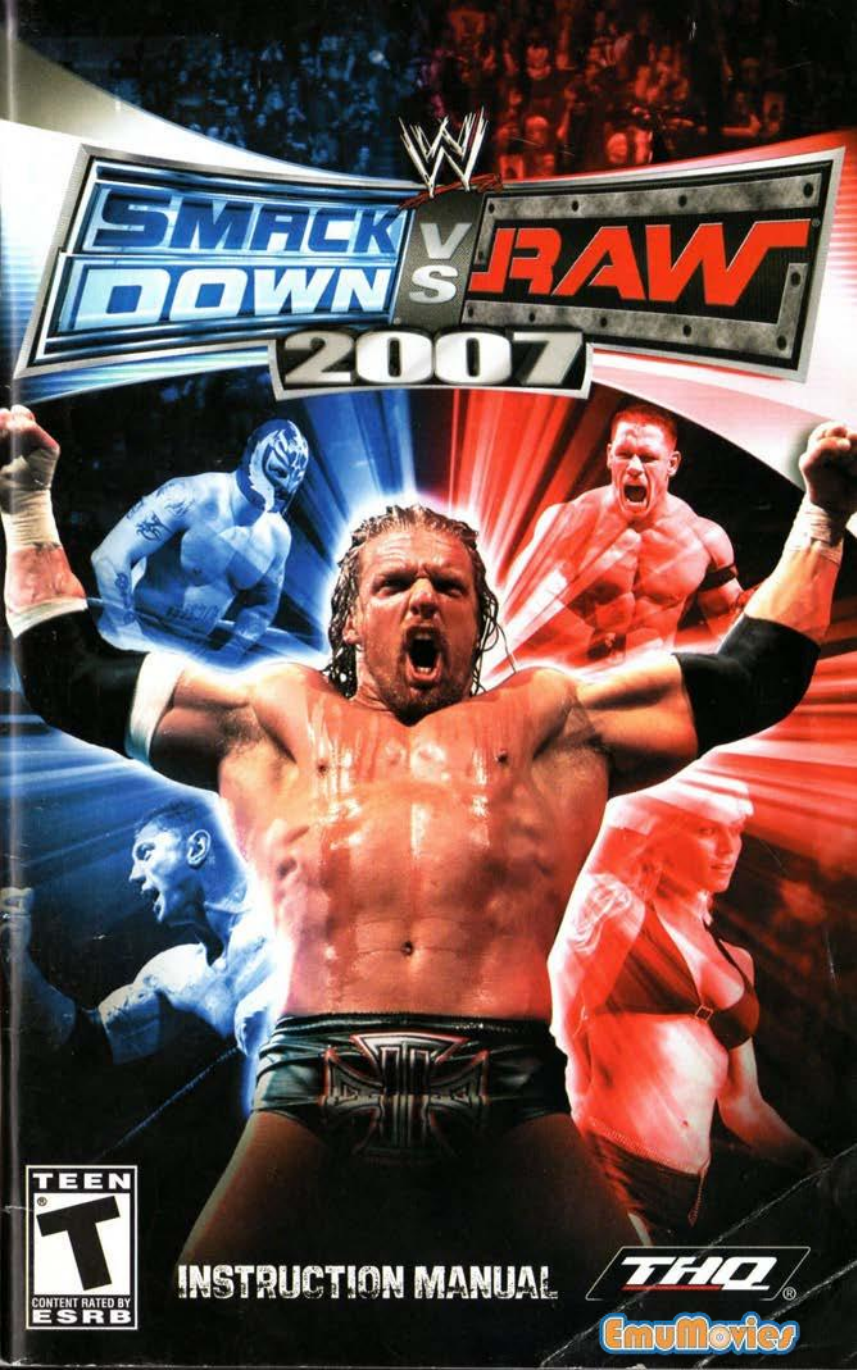

SMACK DOWN VS RAW
2007
TEEN
T
CONTENT RATED BY ESRB
INSTRUCTION MANUAL
THQ

EmuMovies

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.

TABLE OF CONTENTS

GETTING STARTED 2

CONTROL SUMMARY 3
- Basic Controls 3
- Finishing Moves 4
- Strike Attacks 5
- Grapple Attacks 5
- Rear Grapple Moves 6
- When Running 7
- With Opponent On Mat 8
- Against a Turnbuckle 8
- Tag Match 9
- Special Referee 10
- Royal Rumble 10
- Steel Cage Match 10
- Hell in a Cell 11
- Elimination Chamber 12
- Buried Alive Match 12

GAMEPLAY SCREEN 13

MAIN MENU 13

GAMEPLAY FEATURES 14

ULTIMATE CONTROL MOVES 16

ENVIRONMENTAL HOTSPOTS 17

FIGHTING IN THE CROWD AREA 18

IMPROVED LADDER MATCH 19

IMPROVED TABLES MATCH 20

MOMENTUM 21

STAMINA 21

PLAYING POSSUM 21

STEALING TAUNTS 21

GENERAL MANAGER MODE 22

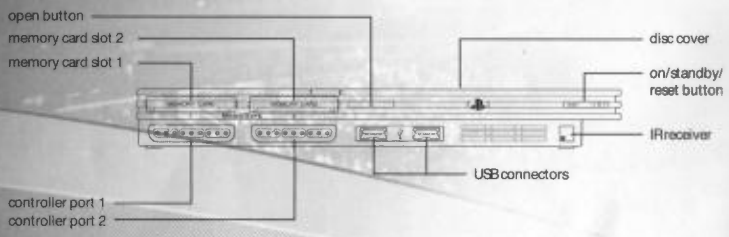
LOCKER ROOM 22

ONLINE PLAY 23

CREDITS 26

LIMITED WARRANTY 37

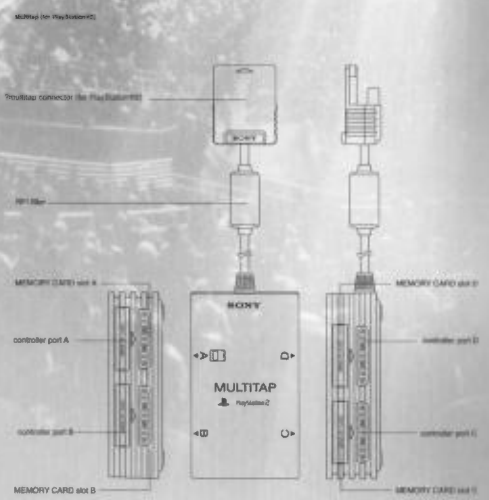
GETTING STARTED



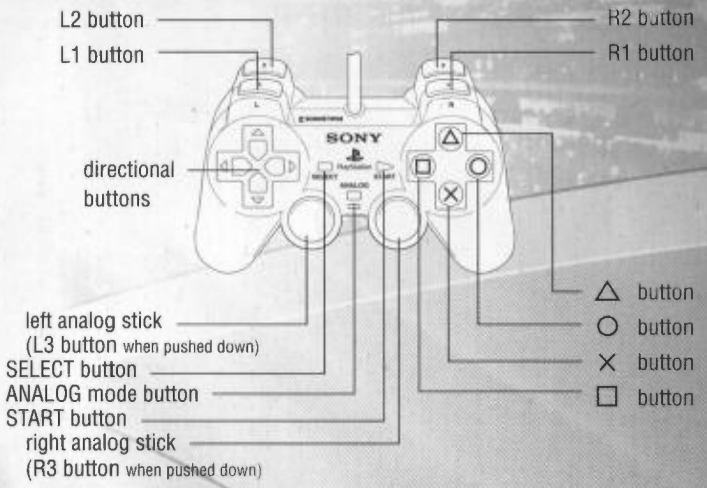
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the ***WWE SmackDown vs. RAW 2007*** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2]

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlatStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROL SUMMARY

BASIC CONTROLS

Control Superstar	Left analog stick
Strike Attack	▣ button
Quick Grapple	Right analog stick (↑, ↓, ←, →)
Perform Pin (opponent on mat)	Right analog stick ↓
Recover stamina manually	◎ button
Perform Taunt	Directional buttons (↑, ↓, ←, →)
Run	△ button
Stop Run	△ button
Enter/Exit Ring	⊗ button
Pick up/Drop Weapons, search for weapon under ring/Remove Turnbuckle covering/	⊗ button

Irish Whip	Tap R1 + ⊗ button
Strong Irish Whip	Hold R1 + ⊗ button
Perform Finisher (see Finishing Move section below for details)	L1 button
Store finishing move icon (when momentum is full)	L1 button + L2 button
Counter Strike Attacks	L2 button
Counter Grapple Attacks	R2 button
Counter Finishing Move	L2 button + R2 button
Change focus	SELECT
Call for interference from a stable member: Interference option must be turned ON and the match type must support interferences.	R1 button + directional buttons
Pause menu	START

NOTE: Control type A uses the left analog stick and is the default control type. Control type B uses the directional buttons.

