Precautions
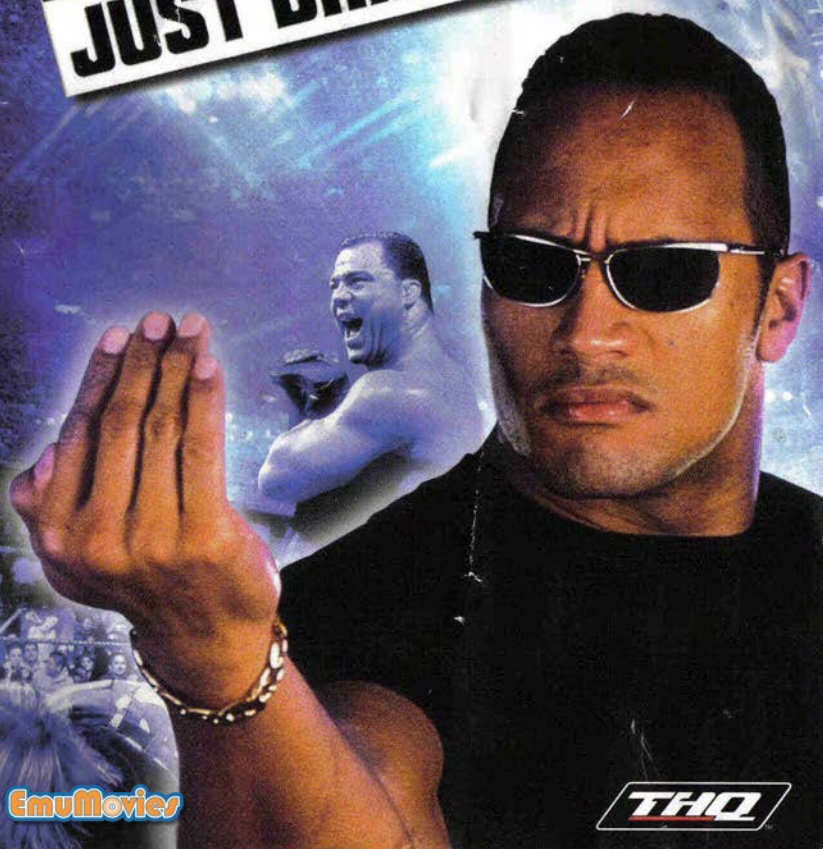
• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

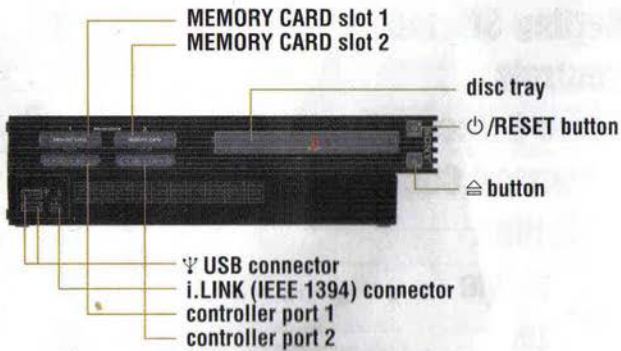See back page of this manual for Customer Service Numbers. and Games Hotline Numbers.

CONTENTS

MEMORY CARD slot 1
MEMORY CARD slot 2

disc tray
⏻/RESET button

⏏ button

Ψ USB connector
i.LINK (IEEE 1394) connector
controller port 1
controller port 2

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 ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the 𝓦𝓔 SmackDown!™ Just Bring It disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. It is advised that you do not insert or remove accessories once the power is turned on. Follow on-screen instructions and refer to this manual for information on using the software.

Memory cards (8 MB) (for PlayStation®2)

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 memory card (8MB) (for PlayStation®2), or any memory card (8MB) (for PlayStation®2) containing previously saved 𝓦𝓔 SmackDown!™ Just Bring It games. Please make sure there is enough space on your memory card (8MB) (for PlayStation®2) before commencing play. For more information, see SAVING AND LOADING on page 23.

