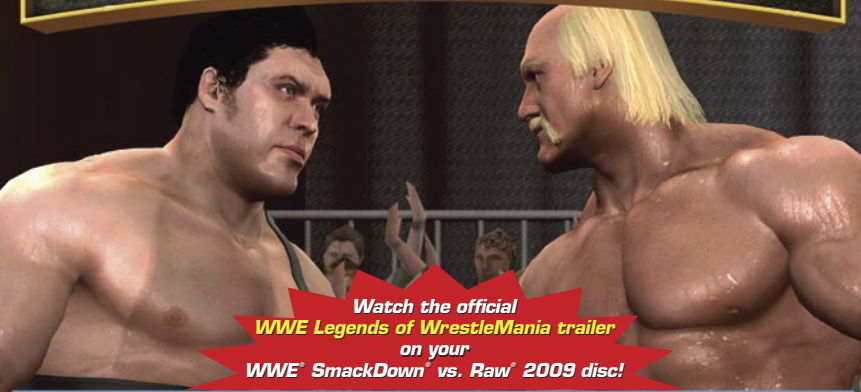


# WWE LEGENDS OF WRESTLEMANIA



Watch the official  
**WWE Legends of WrestleMania trailer**  
 on your  
**WWE SmackDown vs. Raw 2009 disc!**



## RELIVE, REWRITE OR REDEFINE THE GREATEST MOMENTS IN WWE HISTORY

- ★ **Legendary Superstars and Managers** – Relive the entertaining lives of 40 larger-than-life WWE Legends and Managers. New manager functionality gives them an increased role in match outcomes.
- ★ **Combo Fighting System** – New, grapple-based fighting system captures the high-energy action and drama seen in historic WWE matches.
- ★ **WrestleMania Tour Mode** – Vintage WWE footage sets up matches, explains and details the rivalries behind them. It's your job to relive, rewrite or redefine history.
- ★ **Create-a-Legend** – Create the Legends of tomorrow, complete with customizable costumes, entrances, move sets and more.
- ★ **WWE SmackDown vs. Raw 2009 Connectivity** – Import Superstars from *WWE SmackDown vs. Raw 2009* into *WWE Legends of WrestleMania* to create fantasy match ups.

★ **COMING MARCH 2009** ★

**RATING PENDING**  
**RP**  
 CONTENT RATED BY ESRB  
 May contain content inappropriate for children.  
 Visit [www.esrb.org](http://www.esrb.org) for rating information.