FINISHING MOVES

Perform Finishing move (Must be in Superstar's correct finishing move situation)	L1 button
Steal Opponent's Finishing Move. (Must have a stored finishing move icon as well as a full momentum meter.)	Hold L2 + Tap L1

STRIKE ATTACKS

Strike Attacks (Perform a 3 Strike Combo by rapidly pressing the Strike button)	⊙ button
	Left analog stick ↓ + ⊙ button
	Left analog stick ← + ⊙ button
	Left analog stick ↑ + ⊙ button
	Left analog stick → + ⊙ button
	Left analog stick ↖ or ↗ + ⊙ button
	Left analog stick ↙ or ↘ + ⊙ button

GRAPPLE ATTACKS

Quick Grapple	Control Commands
Quick Grapple Attacks	Right analog stick ↑
	Right analog stick ↓
	Right analog stick ←
	Right analog stick →
Performing Clean/Dirty Grapple Moves	**Control Commands**
Initiate Clean/Dirty Grapple Hold	Hold R1 + right analog stick ↑
Ultimate Control Move	R3 button
Clean/Dirty Grapple Attacks	right analog stick ↓
	right analog stick ←
	right analog stick →
	right analog stick →
Performing Submission Grapple Moves	**Control Commands**
Initiate Submission Grapple Hold	Hold R1 + right analog stick ↓
Ultimate Control Move	R3 button
Submission Grapple Attacks	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →

Performing Category 1 Grapple Moves	Control Commands
Initiate Category 1 Grapple Hold	Hold R1 + right analog stick ←
Ultimate Control Move	R3 button
Category 1 Grapple Attacks	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →
Performing Category 2 Grapple Moves	**Control Commands**
Initiate Category 2 Grapple Hold	Hold R1 + right analog stick →
Ultimate Control Move	R3 button
Category 2 Grapple Attacks	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →
Offensive Controls Within Grapple Hold	**Control Commands**
Strike	▢ button
Drag opponent	left analog stick (any direction)
Irish Whip	R1 + ✕ button
Strong Irish Whip	Hold (R1 + ✕ button)
Release Grapple Hold	○ button
Go behind opponent (The opponent becomes groggy.)	△ button

REAR GRAPPLE MOVES

Rear Grapple Moves	Player Condition: Standing behind Opponent
Rear Grapple Moves	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →
Irish Whip	R1 + ✕ button
Strong Irish Whip	Hold (R1 + ✕ button)
Whip opponent around to the front.	Hold R1 + right analog stick (any direction)

WHEN RUNNING

While Running	Control Commands
Running Strike Attacks	▢ button
	left analog stick any direction + ▢ button
Stop running	△ button
Exit ring	✕ button
Counter opponent's strike attack	L2 button
Running Strike Attacks (downed opponent)	✕ button + ▢ button
	✕ button + left analog stick any direction + ▢ button
Diving outside of the ring attack	✕ button + ▢ button (Next to the ropes)
While running toward the front of opponent	**Control Commands**
Irish Whip	R1 + ✕ button
Go behind opponent (The opponent becomes groggy.)	✕ button
Running Grapple Attacks	right analog stick ↑ / ↓
	right analog stick ← / →
While running toward the back of opponent	**Control Commands**
Rear Running Grapples	right analog stick ↑ / ↓
	right analog stick ← / →
Duck	✕ button

WITH OPPONENT ON MAT

Downed Opponent	Control Commands
Down Strike Attacks	■ button
	left analog stick ↑ / ↓ + ■ button
	left analog stick ← / → + ■ button
Pick opponent up	R3 button
Lift opponent to sitting position	Double tap R3 button
Drag opponent	Press and hold R3 button
Pin opponent	right analog stick ↓
When opponent is on mat (next to opponent's upper body)	**Control Commands**
Upper Body Grapple Attacks	right analog stick ←
	right analog stick ↑
	right analog stick →
When opponent is on mat (next to opponent's lower body)	**Control Commands**
Lower Body Grapple Attacks	right analog stick ←
	right analog stick ↑
	right analog stick →

AGAINST A TURNBUCKLE

Opponent's back against turnbuckle	Control Commands
Irish Whip	R1 + ✕ button
Turnbuckle Grapple Attacks	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →

Opponent's stomach against turnbuckle	Control Commands
Irish Whip	R1 + ✕ button
Rear Turnbuckle Grapple Attacks	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →
Downed Opponent in turnbuckle corner	**Control Commands**
Lift opponent up	R3 button
Ground Turnbuckle Grapple Attack	right analog stick any direction

TAG MATCH

Tag	✕ button toward tag partner standing on apron
Tag - Turnbuckle Double Team Attacks	right analog stick ↓ (when opponent is groggy at your tag team corner)
	right analog stick ← (when opponent is groggy at your tag team corner)
	right analog stick ↑ (when opponent is groggy at your tag team corner)
	right analog stick → (when opponent is groggy at your tag team corner)
Double Team Attacks (When your tag partner is grappling opponent)	right analog stick ↓
	right analog stick ←
	right analog stick ↑
	right analog stick →

SPECIAL REFEREE

Count pins (when pinning)	⊗ button
Perform Countout (when Superstar is outside of ring)	⊗ button
Announce Submission (when Superstar performs Submission)	⊗ button
Declare DQ (when Superstar performs weapon attack)	⊗ button
Slide in and count pins (while running and when pinning)	⊗ button

ROYAL RUMBLE

Control Superstar when "Press the SELECT button" is displayed on nameplate	SELECT
Automatically enter ring during a forced push out by opponent (must have a finish icon stored)	L1 button
Lift up the opponent groggy on the ropes - only when the Superstar's weight class is heavier than the opponent's by more than 1 class.	right analog stick any direction
Throw opponent over the ropes (while holding an opponent)	right analog stick

STEEL CAGE MATCH

Begin climb up cage	left analog stick + ⊗ button
Climb up cage - The stretch meter appears.	⊗ button
Escape from the cage (once at the top)	⊗ button
Diving attack off the top of the cage	left analog stick + ▣ button
Shake cage while opponent is climbing out	▣ button (when standing next to cage)
Throw opponent off of cage	right analog stick (when standing next to cage while opponent is climbing up)
Drop from cage	R1 button
Attempt escape through cage door.	right analog stick (when opponent is against turnbuckle in the lower left corner)
Throw opponent into cage	Strong Irish Whip toward cage

HELL IN A CELL

Throw opponent into ring	right analog stick ↓ (when standing in-between the cell and ring)
Cell Grapple attacks	right analog stick ← (when standing in-between the cell and ring)
	right analog stick ↑ (when standing in-between the cell and ring)
	right analog stick → (when standing in-between the cell and ring)
Open Cell door	Run toward door (when door is not open)
Enter/exit Cell door	⊗ button (when door is open)
Climb Cell	Run toward cell (when standing outside of cell)
Climb down from top of Cell	⊗ button (while standing near edge of cell)
Throw opponent off of the Cell	right analog stick toward opponent (standing near edge of cell)

ELIMINATION CHAMBER

Climb on top of Chamber	left analog stick + ⊗ button (while on turnbuckle)
Climb down from Chamber	⊗ button (while on chamber)
Climb Chamber	⊗ button toward chamber Wall
Diving Cross Body	▢ button (while on chamber wall)
Move over Chamber	left analog stick (while on chamber wall)
Grind opponent's face against Chamber	Irish Whip toward chamber (While standing near chamber wall)
Pull down opponent	right analog stick any direction (underneath an opponent on chamber wall)

BURIED ALIVE MATCH

Trigger burial mini-game	Drag opponent toward casket
Special casket finishing move	Irish Whip opponent toward casket and press L1 button to perform finishing move (must have stored finishing move icon and full momentum)

GAMEPLAY SCREEN

MAIN MENU

After the game loads up, the main menu appears on screen. Use the directional buttons to move up and down through the menu. Press the ⊗ button to make your selection. Press the ▢ button to choose which Profile you are using.

