Mass Appeal	Ⓕ (↑ , ↓ , ← , →)
Mass Exposure	Ⓕ (any direction) while situated on a turnbuckle

Steal Taunt	Hold Y + Ⓕ (any direction)
Steal Finishing Move	Hold RB + Y button (must be in opponent's correct finishing move situation and have a stored fighting style icon)
TECHNICAL	CONTROL COMMANDS
Fake Irish Whip	B button + X button (before release)
PIT Maneuver	Run toward opponent + A button
Standing Dive Attack to Outside	Move Ⓕ stick toward outside opponent + X button near the ropes
Running Dive Attack to Outside	Run toward opponent outside of the ring + X button near the ropes
Technically Sound	Hold RB + Y button (must be in possession of a stored fighting style icon)
SUBMISSION	CONTROL COMMANDS
Recovery Hold	Wrench opponent during any struggle submission hold
Lock Pick	Move Ⓕ stick in any direction when on the defensive end of a submission (this ability will lose its effect once severe damage has been sustained)
Ultimate Submission	Hold RB + Y button during any struggle submission (must be in possession of a stored fighting style icon)

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

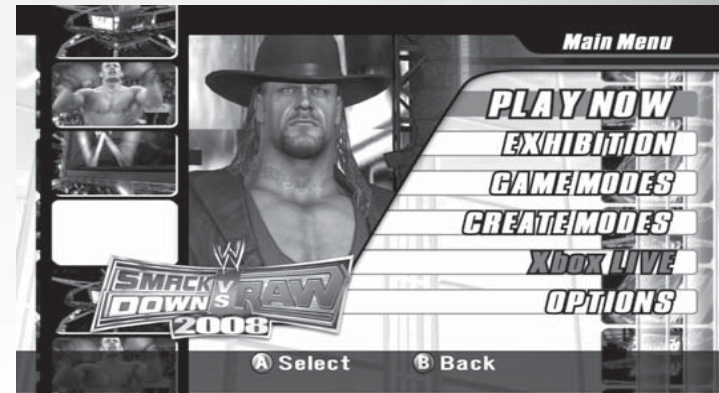
CONNECTING





Before you can use Xbox LIVE®, connect your Xbox 360™ console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE® is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

MAIN MENU



After the game loads up, press  to bring up the main menu. Use the  /  to move up and down through the menu. Press the  button to make your selection.

- | | |
|-----------------|--|
| Play Now | Play a quick exhibition match. |
| Exhibition Mode | What kind of game do you want to play? Exhibition Mode allows you to participate in any of the game's many exhibition 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 specialty matches like Ladder, TLC, Steel Cage, and much more. |
| Game Modes | Play through a career with 24/7 Mode, Tournament Mode, go to the WWEShop, or relive the greatest matches in WWE history. |
| Create Modes | Here you can create a WWE Superstar, create a move-set, create your own entrance, create a stable of Superstars, customize attributes and create a WWE Championship. |

- Xbox LIVE** Go online and compete head-to-head with people from around the world. Do you have what it takes to be the best?
- Options** Adjust sound settings, match rules, in-game options, advanced options, save and load your profiles, and more. Follow the on-screen directions to adjust all of these options.

GAMEPLAY FEATURES

SUPERSTAR FIGHTING STYLES (NEW FOR 2008)

With eight Superstar Fighting Styles to choose from, playing *WWE SmackDown vs. Raw 2008* will never be the same. Each fighting style has its own unique strategy. The styles have exclusive moves, abilities, attributes, and more. Take the fight into your own hands and feel the power of the Superstars.

STRUGGLE SUBMISSION SYSTEM (NEW FOR 2008)

The new Struggle Submission System gives players intuitive and natural control over their WWE Superstars using the analog sticks. Realism and strategy are at the forefront as players can now control the amount of pressure they apply. Once a Struggle Submission has been locked in, simply move and hold the right stick in any direction to wrench your opponent. As you wrench your opponent, keep an eye on your Superstar's grip icon located above your Superstar's momentum meter. The grip icon is a visual indicator of your Superstar's current grip on your opponent. As an opponent is wrenched, the icon will gradually change to reflect your Superstar's loosening grip. To restore your grip, return to the neutral position by releasing hold of the right stick.

