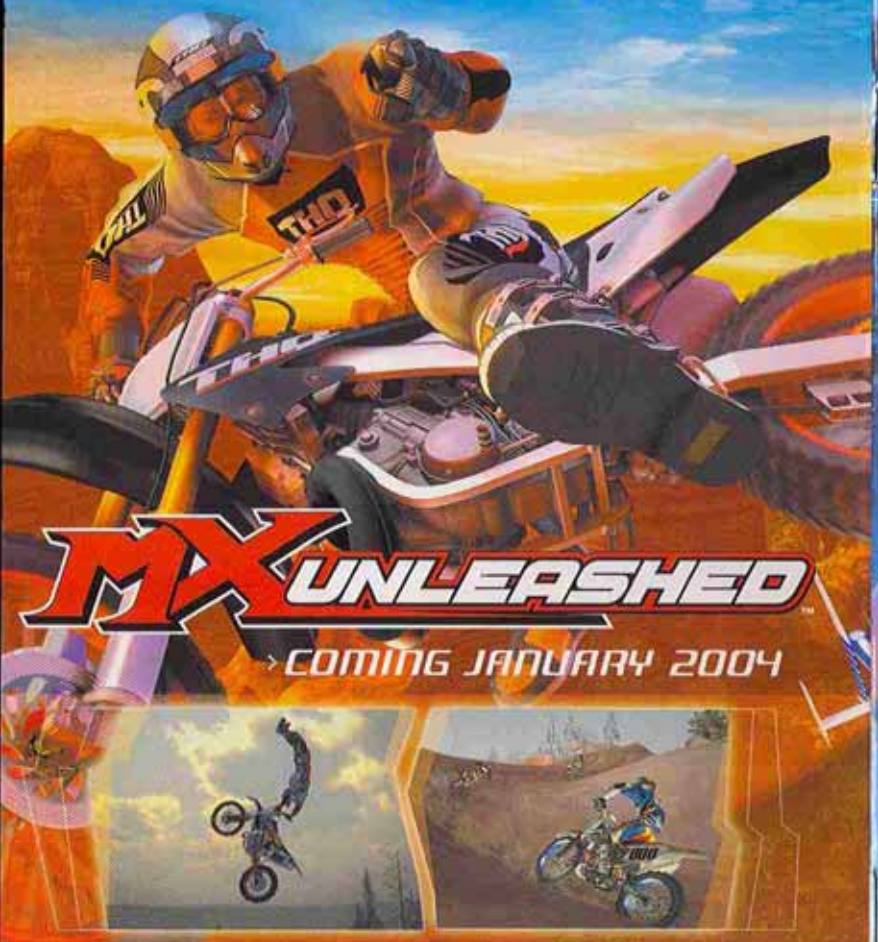
YOU WANTED IT. YOU GOT IT.