Exhibition	Play an Exhibition Match.
Game Modes	Participate in a PPV, play in General Manager Mode, or start / continue a Season.
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 your own WWE Championship.
Locker Room	View the trophies, belts, and honors you've earned in your career. You need to create a profile to save accomplishments to your Locker Room. See page 22 for details.

Online	Go online and compete head to head with people from around the world. Do you have what it takes to be the best? See page 23 for more details.
Options	Adjust sound settings, match rules, in game options, advanced options, save and load your profiles, and more. Follow the onscreen directions to adjust all of these options. View tutorial moves to help master the controls of the game.

GAMEPLAY FEATURES

QUICK GRAPPLES (ALL NEW FOR '07)

Quick grapples are difficult to reverse, low damage attacks that are performed free of a grappled state. Simply press the right analog stick ⬆, ⬇, ⬅, or ➡ 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 Superstars' Quick Grapple move-set can be edited in the Create A Move-Set option.

STRONG GRAPPLES (ALL NEW FOR '07)

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, hold the R1 button and press the right analog stick ⬆, ⬇, ⬅, or ➡. Each Superstar is equipped with four different Strong Grapple holds within their move-set.

SUBMISSION GRAPPLE HOLD

Hold the R1 button and press the right analog stick ⬇ to lock your opponent in a submission grapple hold. Once locked in the grapple hold, press the right analog stick ⬆, ⬇, ⬅, or ➡ to perform four different Strong Grapple Submission moves.

CLEAN/DIRTY GRAPPLE HOLD

Hold the R1 button and press the right analog stick ⬆ to lock your opponent in a clean/dirty grapple hold. Once locked in the grapple hold, press the right analog stick ⬆, ⬇, ⬅, or ➡ to perform four different clean/dirty Strong Grapple moves.

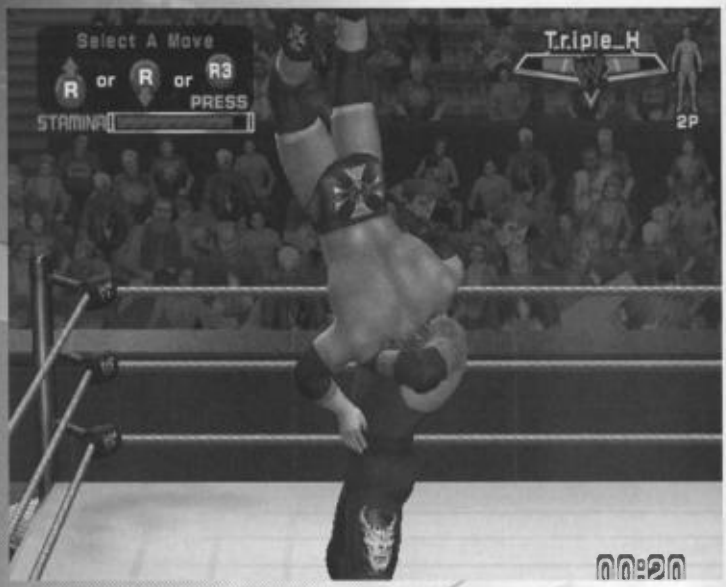
CATEGORY 1 GRAPPLE HOLD

Hold the R1 button and press the right analog stick ⬅ to lock your opponent in a Category 1 grapple hold. Once locked in the grapple hold, press the right analog stick ⬆, ⬇, ⬅, or ➡ to perform four different category 1 Strong Grapple moves.

CATEGORY 2 GRAPPLE HOLD

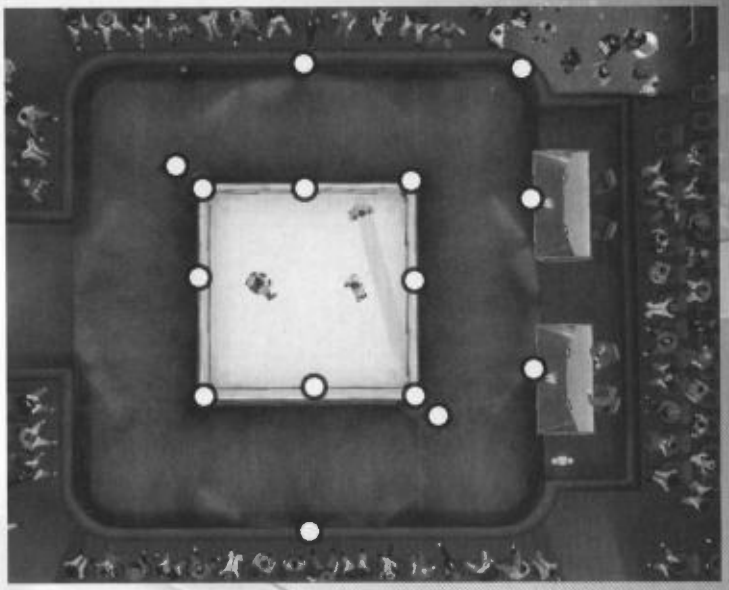
Hold the R1 button and press the right analog stick ➡ to lock your opponent in a Category 2 grapple hold. Once locked in the grapple hold, press the right analog stick ⬆, ⬇, ⬅, or ➡ to perform four different Category 2 Strong Grapple moves.

NOTE: Category 1 and Category 2 grapples can be edited in the Create A Move-Set option. Players can pick from a list of seven different grapple categories and assign them to their Superstar.



ULTIMATE CONTROL MOVES (ALL NEW FOR '07)

Ultimate Control Moves give players the freedom to decide when and where they want to lay the SmackDown on their opponent. To perform an Ultimate Control Move, you must first be in a grappled state. Once in a grappled state, press the R3 button to initiate the Ultimate Control Move. Follow the instructions along the Heads Up Display (HUD) to select a grapple move. After a grapple has been selected, press the right analog stick in the direction as indicated along the HUD. Each Superstar has four Ultimate Control Moves for each one of their four strong grapple holds.



ENVIRONMENTAL HOTSPOTS (ALL NEW FOR '07)

Sometimes grapples and strikes just aren't enough to put an opponent away. When standard wrestling 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 hotspot situation. Move the right analog stick as instructed along the HUD to perform the appropriate grappling action. The diagram above contains some of the environmental hotspots 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 hotspots.

Stop Environmental Hotspot	◉ button during Environmental Hotspot
Perform special taunt	Directional button during Environmental Grapple (any direction)

FIGHTING AREA IN THE CROWD (ALL NEW FOR '07)

When the fighting spills outside of the ring, continue the fight inside of the all-new Fighting Area In The Crowd. 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 the right analog stick in any direction to clothesline your opponent over the barricade wall and into the crowd area. Once inside of the crowd area, fans can—and will—hand you a wide assortment of everyday items which can be used as weapons, such as crutches or umbrellas. You'll also be able to interact with the fans directly. Approach any fan holding up a sign and press the ⊗ button to take the sign from the fan and cheer along with him/her if you're a clean Superstar, or rip it in half and toss it to the ground if you're a dirty Superstar. The FITC area also contains environmental hotspots and backstage equipment, which can be used as weapons against your opponent. The diagram above contains a few of the hotspots available in the crowd area.

IMPROVED LADDER MATCH CONTROLS (ALL NEW FOR '07)

The Ladder Match has undergone a facelift in ***WWE SmackDown vs. RAW 2007*** and features all-new gameplay 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 left analog stick and right analog stick appears along the HUD. Press the left analog stick ⬆ to reach with your left hand and press the right analog stick ⬆ to reach with your right hand.

If you reach with the left analog stick and manage to grab the championship belt, the next step is to find the "sweet spot" by moving the left analog stick around. When the "sweet spot" has been found, the controller begins to vibrate slightly and the ladder gauge begins to pulsate. Hold the left analog stick in the "sweet spot" location in order to drain the ladder gauge. Once fully depleted, the championship is yours and the match is over!

NOTE: The same controls apply when using the right analog stick to reach for the title. When the title is in hand, you would move the right analog stick around to locate the "sweet spot" and drain the ladder gauge.

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

IMPROVED TABLES MATCH CONTROLS (ALL NEW FOR '07)

The Tables Match has also undergone a facelift and features an all-new gameplay mechanic as well as controls. To win the match, you must slam your opponent through a wooden table, but before you'll be able to slam an opponent through a table you will need to meet two requirements. First, you will need to store a finishing move icon. Once a finishing move icon has been stored, you will need to turn at least one limb on your opponent's limb damage meter red. Next, Irish whip or drag your opponent toward a set table to make them lean against it. While your opponent is dazed press L1 to perform the table finishing move to slam them through the table.