While resting in the neutral position, the defensive opponent can attempt to escape from the hold. Move and hold the right stick in any direction to initiate an escape attempt. Defensive opponents suffering from minimal to no limb damage will be able to power out of Struggle Submissions much more quickly than opponents suffering from moderate to severe limb damage.

HALL OF FAME (NEW FOR 2008)

Compete in a number of Direct Challenge Mode matches, reliving some of the greatest matches in WWE history, and accomplish a number of other gameplay related goals on your path to WWE immortality. Can you change history as the underdog, or will events play out just like they did? You're in control.

ECW PRESENCE (NEW FOR 2008)

ECW invades *WWE SmackDown vs. Raw 2008* with new Superstars, weapons and announcers, along with new arenas and the introduction of the all-new ECW Extreme Rules Match.

WWE 24/7 MODE (NEW FOR 2008)

Can you handle the intensity and hectic schedule of a WWE Superstar? *WWE SmackDown vs. Raw 2008* combines Season and General Manager Modes. You have multiple character development options, stat tracking, and career goals that guide you toward the ultimate achievement of becoming a legend.

After selecting WWE 24/7 Mode you will have the option of playing through the mode as a Superstar or as a General Manager.



Now that you are all set up, you are in the Locker Room. There are four options here in the Locker Room – WWE Magazine, Computer, Cell Phone, and Calendar.

- WWE Magazine** View the goings on of the WWE, read the storylines as you make them happen in your burgeoning career.
- Computer** From the Computer you can review your Superstar's Health, Review your Superstar's Popularity, view the Power 25, view your Progress Report, visit WWEShop, change the game Options, and Save your current progress.
- Cell Phone** The Cell Phone is your main access to what is happening in the WWE. Your Superstar will receive phone calls and text messages from other Superstars, Managers, and even Mr. McMahon himself.
- Calendar** See the upcoming events on the WWE schedule. Plan out your career as you make your way to becoming a WWE Legend.

QUICK GRAPPLES

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

STRONG GRAPPLES

Strong Grapple moves inflict more damage than quick grapples, but are also easier to reverse due to their slow movement. Unlike quick grapples, Strong Grapples can only be performed while in a grappled state. To lock your opponent in a grappled state, press and hold **RB** and move **⬆** up or down.

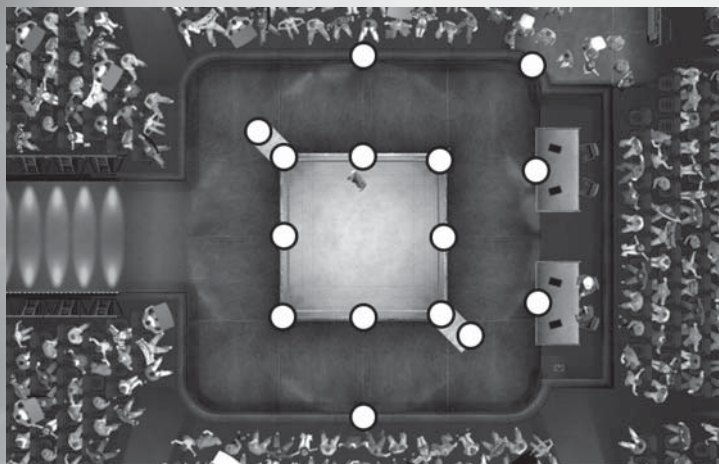
ULTIMATE CONTROL GRAPPLES

Ultimate Control Grapples give players the freedom to decide when and where they want to lay the smackdown on their opponent. To perform an Ultimate Control Grapple press and hold **RB** and move **⬅** left or right. Follow the instructions along the HUD to perform a wide variety of high impact, bone jarring grapple moves.