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATION

L2 button
L1 button

R2 button
R1 button

directional button

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
mode indicator
START button
right analog stick
(R3 button when pushed down)

Menu Controls

Action	Control
Highlight menu options	directional buttons
Confirm selection	❌ button
Previous menu	▲ button

Basic Controls

Action	*Control*
Control Superstar	directional buttons
Striking attack	❌ button
Grapple moves	◉ button + directional buttons
Irish whip	◉ button
Block striking attacks	◉ button
Counter attack	◉ button + directional buttons
Throw weapon	◉ button (with weapon)
Run	△ button
Dive through opponent's legs	△ button + ◉ button
Dive over/through ropes	△ button + ◉ button + ❌ button
Commando roll	△ button + L2 button
Primary taunt	L2 button
Secondary taunt	L2 button + directional buttons
Pick up weapon	R1 button
Kick out of pin	R1 button (while pinned)
Climb turnbuckle	R1 button + directional buttons
Focus on a different opponent	R2 button
Focus on nearest opponent	R2 button (hold)
Pause the game	▶ START button

Player 1 Indicator — Time Elapsed — Player 2 Indicator — SmackDown! Meter

Referee Counter

The Game Screen

The game screen shows important information about your match. Some match types require different information to be listed, so the game screen will vary from match to match.

Player 1 Indicator

Every Superstar is given a different colour, as shown next to his/her SmackDown!™ Meter. When there are eight Superstars in the ring, this makes it easier to tell who you're focusing your attack on. The Player 1 Indicator appears in the top/left corner.

SmackDown!™ Meter

The number next to the meter shows how many times you can perform a finishing move. You can set the starting and maximum number before a match. As you deliver multiple mind-numbing blows to your opponent, your SmackDown!™ Meter will begin to fill up. When the meter is completely full, the number will increase by one. To perform a finishing move, wait until your opponent is groggy. The SmackDown!™ icon will appear over the SmackDown!™ Meter – press the L1 button to deliver the final blow!

Time Elapsed

Shown at the top of the screen, be sure to watch the clock in a timed match!

Referee Count

The referee will count during a pinfall, ring out, or any other situation that calls for a disqualification. The ref's count will appear in the center of the screen.

Player 2 Indicator

The Player 2 Indicator appears in the top/right corner. When there are more than two players in the ring, the other Superstar's indicators will appear at the bottom of the screen.

Finishing Moves

Action	Control
Primary finishing move	**L1** button
Secondary finishing move	**L1** button + directional buttons

*Note: You can only perform a finishing move when you have at least one number next to the SmackDown!™ Meter, your opponent is groggy, and the SmackDown!™ icon appears. If you select help (**R1**) at the character select screen you can check the situation that is needed to perform your Superstar's finishing move.*

Facing the Opponent

Action	Control
Irish whip to ropes	⊙ button
Irish whip to table	⊙ button + **R1** button
Fake Irish whip *(face opponent)*	⊙ button + ⊙ button
Irish whip attack	⊙ button + ✕ button
Grapple moves *(min. damage)*	↑ + ⊙ button
	→ + ⊙ button
	↓ + ⊙ button
	← + ⊙ button

Facing the Opponent Cont...

Action	Control
Swaggered opponent *(med. damage)*	↑ + ⊙ button
	→ + ⊙ button
	↓ + ⊙ button
	← + ⊙ button
Groggy opponent *(max. damage)*	↑ + ⊙ button
	→ + ⊙ button
	↓ + ⊙ button
	← + ⊙ button
Striking attacks	✕ button
	↑ + ✕ button
	→ + ✕ button
	↓ + ✕ button
	← + ✕ button
	↑/← or ↑/→ + ✕ button
	↓/← or
	↓/→ + ✕ button

Behind the Opponent

Action	Control
Fake Irish whip *(behind opponent)*	⊙ button + ⊙ button
Rear grapple moves *(med. damage)*	↑ + ⊙ button
	→ + ⊙ button
	↓ + ⊙ button
	← + ⊙ button
Groggy opponent *(max. damage)*	↑ + ⊙ button
	→ + ⊙ button
	↓ + ⊙ button
	← + ⊙ button

Opponent on Mat

Action	Control
Force opponent to feet	⊙ button
Pin opponent	↓ + ⊙ button
Upper body moves	↑ + ⊙ button
	➡ + ⊙ button
	⬅ + ⊙ button
Lower body moves	↑ + ⊙ button
	➡ + ⊙ button
	⬅ + ⊙ button
Striking attacks	✗ button
	↑ or ↓ + ✗ button
	⬅ or ➡ + ✗ button

Turnbuckle Moves

Action	Control
Irish whip	⊙ button
Opponent leaning on turnbuckle	↑ + ⊙ button
	➡ + ⊙ button
	↓ + ⊙ button
	⬅ + ⊙ button
Opponent facing turnbuckle	↑ + ⊙ button
	➡ + ⊙ button
	↓ + ⊙ button
	⬅ + ⊙ button
Opponent sitting in turnbuckle	directional button + ⊙ button

Turnbuckle Moves Cont...