Pick up table	⊗ button
Set up table (while holding a table)	⊗ button
Drag table	Hold ⊗ button while standing next to table
Release table	⊗ button (while dragging table)
Double Stack Tables	While holding a table walk into a setup table and press the ⊗ button.

MOMENTUM

As you compete in the match, your Superstar gains momentum with each strike and grapple that he/she lands. When you fill your momentum meter up, you earn the ability to perform that Superstar's finishing move or store it for later use.

STAMINA

Throughout the course of a match, Superstars accumulate fatigue and their stamina meters slowly begin to deplete. Performing strenuous in-ring activities such as running, grapple moves and strikes cause each Superstar's stamina meter to drain. How fast 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 fast to regain it. Superstars with a low stamina attribute are quick to lose stamina and slow to gain it back. Stamina can be regained manually by pressing and holding the ◎ button. Stamina also automatically increases when being inactive in the ring.

PLAYING POSSUM

Brute strength alone cannot always carry you to a victory inside the WWE ring. Using your quick wits can often pull you out from the doldrums of defeat. Fake an injury to lure in your opponent and catch them by surprise by securing them in a quick and powerful pin. While lying on the mat, and in possession of a stored special, press and hold the ⊗ button and successfully counter your opponent's strike or grapple attack by tapping either the L2 or R2 button. If timed correctly, you'll catch your opponent off guard and will be able to capture him in an incredibly powerful pin that's hard to escape.

STEALING TAUNTS

Further humiliate your opponent by stealing their signature taunt! With a stored finishing move icon, hold the L1 button and press any directional button to steal your opponent's taunt. If the stolen taunt is performed without interruption, it completely drains your opponent's momentum meter.

GENERAL MANAGER MODE

Take control of *SmackDown* or *RAW* as the General Manager in this all-new game mode. Can you turn a profit in the world of sports-entertainment? This is your shot. Control General Manager mode via the following menu:

Schedule	View upcoming PPV events and schedule the weekly match card.
Email	Check your E-mail inbox for messages.
Rosters	View the rosters, set up a rivalry, propose trades with the other brand, look at free agents, and adjust Superstar attributes.
Weekly Reports	Check out what happened in previous Pay-Per-View events, previous *SmackDown* and *RAW* episode results, look at the Fan Support Line, and look over Tazz's and J.R.'s reports.
Financials	Check the income sheets to maintain a healthy roster of Superstars.

STORYLINE WRITERS (NEW FOR '07)

Assemble a collection of riveting storylines by hiring freelance writers for your show. Using the storylines as motivation, you will then be able to cultivate rivalries between Superstars on your roster to help bolster the ratings of your show.

POWER 25 (NEW FOR '07)

The Power 25 contains the top Superstars in the WWE as well as the top 15 Superstars on both SmackDown and RAW. In order for Superstars on your roster to become eligible for a shot at the belt, they need to be ranked somewhere in the top 15. Movement up and down the Power 25 will be based on the number of wins a Superstar has accumulated as well as the level of their competition.

LOCKER ROOM

As you compete in the world of sports-entertainment, you earn awards and championship belts. View them in your profile's Locker Room. The Locker Room is your place to hang out between matches and enjoy all of your accomplishments.

ONLINE PLAY

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, system failures, authentication failures,or system outages, which may, from time to time, affect online game play or access thereto.

NOTE: By joining an online session, you must leave the THQ-controlled environment in WWE SmackDown vs. RAW 2007. The game content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. THQ and Sony Computer Entertainment America take no responsibility for content external to the game itself. Please see the terms of use for online play at www.thq.com.

So you think your created Superstar has what it takes to challenge players around the world? To play ***WWE SmackDown vs. RAW 2007*** online, you'll need a network adaptor (Ethernet/modem)(for PlayStation®2). You will also need an Internet service provider.

SETTING UP

The first time you try to go online with ***WWE SmackDown vs. RAW 2007***, the game will ask you to accept the User Agreement then set up your connection. You may have already set up your connection using the Sony Network Adaptor Start-Up Disc.

If you haven't set up your connection, select Network Configuration. From the Network Settings menu, you can add or edit pre-existing connections available on your memory card. To add a setting, select Add Setting from the menu and choose which memory card in which you want to save your settings. You will need to select the type of Hardware you are using and input your connection settings (i.e. user name, password, DNS settings, etc.). After you are finished, you will be prompted to save your settings to your memory card. At this point you can test your connection then return to the ***WWE SmackDown vs. RAW 2007*** Main Menu. Your network settings are now saved and you are ready to go online!

ONLINE FEATURE CUSTOMER SUPPORT

If you are experiencing trouble with the ***WWE SmackDown vs. RAW 2007*** online feature and are using an Internet sharing device (e.g. broadband router or firewall) you may need to forward UDP ports 3074 thru 3174 to the IP address assigned to your PlayStation®2 computer entertainment system. Customer Support is available at http://info.thq.com/support/

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. 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 (Royal Rumbles and Elimination Chambers are not available for Created games).

ONLINE TITLE MATCH

Put your created Championship on the line and compete against players for your Championship. Do you have the fortitude to put it all on the line?

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. The game supports 4 lobbies, which can be used to negotiate player-to-player trades of original created Superstars.

CREDITS

DEVELOPED BY YUKE'S

Producer
Hiromi Furuta

Senior Producer
Norifumi Hara

Technical Executive Officer
Tokuichi Kitaguchi

Executive Technical Directors
Shintaro Matsubara
Nobuyoshi Ono

Executive Director
Taku Chihaya

Executive Art Directors
Yoshio Togiya
Makio Yamanaka

Multi Platform Director
Kiyotaka Azuma

Project Director
Osamu Hashimoto

Main Game System Programmers
Tokuichi Kitaguchi
Katsumi Nakagaki
Reiji Sato
Tsukasa Kato

GM Mode Programmmer
Mitsuhiro Nishide

Season Mode Programmer
Hajime Ohara

Create A Superstar Programmer
Kouji Hayashi

AI Programmer
Katsumi Nakagaki

Interface Programmer
Hiroshi Kanda

Locker Room Programmer
Atsushi Narita

Sound Director & Programmer
Takashi Takezawa

Programmers
Takuya Suzuki
Masahito Hasegawa
Hayato Ebina
Taishi Goto

Online Interface Programmers
Seishiro Mizukami
Kenji Yoshino
Jiro Moriya

Game Engine Programmers
Toshiyuki Mori
Hiroki Ueno
Akitsugu Hirano

Tool Programmers
Nobuyoshi Ono
Hideki Suzuki

Main Game System Designer
Kentaro Arai

GM & Season Game Designer
Kenzy Nakamura

Online & Locker Room Game Designer
Naoto Ueno

Interface & Sound Game Designer
Hidekazu Tanaka

Game Designers
Naoto Kuge
Totti Sato
Rie Kikuchi

Art Director Of Character Modeling
Ryohei Oguma

Lead Modeling Artists
Yukie Okamoto
Keiko Zama

Character Modeling Artists
Kazuki Watanabe
Youhei Nakagawa
Ari Sawada
Hiroshi Goto
Yoshihisa Shimizu
Yamaguchi Takushi
Sachiko Kuribara
Kawamoto Ayumu
Sakamoto Masashi
Amenomiya Kazuki
Yoshida Manabu
Konno Takanori
Kawasaki Akira
Hayasaka Ayumi
Imamura Takuya
Yabuki Jyun
Mitobe Satoshi
Ito Sachiyo
Yutaka Akao
Yasuhiro Morita
Muramoto Shuichi
Katsumi Marunaga
Tsushima Kenji
Kaji Kaori
Matsuda Takuya
Nobuyuki Nakayama
Dai Kitajima
Naoyuki Takashima
Yoshiko Murai
Tomoko Yamagami
Hiroki Takemura
Kenichi Sutou
Hajime Kawaguchi
Seiki Iijima
Ken Morita
Koichi Shigeru
Tsutomu Taniguchi
Ichiro Imamura
Toshiharu Tagami
Yuki Nemoto
Kohei Funatsu
Kazuhiko Inoue

CAS Team
Akiko Miura
Eri Nakaki
Nobuyuki Fukasawa
Saho Matsuda

Art Directors Of Environment Modeling
Koji Makin
Shin Sasaki

Environment Modeling Artists
Mayo Ochiai
Syuhei Hinohara
Yosihisa Satou
Shinohara Katsuya
Katayama Shinichi
Takeya Yukiko