MX UNLEASHED

COMING JANUARY 2004

PlayStation.2

rainbow STUDIOS

THQ
www.thq.com

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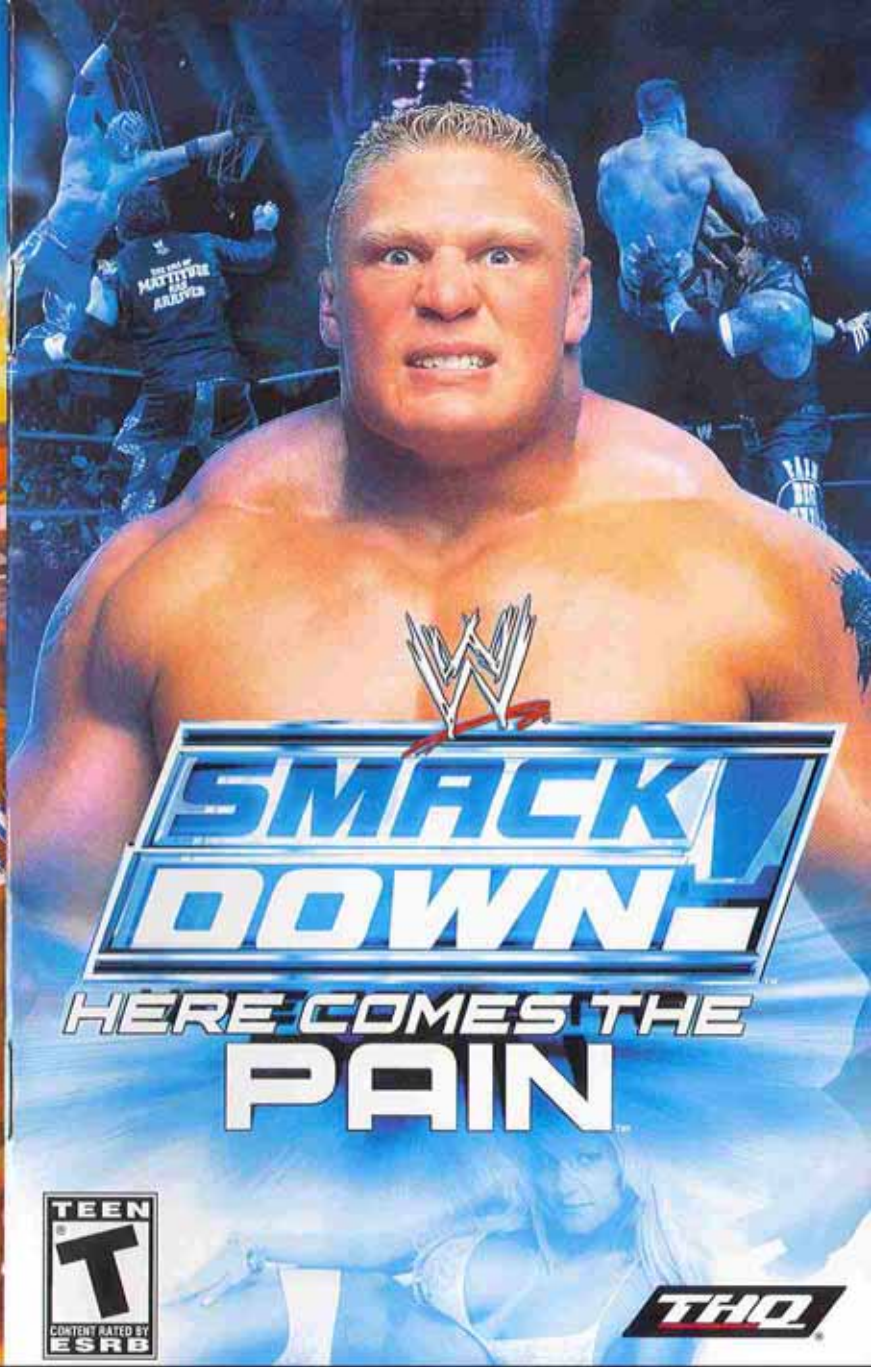
RATING PENDING RP Visit www.esrb.org for more ratings information.

EmuMovies



SMACKDOWN!

HERE COMES THE PAIN

TEEN T CONTENT RATED BY ESRB

THQ

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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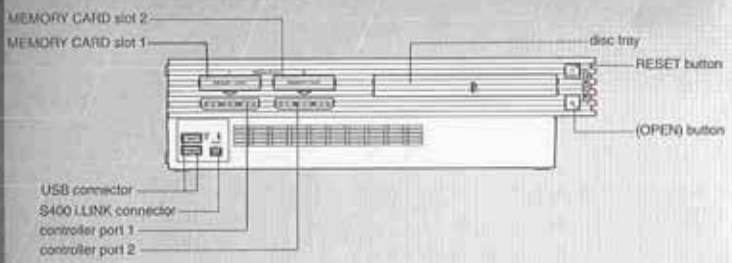
GETTING STARTED