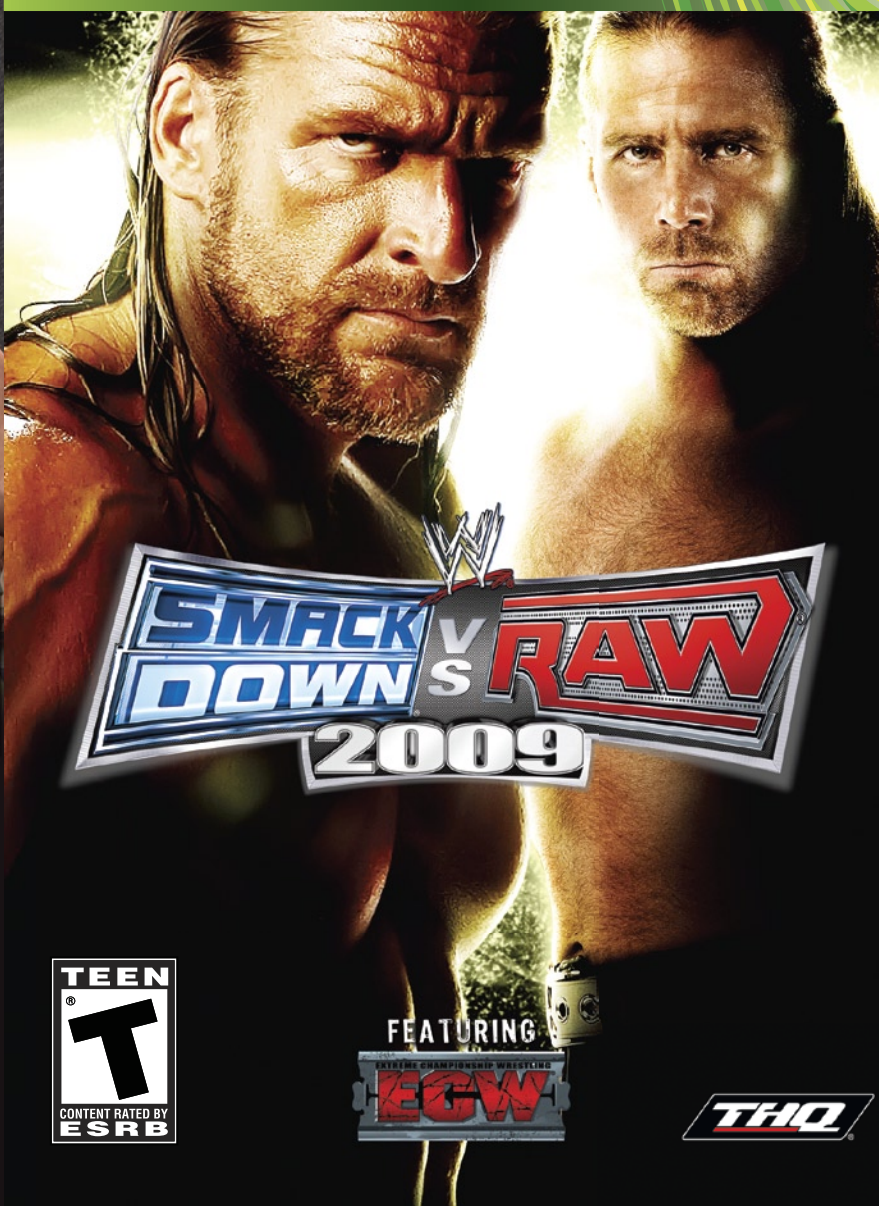
XBOX 360 LIVE

**THQ**  
 POWERED BY **gameSPY**

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XBOX 360

LIVE



# SMACKDOWN VS RAW 2009

**TEEN**  
**T**  
 CONTENT RATED BY ESRB

FEATURING  
**EGW**

**THQ**



**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](http://www.xbox.com/support) or call Xbox Customer Support.

### 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.

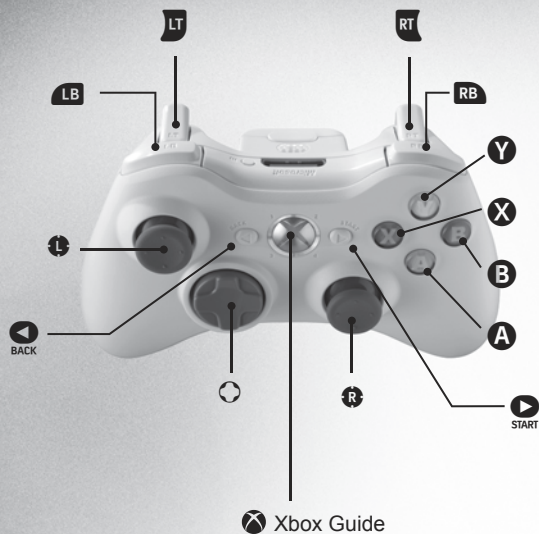
Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller 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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# Xbox 360® CONTROLLER



## 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](http://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](http://www.xbox.com/familysettings).

# CONTROLS

## Basic Controls

- Control Superstar ..... **L**
- Strike ..... **X**
- Quick Grapple..... **R** (up/down/left/right)
- Strong Grapple ..... Hold **RB** + Move **R** (up/down) to strong grapple an opponent. Next, move **R** (up/down/left/right) to perform strong grapple moves.
- Ultimate Control Grapple ..... Hold **RB** + Move **R** (left/right)
- Pin ..... **R** DOWN (when opponent is grounded)
- Taunt..... **○**
- Run ..... Hold **LB** + **L**
- Pick Up object..... **A**
- Irish Whip..... **B**
- Finisher..... **Y** (when momentum is full)
- Signature Move ..... **Y** (when signature icon has been stored)
- Strike Reversal ..... **LT**
- Grapple Reversal..... **RT**
- Pause Menu ..... **START**

*Note: Control type A uses **L** and is the default control type. Control type B uses **○**.*

## Advanced Controls



### Defensive Stance

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

### Ground and Pound

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

### Rope Rebound

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

### Remove Turnbuckle Cover

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

### Dive Setup

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

### Fists of Fury

Hold **RB** + **X** to unleash a devastating 3 strike combination on your opponent!