Lead Effect Artist
Ryo Taya

System Animators
Mitsuo Shimuzu
Chizuru Ogura
Takayoshi Akasaka
Haruka Katayama
Yoshiyuki Iwai
Hirokazu Tabata
Shinji Ito
Takayuki Ootsuka
Daijiro Kakinuma

Entrance & Cut Scene's Animators
Yasuhiro Tsukahara
Takashi Watanabe
Tatsuaki Tsukamoto
Keisuke Saito
Yoshihiro Tamura
Tsuyoshi Fukuhara
Naotaka Ohnishi
Yakao Yamagishi

Interface Art Director
Kazunari Nike

2D & Interface Artist
Yuzuru Hiroki

Online Programmers Fine Col, Ltd
Hiroshi Fukuda
Junichi Taguchi
Kenji Okutsu
Toshihiro Kawaguchi
Koji Sasa
Masayuki Makita
Takashi Hashiki

Multi-platform Programming, Value Wave
Ryu Takada
Sotaro Arakawa
Kazuya Shinmoto
Shiro Mikata
Akihisa Shiota
Takeshi Takeuchi
Masaharu Watanabe
Hiroshi Niki
Mituru Ueno
Yasuhara Yoshinobu
Naotake Aboshi
Toshiji Hazumi
Hitoshi Sakai
Yoshinori Araki

Development Assistants
Shingo Yoneda
Akira Sasagawa

Yukes QA Managers
Ryo Ohura
Masayuki Soneda

Lead Testers
Ryoichi Ohe
Mitsuhisa Watanabe
Kazuyuki Watanabe
Emiko Watanabe
Takuro Yamamori
Sho Ohue
Shintaro Morikawa

Testers
Tokuyoshi Kanemoto
Kazuyuki Hosono
Hajime Taguchi
Toshiaki Kikuchi
Hidenaga Amari
Ryohei Kato
Nobuhiro Sato
Yuji Hirata
Ryota Yamaguchi
Takuya Yonezawa
Tsuyoshi Shibayama
Yuki Nishino
Munechika Suzuki
Jun Saito
Yuji Kusayanagi

Additional Testing
Digital Hearts Co., Ltd.

Translator
Leo King

System Support
Kentaro Seto
Tetsuya Kanazawa
Syuuji Matsudaira

Administrative Support
Tsuneharu Sasaki
Satomi Takao
Junko Miayamoto

Legal Manager
Keiko Sakaguchi

Wrestling Supervisor
Toshihiko Kitazawa

A Special Thanks
Yukinori Taniguchi
All Yukes Staff
Shun Yamaguchi
Kensuke Kanouda
Medianet

World Wrestling Entertainment

All THQ and Jakks Pacific staff for their loyal dedication and great support.

THQ INC. PRODUCTION

Director of Product Development
Keith Kirby

Project Managers
Colin Mack
Frank Bowen

Creative Manager
Cory Ledesma

Associate Creative Manager
Bryan Williams

Director External Development
Jeff Smith

Licensing Manager
David Knudsen

Script Writer
Bryan Stratton

Creative and Technical Consultants
Dan Ryan
Lance Laspina
Ian B. Hayden
Brian Dewey
Martin Marin

Music Licensing Supervisor
Victor Rodriguez

Translators
Yuri Tanaka
Makiko Hosoya

Global Localization Team
Amy Small
Susanne Dieck
Bernd Kurtz
Rachel Lee
Arnaud Frey

Senior Vice President, Product Development
Steve Dauterman

Executive Vice President, Worldwide Studios
Jack Sorensen

THQ INC. QUALITY ASSURANCE

Director, Quality Assurance
Monica Vallejo

QA Managers
Mario Waibel
Michael Motoda

Test Supervisor
David Sapienza

Test Leads
Jeremy Kilichowski
Joseph Pearson
Amin Razi
Enrique Castro
David Bianchi

Testers
Jennie Ann Mark
Nicholas Kerley
Aaron Ruben
Genaro Avila
Josh Kimmel
John Doberne
Kevin Heeter
Michael Soll
Josh Rowley
Matt Kinsey
Justin Andrews
Adam Poole
Javier Castillo
Michael Spray
Eugene Park
Jodie Geiselman
John Phillip Law
Chalermchai Plianpho
Karl Scholl
Collin Yamaka
Daniel Brownstone
Derek Gorman
Amanda Stutzman
Nathan Kraw
Andrew Eads
Caleb Hoffman
Mitch Cronin
JT Cole
Drew Holmes
Kenny Schwarz
Jake Roth
Adrian Evans
Jesse Collier
Jeff Johnson
Josh Stelzer
Andrew King
Casey Fish
Alex Newman
Jon Volkman
Jeff Bielawskii
Scott Leaton
James Selen
Osvaldo Mejia
AJ Smith
Charlie Chiappetta
Christopher Lane
Christopher Miles
David Lejeune
DC Wolfe
Marcus Morgan
Matthew Tullis
Orion Brown
Oscar Melgar
Patrick O'Riley
Ricardo Mansilla
Scott Young
Jaime Armenta
Henry Vidal
Dustin Tioseco

First Party Supervisor
Jason Tani

First Party Specialists
Jennifer Henschel
Arielle Jayme
Darryl Matthews
Nathan Bell
Eva Keyes
Dimitri Del Castillo
Ryan Fell

QA Technicians
Richard Jones
David Wilson
Michael Zlotnicki

Remastering Project Manager
Charles Batarse

Mastering Lab Technicians
Heidi Salguero
Glen Peters
Anthony Dunnet
T. Ryan Arnold

Database Administrator
Jonathan Gill

Database Applications Engineers
Brian Kincaid

Game Evaluation Team
Scott Frazier
Matt Elzie
Eric Weiss
Chris Emerson

Human Factors Design Specialist
Ray Kowaleski

QA Operations Coordinator
Steve Nelson

MARKETING

Executive Vice President of Publishing
Kelly Flock

Senior Vice President of Worldwide Marketing
Bob Aniello

Director of Creative Services
Howard Liebeskind

Director of Global Brand Management
Brad Carraway

Senior Global Brand Manager
Tracy Muniz

Brand Manager
David Pava

Associate Brand Manager
Andrew Brawley

Senior Public Relations Manager
Kristina Kirk

Media Relations Manager
Jaime Jensen

Creative Services Manager
Kirk Somdal

THQ INC. Special Thanks:

Brian Farrell
Joshua Austin
Jim Kennedy
Brandy A. Carrillo
Debbie Fingerman
Chris Folino
Melissa Rivas
Devin Knudsen
Kris Buccieri
Tamami Oduor
Andy Abramovici
Michael Becker
Ryan Katz

LICENSOR, JAKKS PACIFIC, INC.

Vice President JAKKS Interactive
Nelo Lucich

Director of Interactive Jakks Interactive
Hayley Wichmann

Project Manager JAKKS Interactive
Jarrod Madrigal

Project Manager JAKKS Interactive
Randy Planck

WWE

Executive Vice President Consumer Products
Donna Goldsmith

Sr. Director, Global Licensing
Florence DiGiorgio

Sr. Director of Product Development
Michael Archer

Sr. Brand Equity Coordinator
Bernadette Hawks

Brand Equity Assistants
Steven Pantaleo
Chris Terranova

Brand Equity Editor / Copywriter
Kevin Caldwell

Talent Relations
Mark Carrano

Director, Global TV Business Affairs
Lisa Lee

TV Business Affairs Coordinator
Diana Velez

Director, Audio Engineer
Chris Argento

Executive Producer, WWE
Kevin Dunn

Composer, Producer, Director of Music, WWE
Jim Johnston

Managing Producer, *WWE RAW*
Adam Pennucci

Managing Producer, *WWE SmackDown*
Chris Lawler

Media Asset Manager, WWE
George Germanakos

Media Asset Assistant, WWE
Eric Massoud

Music Coordinator, WWE
Darryl Harvey

Director of Graphics, WWE
William Goertel

Director of Graphics, WWE
Bruce Sandler

Special Thanks:
Frank Vitucci
Sean Sellman
Mark Yeaton
Marty Pingree
Law Bosse
Den Burke
Genna Rosenberg
Anne-Marie Feliciano
Ed Kaufman
Josh Grier
Joel Satin
Pete Skourtis
Jessica Nassi
Bryan Staffaroni
Dean Miller
Jennifer Vogestad
Jen Good
Kevin Callahan
David Lagana
Jaclyn Farley
Tim Roche
Lauren Middlen
The Mook
Mike Mulligano
Kevin Callahan
Bruce Sandler
Jim Widman

HYDROGEN WHISKEY STUDIOS

Visual Director
Ronald Franco

Animation Director
Rommel Franco

Technical Director
Cynthia Franco

Production Manager
Krissie Franco

Casting & Assistant Director
Jon Okui

Technical Artists
Eric Barrios
Michael (Mikey) Kelleher
Andrew (Flip) Greenlee

Modelers
Anthony (Buzz) Passaniti
William Buckley
Dia Hadley
Russell Isler

Animators
Anthony (Buzz) Passaniti
William Buckley
Dia Hadley
Russell Isler
Lisa Lavender
Anthony (Buzz) Passaniti
William Buckley
Dia Hadley
Russell Isler
Lisa Lavender

Internal Audio
Rich Gutierrez

Coordinator
Ryan Katz

MOTION CAPTURE: GIANT STUDIOS

Producer
Greg Philyaw

Technical Director
Addison Bath

Motion Edit Lead
Ken Murano

Motion Capture Tech
Ryan Adams
Greg Allen

ADDITIONAL MOTION CAPTURE: DYNAMO PICTURES, INC.