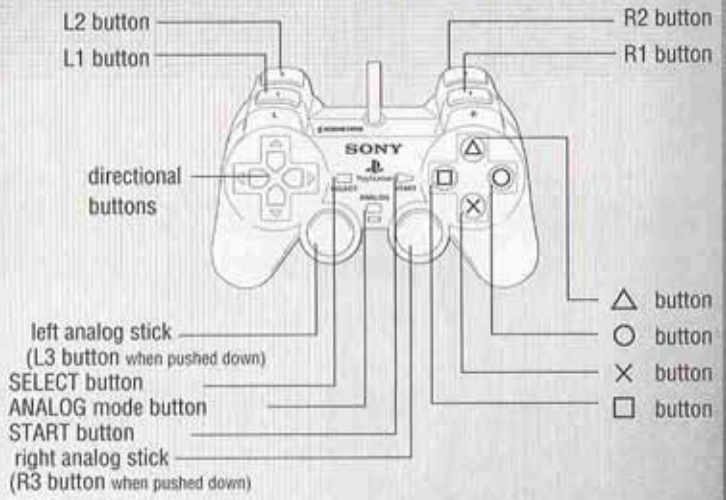
Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will 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 Power Submission Signature Quick	○ button + directional button ○ button + ↑ button ○ button+ ↓ button ○ button +← button ○ button + → button
Perform grapple move (after grapple initiated)	○ button + directional button
Perform strike move (after grapple initiated)	✕ button + directional button
Striking attack	✕ button
Irish Whip	○ button
Counter striking attack	L2 button
Counter grapple attack	R2 button
Counter ***SmackDown!*** move	L2 button + R2 button
Taunt	right analog stick
Pin (opponent on mat)	○ button + directional button ↓
Layeth the SmackDown! (when ***SmackDown!*** Meter is full)	L1 button
Second finisher (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* R3 *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 ✕ button + ↑ button ✕ button + ↓ button ✕ button + ← button ✕ button + → button
Grapple attacks (min. damage)	○ button + ↑ button ○ button + ↓ button ○ button + ← button ○ 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 ○ button + ↓ button ○ button + ← button ○ 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 ○ button + ↓ button ○ button + ← button ○ button + → button
Lower body grapple attacks	○ button + ↑ button ○ button + ↓ button ○ button + ← button ○ button + → button
Lift opponent (Facing opponent's back)	○ button + ○ button

Striking attacks	⊗ button ⊗ button + ↑ OR ↓ button ⊗ button + ← OR → button
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	◉ button + ↑ button ◉ button + ↓ button ◉ button + ← button ◉ button + → button
Opponent facing turnbuckle	◉ button + ↑ button ◉ button + ↓ button ◉ button + ← button ◉ button + → button
Opponent sitting in turnbuckle	◉ button + directional button
Remove turnbuckle	◉ button + directional button toward turnbuckle
Tag Team turnbuckle attacks (In tag team's corner while opponent is against the turnbuckle)	◉ button + ↑ button ◉ button + ↓ button ◉ button + ← button ◉ button + → button

Running Moves

Running grapple (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	⊗ button ⊗ button + ↑ button ⊗ button + ↓ button ⊗ button + ← button ⊗ button + → button
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 (Hell in a Cell™)	● button (near edge of top of cage)
Open cage door	▲ button + directional button

Bra-and-Panty Match Moves

Remove garments (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.

MAIN MENU

Access all the game modes and options from the Main Menu. Use the directional buttons to highlight an option, then press the ⊗ button to make your selection.