(ALL-NEW FOR '08!) ESCAPE ATTEMPTS

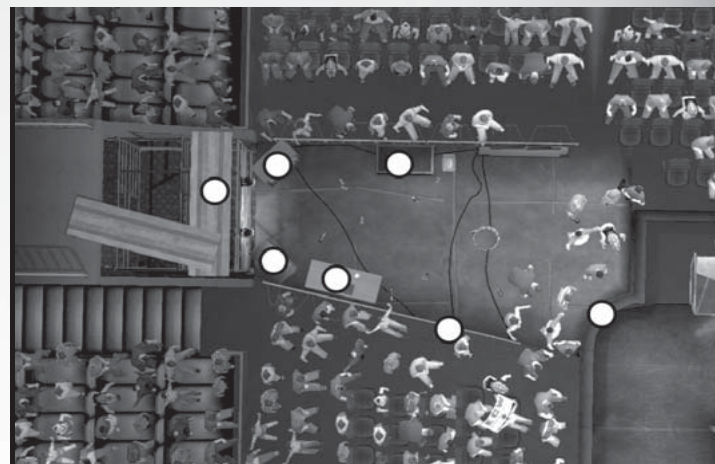
In *WWE SmackDown vs. RAW 2008*, we're taking Ultimate Control to the next level by giving defensive opponents the ability to escape out of Ultimate Control Grapple moves. When caught in the clutches of an Ultimate Control Grapple, press the **X** button to strike your opponent, stunning them in the process. Take advantage of their stunned state by rapidly moving the right stick back and forth to wiggle out of the Ultimate Control Grapple. The speed in which you are able to escape is dependent upon your limb damage at the time. A Superstar with minimal to no limb damage will be able to escape out of an Ultimate Control Grapple much more quickly than a Superstar suffering from a severe amount of limb damage.



ENVIRONMENTAL GRAPPLES

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

Stop Environmental Grapple	A button (during Environmental Grapple)
Perform special taunt (Showman Fighting Style Only)	Directional button during Environmental Grapple (any direction)



FIGHTING IN THE CROWD

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



LADDER MATCH CONTROLS

The objective of the Ladder Match is to set-up a ladder in the middle of the ring, climb to the top and remove the championship belt suspended above the ring. Once you've ascended to the top of the ladder and are within reach of the belt the **L** and **R** will appear along the HUD. Move **L** + **↑** to reach with your left hand and move **R** + **↑** to reach with your right hand. Once the Superstar has grabbed hold of the suspended object, hold the **L** and/or **R** in position to drain the ladder gauge and remove the item.

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

MOMENTUM

As you compete in the match, your Superstar gains momentum with each strike and grapple that he/she lands. Once your momentum meter is completely filled, you will be able to perform your Superstar's signature finishing move or you can choose to store your Superstar's primary fighting style icon which will enable you to perform your Superstar's primary fighting style ability. It is important to note that you can only perform your Superstar's signature finishing move with a full momentum meter and you can only perform your Superstar's primary fighting style ability while in possession of a stored fighting style icon.



STAMINA

Throughout the course of a match, Superstars will accumulate fatigue and, as a result, will slowly begin to lose their stamina. Performing strenuous in-ring activities such as grapple moves, strikes and running moves will cause each Superstar's stamina to drain. How fast the stamina drains depends on each Superstar's stamina attribute rating, which can be viewed on the Superstar Select screen. Superstars with a high stamina rating are slow to lose stamina and quick to regain it. Superstars with a low stamina attribute are quick to lose stamina and slow to regain it. Stamina regains automatically as a result of inactivity in the ring.

XBOX LIVE®

EXHIBITION MATCHES

Compete against players from around the globe in a series of match types. Single, Tag, and Main Event match types from the offline game mode are available for play. With Single, Tag, and Main Event match types, expect plenty of competitive players eager to test their in-ring skills against yours. You can also create your own game with the rules set to your liking.

NOTE: Royal Rumbles and Elimination Chambers are not available for online play.

ONLINE TITLE MATCH

Put your created Championship on the line and compete against players for your title. Is it in you to put your Superstar and your title up for grabs? Find out if you have what it takes.

RANKINGS

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

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

TRADE CREATED SUPERSTARS

Trade your created Superstars with other players online. Negotiate player-to-player trades of original Superstars.