Hiroshi Hirokawa
Motohiko Yoshimura
Yuji Taniguchi
Ikue Tsutsumi
Hiroki Inazuka
Kosuke Chiba
Yoko Tabata

Motion Capture Actors
Sean Ryan
Justin Berti
Laszlo Kotaszek

AUDIO PRODUCTION: SoundAMS

Sound Producer
Momo Michishita

Sound Directors
Takumi Kon
Hiroki Matsunaga

Takayuki Saito
Yasuhiro Tamaki
Yuzo Watanabe
Motoki Yasufuku

ADDITIONAL ANIMATION AND MODELING: G-STYLE

Kengo Shibuya

Animators
Hitoshi Sagai
Yoshiya Yamada
Hideto Nonokawa
Masami Yamazaki
Kei Sasaki
Takeshi Saito
Shuji Uno
Makoto Ishikawa

Modelers
Toshiharu Kimura
Chihaya Kimura
Wakana Nakanishi

Akira Narumi
Masaki Kajita
Keiko Chida
Keita Yamaguchi
Akihiko Kudou

3D BODY SCANS: GENTLE GIANT STUDIOS, INC.

President/Owner
Karl Meyer

VP of Technology
Steve Chapman

VP of Operations
Brian Sunderlin

Project Coordinator
Erika Bach

Digital Engineer
Joshua "Yoshi" DeHererra

Digital Technician
Brandon Parcinski
Marc Smith
Nobu Sasagawa

ADDITIONAL CHARACTER MODELING: D.A.G.

Shingo Kagaya
Yoshitaka Morota
Atsuko Ohkami
Manabu Suzuki
Takafumi Maja
Kouta Muto
Naoaki Kawamura
Ryuusei Noro
Tatsushi Suzuki

BLACK POINT STUDIOS

President / Director / Art Director or Owner
Stan Miskiewicz

Creative Director or Owner
Alejandro Gil

Lead Technical Directors
Jun Nagaoka, Alex Okita, Alberto Ribas

Art Leads
Geoffrey Nahashon, Burke Revet,
Benjamen Wu, Nate Ross

Artists
Mike Blake
Matt Carter
Chris Paul
Masashi Otake
Kyle Robertson
Ken Min
Etsuko Sudo
John Foreman
Daniel Ikeda
Ronald Quevedo
Jonathan Richardson
Thanittha Prompatima

IT
Ronnie Enriquez

ADDITIONAL SUPERSTAR MODELING: BRAINZOO STUDIOS

ADDITIONAL CHARACTER MODELING: MASSIVE BLACK INC.

Senior Character Artist
B. F. Wingard III
Mike Palleschi

Technical Directors
Chris Emond
Pete "Zeebit" Egbers

Producer
Davey Lei

Senior Producer
Melissa Lee

President
Jason Manley

Assistant
Kyle Manley

POLYGON REDUCTION MODELING: TOSE SHANGHAI

Qiu Jian Ping
Shou Rong Qiang
Chen Jie
Zheng Ying
Ying Yong Gang
Wang Li
Shen Yao
Chai Li Jun
Chen Qin
Wang Ling Ling
Chen Mei Hong
Feng Ling Fei
Pang Xiu Ying
Dong Hai Yan
Li Jian
Zhao Lu
Gong Xing
Song Xiao Ying
Wang Wen Jian
Dai Shi Hong
Lin Ju Bo
Wu Yu Mei
Zhang Li Jun
Zeng Hua
Shao Lin
Zhang Xiao Nan
Chen Jie

ARENA MODELS: PEARL DIGITAL

ADDITIONAL TESTING: DIGITAL HEARTS CO., LTD

MUSIC

"Alive & Kicking"
Written by Nonpoint
Published by Hand Facey Music
℗© 2005 Bieler Bros. Records

"Bullet With A Name"
Written by Nonpoint
Published by Hand Facey Music
℗ © 2005 Bieler Bros. Records

"Stitches"
by ALLELE
Wood/Hayes/Tobin/Autenzio/Maverick
ALLELEMUSIC (ASCAP)
Produced & Mixed by Ben Schigel
© 2005 Corporate Punishment Records, LLC

"The Enemy"
Written by Salvatore P. Erna, Tony Rombola, Rob Merrill, Shannon Larkin
Performed by Godsmack
℗ 2006 Universal Records, a Division of UMG Recordings, Inc.
Courtesy of Universal Records under license from Universal Music Enterprises
© 2006 Meeengya Music and Hammerclaw and Mick Dog. All rights administered by Universal Music Corp. (ASCAP)

"I Ain't Your Savior"
Written by Gene Buerger
Performed by
Bullets and Octane
Careers – BMG Music Publishing/BMI
Forever My Family Music (BMI)
Used courtesy of RCA Records by arrangement with Sony BMG Music Entertainment

"Animal I Have Become"
Performed by Three Days Grace
Courtesy of Jive Records
By arrangement with Sony BMG Music Entertainment
By Neil Sanderson, Adam Gontier, Brad Walst, Gavin Brown and Barry Stock
Published by EMI April Music, Inc. and EMI Blackwood Music, Inc.

"Riot"
Performed by Three Days Grace
Courtesy of Jive Records
By arrangement with Sony BMG Music Entertainment
By Neil Sanderson, Adam Gontier, Brad Walst and Barry Stock
Published by EMI Blackwood Music, Inc.

"Money In The Bank (feat. Young Buck)"
Performed by Lil Scrappy
Courtesy of Reprise Records
By arrangement with Warner Music Group Video Game Licensing
℗ 2006 Reprise Records.
By Darryl Richardson V and Isaac Hayes III
Published By EMI Blackwood Music Inc. and Ike Father Ike Son Music

"Lonely Train"
Written by Richard Young, John Young,
Chris Robertson, Jon Lawhon and Ben Wells
Published by THEM YOUNG BOYS MUSIC (ASCAP) administered by Bug
Performed by Black Stone Cherry
Used by Permission of Roadrunner Records, Inc.

"The Champ"
Performed by Ghostface Killah
℗ 2006 The Island Def Jam Music Group
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises

"Survive"
Written by Joseph Principe, Timothy McIlrath, Brandon Barnes & Christopher Chasse
Published by Sony/ATV Tunes LLC (ASCAP) o/b/o Do It To Win Music
Performed by Rise Against
℗ 2006 Geffen Records
Courtesy of Geffen Records under license from Universal Music Enterprises

"Forgive Me"
Written by Donald Spence
Performed by Versus The World
Published by The Suicide Projects" (ASCAP)
Courtesy of Kung Fu Records 2005