### Menu Controls

Use **↑** or **↓** to navigate the in-game menus. Press **A** to confirm your selection. Press **B** to go back to the previous screen.

## THE GAME SCREEN



## SUPERSTAR SELECTION

Here you can use **↑** or **↓** to choose a Superstar. Press **RB** or **LB** to view the Attributes, Finishing moves and Abilities of each Superstar.

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

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

## MAIN MENU

Use **↑** / **↓** to move up and down through the menu. Press **A** to make your selection. Pressing **B** will bring you back to the previous menu. Click **⏮** to skip the current song.

### Exhibition Mode

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

### My WWE

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

### Road to *WrestleMania*

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

### Game Modes

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

### Create Modes

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

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

### 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? You can participate in Ranked Matches, Player Matches, view the Online WWE Highlight Reel, view your records against other online opponents, and check your ranking.

## CAREER MODE

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

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

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

## ROSTER EDITOR

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

## Create A Finisher

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

Move **L** to navigate around the menus and press **A** to make a selection. Press **LB** and **RB** to change the speed of the animation. Press **B** to cancel a selection. Move **R** to change the camera angle or zoom. Pressing **BACK** will display a help menu.

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

## LADDER MATCH CONTROLS

Pick up ladder	<b>A</b>
Set-up ladder (while holding ladder)	<b>A</b>
Move a set-up ladder	Hold <b>A</b> (while standing near the side of a ladder)
Release ladder	Release <b>A</b> (while dragging ladder)
Lean ladder in corner	<b>L</b> (toward corner) + <b>A</b>
Run up leaning ladder	<b>LB</b> + <b>L</b> (toward leaning ladder)
Push ladder over	<b>A</b> (when two opponents are on a ladder)
Drop safely to the mat	<b>A</b> (while hanging from item)
Grab Belt	<b>L</b> UP / <b>R</b> UP
Lean ladder against ladder	<b>A</b> (near a setup ladder while holding a ladder)

## STEEL CAGE MATCH CONTROLS

Climb up cage	<b>L</b> + <b>A</b>
Escape from cage	<b>A</b>
Diving attack from top of cage	<b>X</b> / <b>L</b> + <b>X</b>
Pull opponent off cage	<b>R</b>
Strike cage	<b>X</b>
Get down from cage	<b>RB</b>

## HELL IN A CELL MATCH CONTROLS

Break Cell Door Open	<b>A</b>
Go in / out door	<b>L</b> + <b>A</b>
Throw opponent off top edge of Cell	<b>R</b> toward opponent at edge of Cell
Environmental grapple	Drag opponent to the center of any exterior Cell wall

## ELIMINATION CHAMBER CONTROLS

Climb onto top of Chamber	<b>L</b> + <b>A</b> (while on turnbuckle)
Climb up Chamber wall	<b>A</b>
Rub opponent's face on Chamber	Irish Whip toward Chamber wall
Pull opponent down	<b>R</b>

## TAG TEAM CONTROLS

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

### Basic Tag Team Controls

Tag	⬇️ toward Tag Partner + <b>A</b>
Corner Double Team Grapple Moves	Irish whip an opponent toward your corner and move <b>⬆️</b> (Up/Down/Left/Right) <i>Note: The waiting tag partner must be positioned near the turnbuckle where a tag would normally occur</i>
Standing Double Team Grapple Moves	These can be performed one of two ways. Drag an opponent toward your illegal partner waiting on the apron or approach your partner while grappling an opponent and move <b>⬆️</b> (up/down/left/right)
Tag Team Finisher	With a full momentum meter, Irish whip an opponent toward your corner and press <b>Y</b> <i>Note: The waiting tag partner must be positioned near the turnbuckle where a tag would normally occur</i>

### Legal Partner Controls

Hot Tag – The tag partner waiting on the apron can build momentum by holding UP or DOWN on the **○**.

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

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

### Illegal Tag Partner Moves

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

To walk around the ring apron – **⬆️**.

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

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

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

Apron Grapple – Move the **⬆️** in any direction when an opponent walks nearby to grapple him so that your tag partner can initiate a double team move. To execute a double team move, have the legal tag partner move the **⬆️** (up/down/left/right).

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

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

### INFERNO MATCH

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

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

## ONLINE

### Ranked Matches

Compete in a ranked match against an online opponent. How you perform in a ranked match will affect your record and your online ranking. Make sure you are on top of your game before you step into the squared circle in one of these ultra-competitive matches.