- Exhibition – Jump right into the ring and compete against the toughest Superstars in ***SmackDown!: Here Comes the Pain***. See page 12 for more info.
- Create – Create or edit Superstars, Animations, Entrances and Stables. See page 21 for info.
- Season – Compete for the belts in entire seasons of intense sports-entertainment action. Check page 17 for more information.
- Options – Customize the game settings in the Options Menu. For detailed info on all the option settings, see below.
- Credits

OPTIONS

Match Rules

NOTE: *Not all Match Types allow all match settings to be adjusted. Match setting options that are not available for a given match type are colored gray and are not selectable.*

Use the directional buttons to select an option. Press the ⊗ button to change an option or the ⊘ button to cancel.

- Entrance – Toggle entrances ON/OFF.
- KO – Toggle knockouts ON/OFF.
- Give Up – Toggle tap-outs ON/OFF.
- Rope Break – Toggle rope breaks ON/OFF.
- DQ – Toggle disqualifications ON/OFF.
- Ring Out Count – This determines how long you can stay out of the ring. Choose either a 10 count or toggle count outs OFF.

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

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
- Tornado Tag
- Captain Fall Tornado Six-Man Tag (match doesn't end until team captain is pinned or taps out)
- Normal Six-Man Tag
- Tornado Six-Man Tag
- 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
- Tornado Tag
- Triple-Threat
- Fatal Four-Way
- ***Armageddon*** Hell in a Cell (six-Superstar brutality!)

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
- Tornado Tag
- Triple-Threat Tornado Tag
- Triple-Threat
- Fatal Four-Way

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
- One Referee Normal Tag
- One Referee Iron Man
- Two Referees Single
- Two Referees Normal Tag
- 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
- Tornado Tag
- Triple-Threat
- Fatal Four-Way
- Tornado Six-Man Tag

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
- Tornado Tag
- Triple-Threat
- Fatal Four-Way
- Title
- Title Tornado Tag
- Title Triple-Threat
- 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 WWE 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 (WWE ***SmackDown!*** or WWE ***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 begining 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 ⊗ button to select your chosen Match Type and variation, then select the Superstars to compete in your match. Use the ⊙ 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 ▣ 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 ⊗ button to make a selection, the △ 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 ⊗ 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 ● button. Find one you like? Just press the ⊗ 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 ▲ button to cancel a decision and restore the move(s) to its original setting.

Bases

- Ring-In Move
- Ring-Out Move
- Taunt
- Fighting Style
- Walking Style
- Running Style
- Winning Style
- Entrance

Ready Moves

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

Rope Opponent

- Rope Down
- Rebound Attack

Aerial

- Stand
- Down

Ground

- Attack
- Grapple

Running

- Attack
- Grapple
- Back Attack
- Squatting Attack
- Counter

Turnbuckle

- Attack
- Grapple
- Back Attack

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 ⊗ 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 ⊗ button to load all of your previously saved information.

TIPS

1. Use the ⊗ 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 krovy)

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

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"Whatever"