"Cool"
Written and performed by Jim Johnston
Courtesy of Columbia Records and World Wrestling Entertainment
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Booyaka 619"
Written by Thomas Lopez
Performed by P.O.D.
Courtesy of Atlantic Recording Corp.
By arrangement with Warner Music Group Video Game Licensing
℗ 2006 Atlantic Recording Corp.
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"The Darkest Side (The Undertaker Remix)"
Written and performed by Jim Johnston
Courtesy of Columbia Records and World Wrestling Entertainment
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Ain't No Stoppin' Me"
Written and performed by Jim Johnston
Courtesy of Columbia Records and World Wrestling Entertainment
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Longhorn"
Written and performed by Jim Johnston
Courtesy of Columbia Records and World Wrestling Entertainment
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Whatever"
Written by Duncan Coutts, Jim Johnston, Jeremy Taggart, Mike Turner and Raine Maida
Performed by Our Lady Peace
Courtesy of Columbia Records and Sony BMG Music Entertainment (Canada)
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"The Time Is Now"
Written by John Cena, Mark Predka and
Bobby Russell
Performed by WWE John Cena and Tha Trademarc
Courtesy of Columbia Records and World Wrestling Entertainment
By arrangement with Sony BMG Music Entertainment
Contains a sample from "Ante Up" Performed by M.O.P., Licensed Courtesy of Loud Records and Sony BMG Music Entertainment; and "The Night The Lights Went Out In Georgia", Written by Bobby Russell and Performed by Pete Schofield and the Canadians, Courtesy of Periwinkle Records/Jeff Sniderman
Published by Pix-Russ Music (ASCAP), Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Loveforypassionenergy"
Written by Craig R. Rondell, Jim Johnston, Louis A. Lenard, Michael C. Ferrari and Scott D. Menville
Performed by Boy Hits Car
℗ 2002 Wind-up Entertainment, Inc
Published by Cherry Lane Music Publishing Co., Inc. (ASCAP), Cherry River Music Co. (BMI), Stephanie Music (BMI), Screech Music (ASCAP)
Stephanie Music (BMI), Screech Music (ASCAP) admin. by Cherry Lane Music Publishing Co., Inc. (ASCAP), Cherry River Music Co. (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Metalingus"
Written by M. Tremonti and M. Kennedy
Performed by Alter Bridge
℗ 2004 Wind-up Records, LLC
Published by Mark Tremonti Music (BMI), Open Water Music (BMI), Wallachi Music Publishing, LLC (BMI), Bassgroove Music (ASCAP), Siggy Piggy Music (ASCAP), Viovodes Music Publishing, LLC (ASCAP) admin. by Wallachi Music Publishing, LLC & Viovodes Music Publishing, LLC

"Some Bodies Gonna Get It"
Written by Jim Johnston, Paul Beauregard, Darnell Carlton and Jordan Houston
Performed by Three 6 Mafia
Courtesy of Columbia Records/Sony Music Urban
By arrangement with Sony BMG Music Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI), Tefnoise Publishing, LLC (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI), Tefnoise Publishing, LLC (BMI) admin by Music Resources, Inc.

"Fury of the Storm"
Written by Brian Fair and Jim Johnston
Performed by Shadows Fall
Courtesy of Century Media
Published by Is That A Banana In Your Pocket, LLC (SESAC), Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"I Walk Alone"
Written by Christopher Jon D'Abaldo, David A. Novotny, Jim Johnston, Joseph Scott Sappington, Paul Allen Crosby and Wayne A. Swinney
Performed by Saliva
℗ 2006 The Island Def Jam Music Group
Courtesy of The Island Def Jam Music Group under license from Universal Music Enterprises
Published by Cherry Lane Music Publishing Co., Inc. (ASCAP), Cherry River Music Co. (BMI), Stephanie Music (BMI), Screech Music (ASCAP)
Stephanie Music (BMI), Screech Music (ASCAP) admin. by Cherry Lane Music Publishing Co., Inc. (ASCAP), Cherry River Music Co. (BMI)

"Burn In My Light"
Written by Corey Michael Lane, James Eugene McGlothlin and Jim Johnston
Performed by Mercy Drive
Courtesy of World Wrestling Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI), WB Music Corp. (ASCAP), Dragatoe Music, Inc. (ASCAP), Big Chow Music, Inc. (ASCAP), Jimmy Wrote My Songs, Inc. (ASCAP)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)
All rights on behalf of itself, Dragatoe Music, Inc., Big Chow Music, Inc. and Jimmy Wrote My Songs, Inc. admin. by WB Music Corp.

"A Girl Like That"
Written by Jim Johnston
Performed by Eleventh Hour
Courtesy of World Wrestling Entertainment
Published by Cherry River Music Co. (BMI), Stephanie Music (BMI)
Stephanie Music (BMI) admin. by Cherry River Music Co. (BMI)

"Garth Vader" from Ruckus by VideoHelper

"Virtual Voodoo"
Written and composed by Perring/Edwards/Harper
Courtesy Extreme Production Music USA

The following are licensed courtesy of APM-Associated Production Music, LLC:

"Hard As Stone"
Written by Walt Rockman (PRS)

"A Firestorm"
Written by Herman Langschwert (AKM) and Wolfgang Killian (AKM)

"Rap Sheet"
Written by Rene De Wael (SACEM) and Didier Leglise (SACEM)

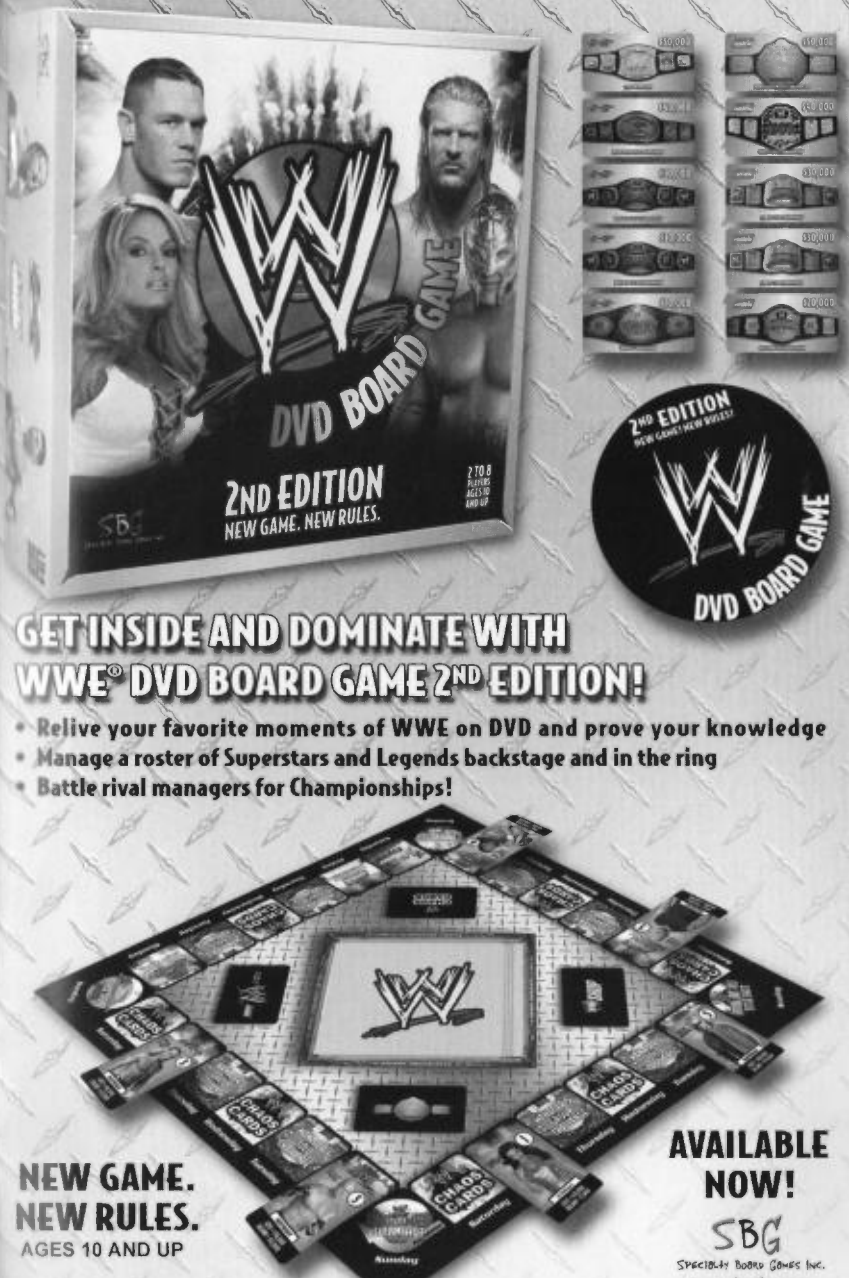
"Top Spin"
Written by Adam Salkeld (PRS)