Action	Control
Tag Team turnbuckle attacks	↑ + ⊙ button
	➡ + ⊙ button
	↓ + ⊙ button
	⬅ + ⊙ button

Running Moves

Action	Control
Running attacks	▲ button
	directional button + ✗ button
Running grapple moves	▲ button
	directional button + ⊙ button
Running at groggy opponent	▲ button
	directional button + ⊙ button

High Flying Moves

Action	Button
Diving attacks	✗ button
	↑ + ✗ button
	➡ + ✗ button
	↓ + ✗ button
	⬅ + ✗ button

Ladder Match Moves

Action	Control
Pick up ladder	**R1** button
Put down/Position ladder	**R1** button
Climb ladder	directional button + **R1** button
Climb down from ladder	**R1** button
Grab belt	◎ button
Dive for belt	directional button + ◎ button
Diving attack from ladder	✕ button
Shake ladder (opponent climbing)	✕ button

Table Match Moves

Action	Control
Throw opponent onto table	◎ button + **R1** button
Attack opponent on table	◎ button
Climb onto table	△ button
Diving attack from table	✕ button
Counter when lying on table	directional buttons (press quickly)

Cage Match/ Hell in a Cell

Action	Control
Climb cage	directional button + **R1** button
Climb down from cage	directional button + **R1** button
Diving attack (from cage)	✕ button
Exit cage (Hell in a Cell match)	△ button then ▢ button

Double Team Moves

There are two types of Double Team moves available in ₩Ɛ **SmackDown!™ Just Bring It** – Normal and Tag Team.

Normal
During a Normal Double Team move, a run-in character will hold your opponent's arms. Approach the helpless opponent and use a Grapple move – the

two Superstars will perform a stunning Double Team move.

Tag Team
To complete a Double Tag Team move, send your opponent into your teammate's turnbuckle. Now perform a Grapple move. Your Tag Team

partner will tag into the match and the two of you will knock some sense into your opponent. After the move is completed, the Tag Team partner will be the legal Superstar in the ring.

Single

Go up against a CPU opponent or a friend in a Single Match. Select NO MANAGER to brawl without the aid of a valet, or WITH MANAGER to have an ally enter the ring with you.

Tag

Pit two Tag Teams against each other in a No-Holds Barred Tag Team Match! Each Tag Team can have a manager watching from ringside by choosing WITH MANAGER. In a normal Tag Match, each partner must stay on the apron until they're tagged into the ring. Select TORNADO TAG to throw this rule away, allowing each team member full access to the ring at all times.

6 Man Tag

More intense than a normal Tag Match, the 6 Men Tag Match consists of three Superstars on each team. Choose the TORNADO TAG option for all mayhem to break loose!

Handicap

Are you tough enough to take on two ꟽ Superstars™ at one time? Find out in a two-on-one Handicap Match. If you're too weak, you might want to try controlling two Superstars against one opponent.

Royal Rumble®

One of the greatest spectacles ever created, the Royal Rumble® pits up to 30 Superstars against each other as they compete for the right to be called the best in sports-entertainment. The event begins with four in the ring. As a Superstar is eliminated, a new Superstar enters the ring. The only way to eliminate an opponent is by throwing him over the top rope!

King of the Ring®

Defeat each opponent in the tournament-style brackets to become the champion.

Hardcore

Every Hardcore Match is a no-rules brawl that usually spills out of the ring (and involves a lot of weapons). Outlast your opponent for the victory!

Falls Count Anywhere

The arguments start, and end, backstage in a Falls Count Anywhere match. Follow the blue arrows to brawl in different backstage areas.

Survival

Take a Hardcore Match and add several Superstars to find yourself in a Survival Match. Take on all-comers to be the sole victor at the end of the match!

Special

Special Matches are the heart and soul of any Pay-Per-View event, if not for the huge spectacle of the match, then for the heroics of each Superstar as they battle to the bitter end. You'll need to unlock several of the Special Matches by playing through the Story Mode before you can play them here. Following is a list of Special Matches available when you begin the game:

Cage

Be the first one to climb over the top of the cage to win. If your opponent is climbing the cage, attack the chain-link wall 'til he falls!
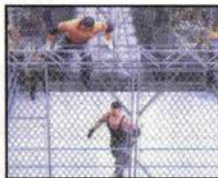
I Quit

Force your opponent to give up by forcing him to the ground, then shoving a microphone in his face! If he gives up, you win. If he doesn't, you'll have to hand out a little more punishment.

Table

To gain a victory in a Table Match, you have to KO your opponent. However, a simple KO won't work. Place your opponent on a table then attack him so hard, he'll break through the table! Turnbuckle attacks work well in a Table Match.