### Player Matches

Compete in a non-ranked match against an online opponent. You can compete in a quick match (computer selects the match type), a custom match (you pick the match type) or you can create a session where you play matches exclusively with a single opponent.

### Online WWE Highlight Reel

Upload created Highlight Reels online for others to view and rate in addition to sharing your favorite screenshots.

### Rankings

See how you stack up against other online players in the online ranking board. As you win more ranked matches you will move up the scale. Do you have what it takes to reach the top of the mountain in WWE? Take your skills online and find out.

## DOWNLOADABLE CONTENT

In the My WWE section, there is an option for ROSTER Editor. Here you can download data for *WWE SmackDown vs. Raw 2009*.

## WWE HIGHLIGHT REEL

New for 2009 is the WWE Highlight Reel! Now you can make a reel of your greatest moments during a match! Save clips as they are performed during a match then select from your list of saved clips to be edited in Highlight Reel mode.

To save clips during a match, press the pause button after performing a move then select Highlight Reel. At anytime press **A** to save the clip.

*Note: To edit multiple clips in Highlight Reel mode, all saved clips must be from the same match or rematch. The match is officially over once a player quits or exits the match and returns to the main menu.*

Select Highlight Reel from the My WWE menu to see the following options.

- New ..... Create a new WWE Highlight Reel.
- Edit ..... Edit an existing WWE Highlight Reel.
- Theater ..... View the completed WWE Highlight Reels.
- Gallery ..... View still images that you have taken via the screenshot tool.

Once you select new or edit, you have a powerful set of editing tools. You can add video clips that you have taken in-game, delete video clips, add WWE graphics, add sounds, add filters, add transitions, trim the clip, copy and paste, switch to slow motion, freeze frame, remove the event, undo, change the camera angle, take a screenshot, and preview your highlight reel. Also, check out the TIPS section for useful advice.

*Tip: There are 16 on-screen instructions for using the editing tools. Select the question mark to view them.*



## ALL NEW! SUPERSTAR ABILITIES

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

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

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

**Springboard Dives** - Move **L** toward the ropes + **X**. To perform a springboard attack off the turnbuckle, walk/run toward the turnbuckle and press **X**.

**Outside Dives** - Able to perform running/stationary dives to the outside of the ring. Run/stand toward an opponent positioned outside of the ring and move **L** toward the outside opponent and press **X**.

**Evasive Dodge** - Hold **LT** or **RT** + move **L** in any direction to evade adversaries with this fleet-footed maneuver.

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

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

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

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

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

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

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

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

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

**Durability** - When prompted, hold **Y** to regenerate a slight amount of limb damage.

**Object Specialist** - Able to perform weapon grapples and other weapon specific actions like the conchairto, chair guillotine, etc. While holding a foreign object, move **L** up/down/left/right.

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

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

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

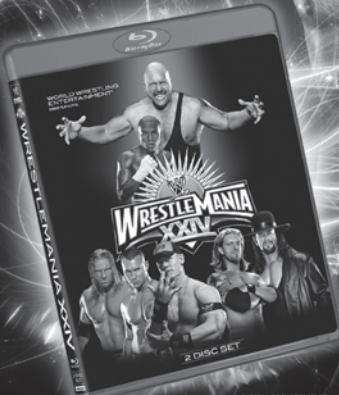
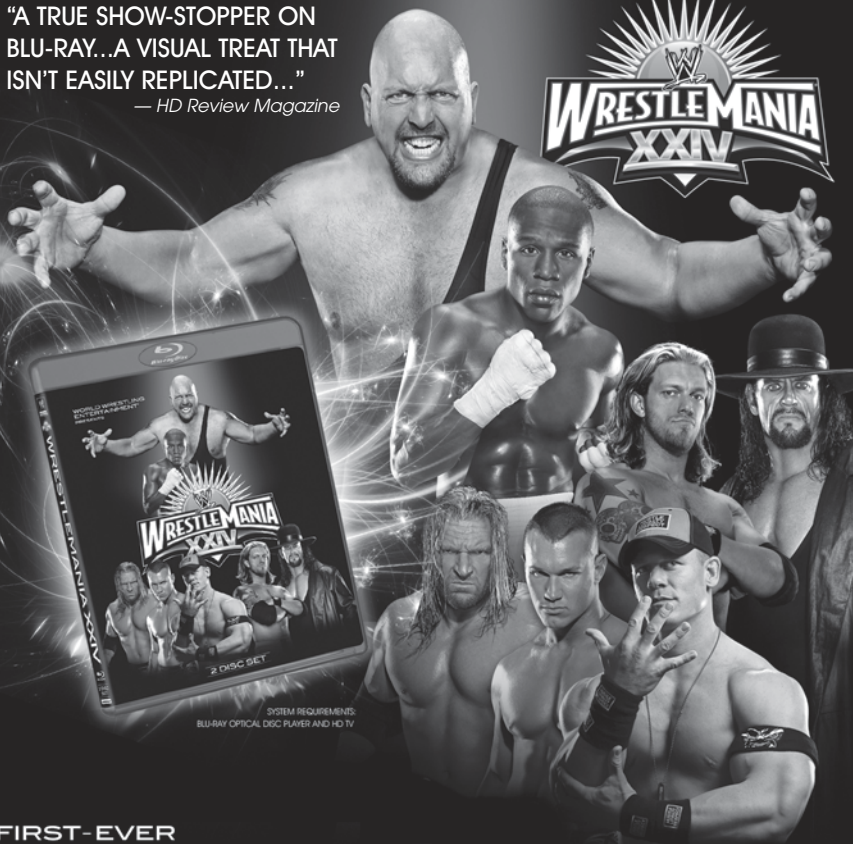
**Possum Pin** - Press **RT** to reverse a pin attempt and ensnare your opponent within a possum pin.