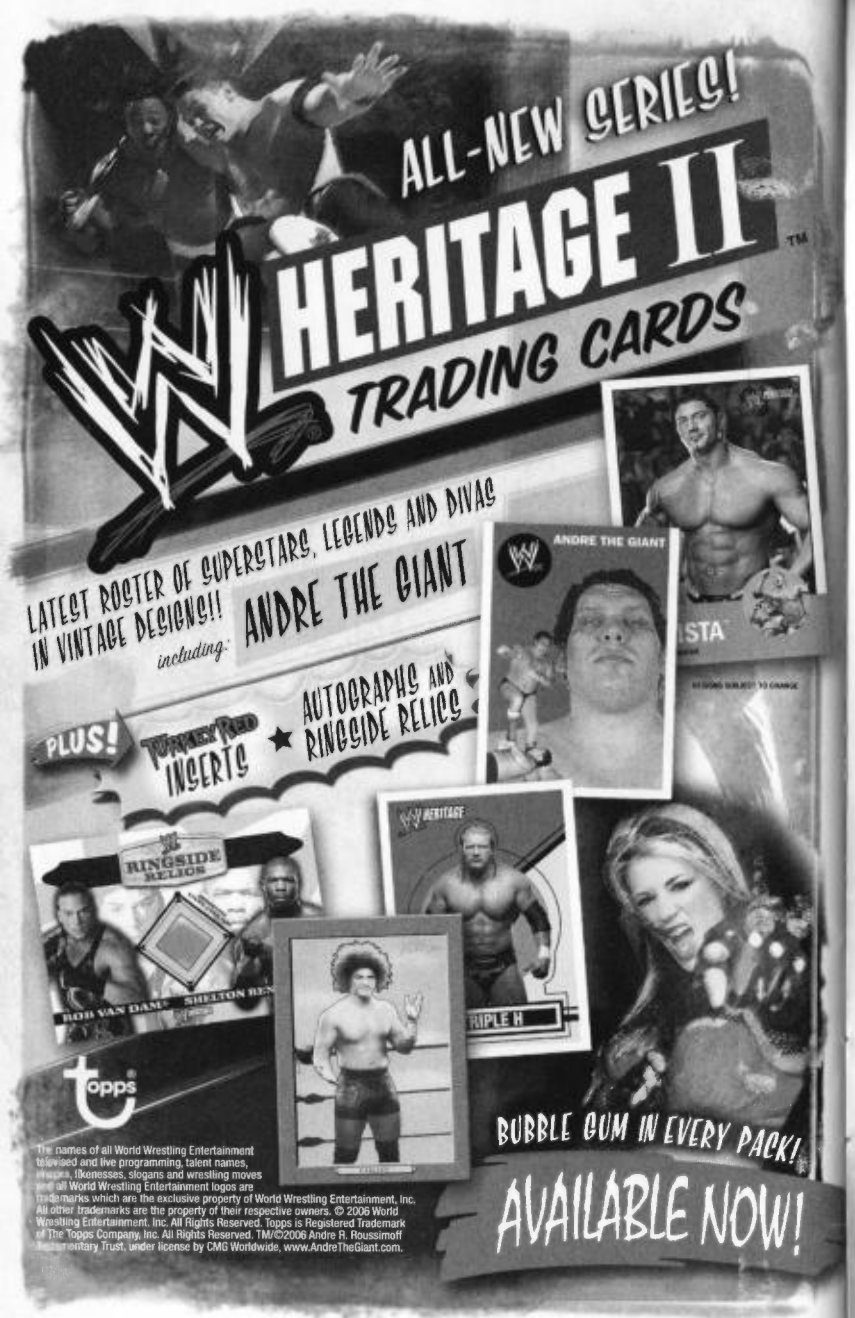
ALL RIGHTS RESERVED.
USED BY PERMISSION.
INTERNATIONAL COPYRIGHT SECURED

Music Clearance
Sessing Music Services
3volution

The names of all World Wrestling Entertainment televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2006 World Wrestling Entertainment, Inc. All Rights Reserved.

© 2006 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by YUKE'S Co., Ltd. YUKE'S Co., Ltd. and its logo are trademarks and/or registered trademarks of YUKE'S Co., Ltd. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.





LIMITED WARRANTY

WARRANTY AND SERVICE INFORMATION
In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 46095. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY
THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE:
Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adaptors and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY
After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

WARRANTY LIMITATIONS
THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

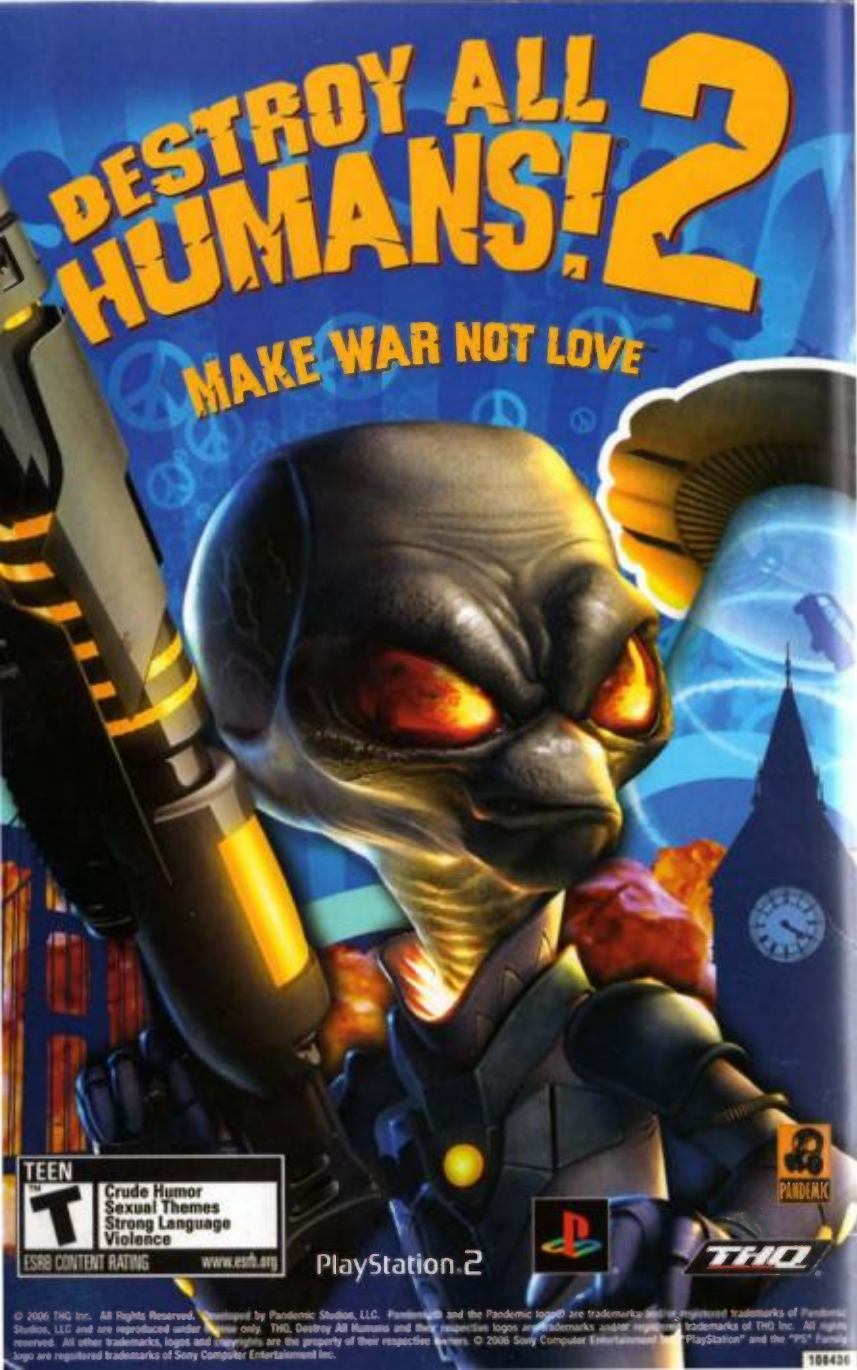
The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

WARNING
Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

PUBLISHER'S SOFTWARE WARRANTY
RSA BSAFE® SSL-C and Crypto-C software from RSA security Inc. have been installed. RSA is a registered trademark of RSA Security Inc.

BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect coyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information see www.us.playstation.com/DNAS.



© 2006 THQ Inc. All Rights Reserved. Developed by Pandemic Studios, LLC. Pandemic and the Pandemic logo® are trademarks and/or registered trademarks of Pandemic Studios, LLC and are reproduced under license only. THQ, Destroy All Humans and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are the property of their respective owners. © 2006 Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.