Ladder

The only way to win is to grab the belt that's suspended above the ring. Make sure your opponent can't interfere, then set up the ladder in the middle of the ring. Climb to the top to grab the belt (and the victory)!

TLC

The Tables, Ladders, and Chairs Match works the same way as a normal Ladder Match, except you can use the tables and chairs in the ring to knock your opponent senseless before climbing the ladder.

Special Referee

Pick a Superstar to appear as a guest referee, then control him to interfere in the action, count extremely fast or slow, or to ignore any illegal action inside the ring!

Hell in a Cell

With an added roof on the cage, you can now climb on top of it and throw your opponent through the roof for maximum damage! How do you get out of the cage? Create an opening by whipping your opponent through the cage wall!
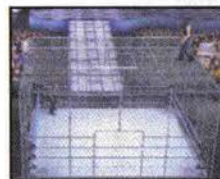
Ironman

Pin your opponent as many times as you can for points. The Superstar with the most amount of points at the end of the time limit wins.

3 Stages of Hell

Battle through a series of special matches to come out victorious! The Superstar that wins two out of the three matches, wins.

Slobber Knocker

Eliminate as many opponents as you can in the time limit.

STORY MODE

More in-depth than ever before, the Story Mode in ᵂᴱ SmackDown!™ Just Bring It gives you what you've always wanted – complete control! Choose your fate and battle through the daily grind of a full World Wrestling Federation® season. Only Vince McMahon™ or any one of your enemies can interfere with your chosen path, twisting a glorified fate of power and glory into a road to ruin. Defeat every challenge and knock down every obstacle on your road to the ᵂᴱ Championship!

Continue

Load a previously saved season from a memory card (8MB) (for PlayStation®2) to continue the action!

New Game

Choose a Superstar and begin a new season in Story Mode. If a Superstar holds a title, the belt will appear beneath his or her picture while on the Superstar Select screen.

Title

View a list of recent Title Holders for each belt. The current champion is always shown at the top of each list.

Hidden

Unlock hidden items by defeating opponents, and by winning and defending each belt.

Create a Superstar

Create a new Superstar and alter every aspect of his appearance, moves, taunts, mannerisms, weapons, and fighting style.

Appearance

Create a NEW Superstar, EDIT an existing created Superstar, DELETE a created Superstar from your memory card (8MB) (for PlayStation®2), or COPY him from one memory card (8MB) (for PlayStation®2) to another.

After selecting NEW, you can build a new Superstar from head to toe using the following categories:

- **Appearance** – After selecting a body type (male or female), add style and class to your Superstar's appearance!

- **Profile** – Give your Superstar a name, ring name, and biography. You can even choose the signs the crowd will bring to the stadium!

- **Personality** – Determine three characteristics that will effect how your Superstar performs in each situation.

- **Ability** – Assign over 140 points to different ability techniques. The more points you give to an ability, the better moves you can perform within that category. For a more balanced attack, choose AUTO SETTING and select a category.

- **Moves** – Choose a category of moves your Superstar will be able to use in the ring. Select SUPERSTARS to use any existing Superstar's move list.

- **Logic** – Decide if your Superstar will be known more for his vicious Attacks, Grapple moves, Aerial assaults, Ground submission holds, or Hardcore moves.

Note: The MOVES category above only selects a technique for your Superstar. After your Superstar's appearance is complete, select MOVES from the Create A Superstar Menu to assign his or her actual moves to specific button commands.

Moves

Change a ⚡ Superstar's™ repertoire of moves or customise your own, created Superstar's move list.

Choose a Superstar then select a category of moves/taunts to edit. Select DEFAULT to change all the moves to their original settings. Select AUTOSETTING to change a Superstar's strengths, giving him a different set of moves he would be able to perform.

Now highlight the move you would like to change and press the ❌ button. Select the new move from the list on the right, to replace the old move, and press the ❌ button again. Press ⬅ or ➡ to view moves from a different category.

Select DECISION to continue editing the Superstar's moves. Press the △ button to cancel, restoring the moves to their default settings.

Create a Taunt

As with the Create a Superstar mode, you can choose NEW, EDIT, DELETE, or COPY. After selecting NEW, you can create your own taunts using the following options:

Base

Choose a series of base taunts to string together to begin the process. You can add up to four basic taunts in a row.

Modify

Now modify the taunt frame by frame until your Superstar has the ability to humiliate any opponent in the ring!

Sample

View a few sample taunts that can be created.

Select Model

You can create a taunt for a created Superstar by selecting him here.