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



"A TRUE SHOW-STOPPER ON  
BLU-RAY...A VISUAL TREAT THAT  
ISN'T EASILY REPLICATED..."

— HD Review Magazine

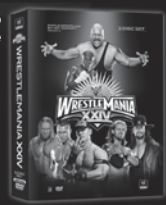


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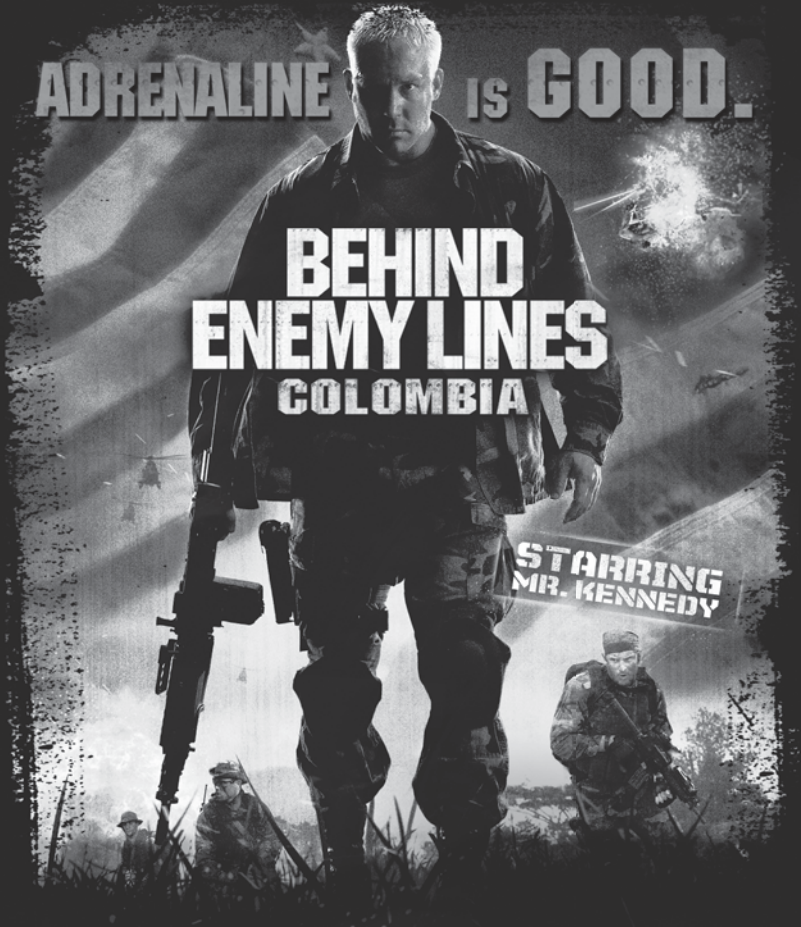
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ENEMY LINES  
COLOMBIA**



STARRING  
**MR. KENNEDY**

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