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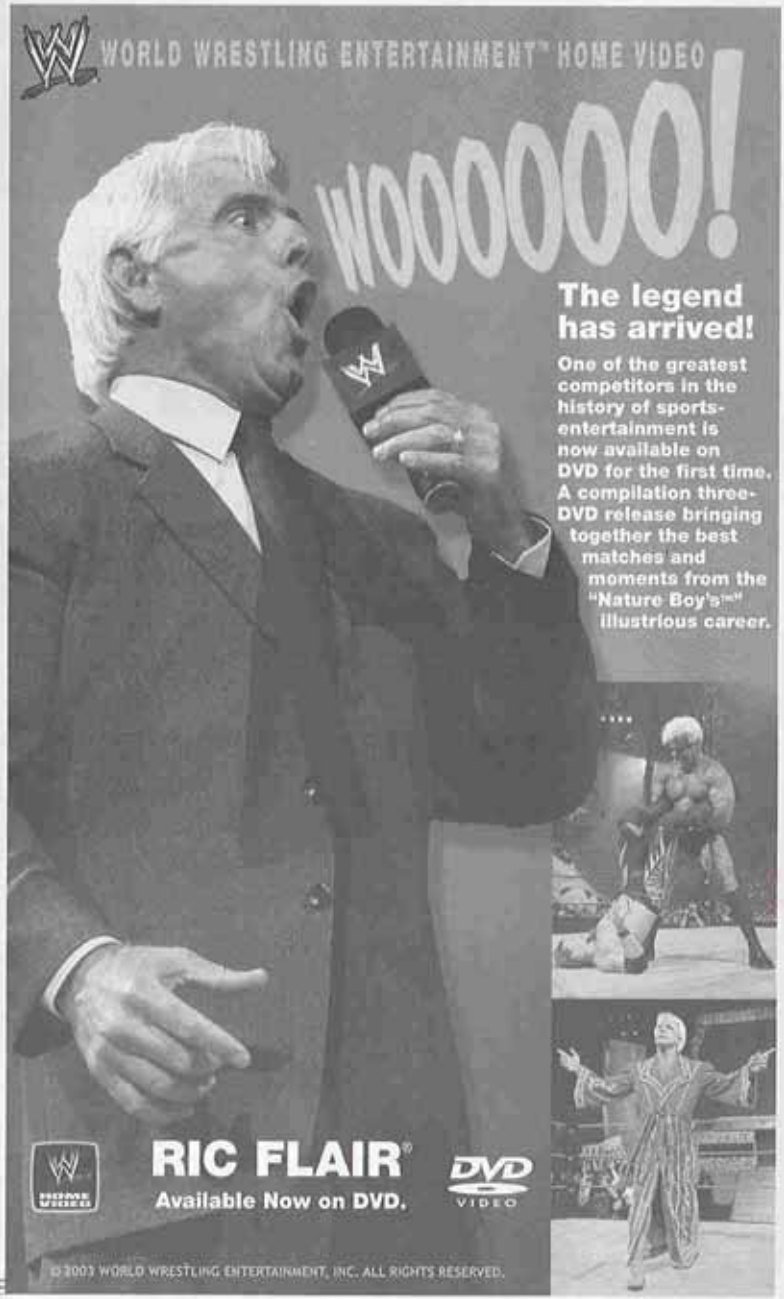

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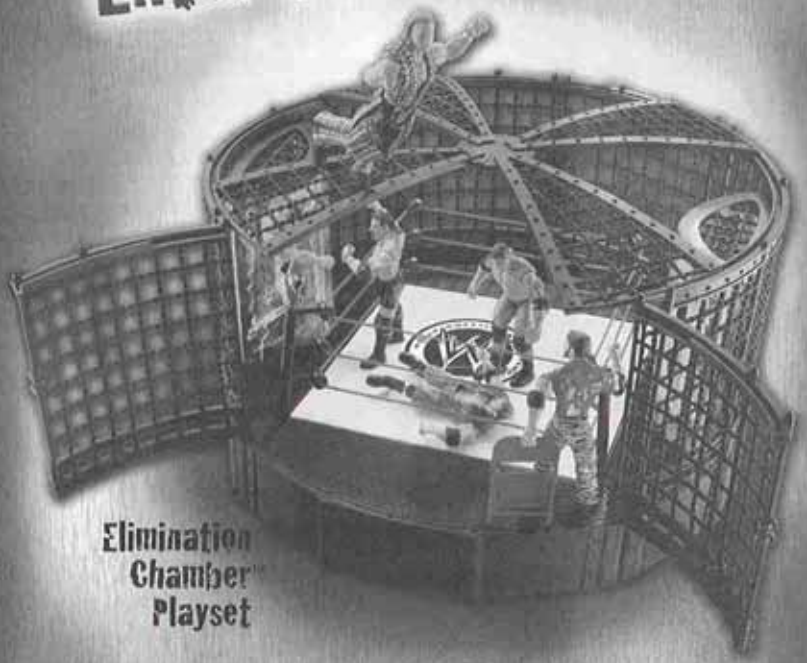

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