Create a Stable

Alter existing groups or split them up and create your own! After selecting NEW, choose a name for your stable and add the members. Select ENTRANCE to give them an entrance movie, move, and music. The new stable can be disbanded at any time by selecting BREAK UP.

THEATER

View the unlocked movies and THQ game trailers from the Theater. Use the directional button to highlight a movie, then press the ✖ button to watch it.
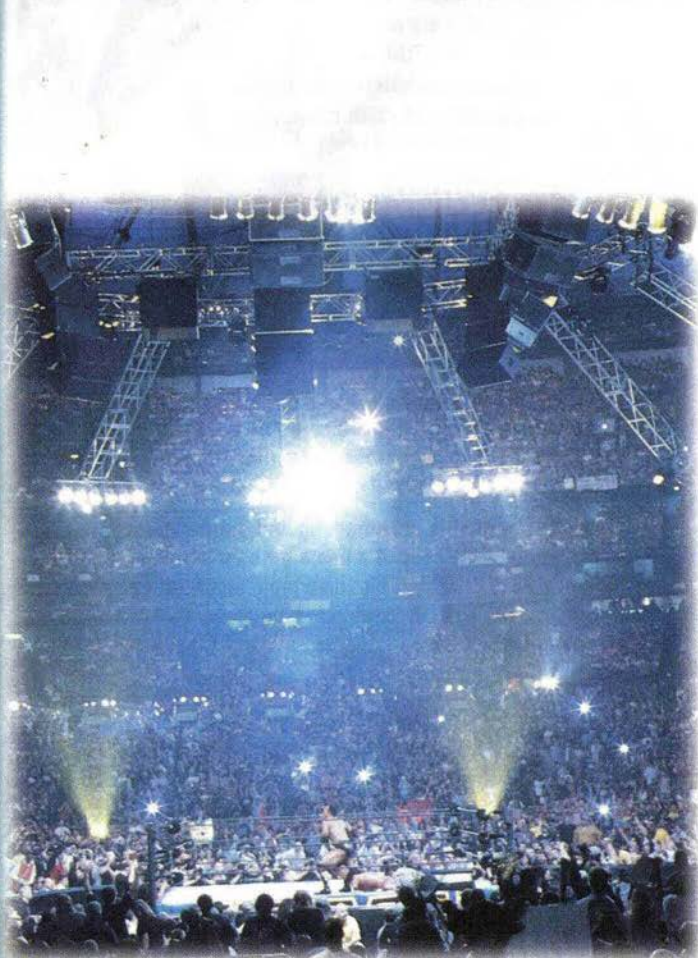
OPTIONS

Rules 1

Rules 1 options allow you to change basic match options. Select an option with the directional buttons and press the ✖ button. In the sub-menu, select the new setting and press the ✖ button to customise the option.

- **KO** – Win by a knock out!
- **Give Up** – Gain a victory by submission.
- **Rope Break** – Break a submission hold by reaching the ropes.
- **Ring Out** – Take the action outside the ring.
- **Ring Out Count** – Set a time limit for the out-of-ring action.
- **DQ** – Win or lose by a disqualification.
- **Entrances** – View each Superstar's entrance before a match.
- **Default** – Reset all the Rules 1 options to the default settings.

Rules 2

Rules 2 options give you more advanced, match specific options to customise.

- **Interference** – A heel can run down the ramp and interfere with the match.
- **Match Length** – Set a time limit for the match.
- **Charge Speed** – Your Finishing Move meter can charge faster or slower.
- **Arenas/Back Stages** – Choose an arena or backstage area to brawl in.
- **Mats** – Pick a mat to go inside the arena.
- **Default** – Reset all the Rules 2 options to the default settings.

OPTIONS CONT...

Change the game, difficulty, video, and audio settings in the Options Menu.

- **Difficulty** – Make the game easier, or more difficult.
- **Camera Angles** – Play with the more intense, TV-style camera setting, or choose OFF for a static camera angle.
- **Vibration** – Turn the vibration function ON/OFF.
- **Player's Indicators** – View different coloured icons above each player.
- **Play By Play** – Choose to have the colour commentary OFF, or decide how much the announcers will talk.
- **Sound** – Choose STEREO if you have two or more speakers.
- **BGM** – Select a specific song for the background music, or choose RANDOM.
- **BGM Volume** – Increase or decrease the background music volume.
- **Entrance BGM Volume** – Increase or decrease the music volume for each Superstar's entrance.
- **SE Volume** – Increase or decrease the sound effects volume.
- **Default** – Reset all the options to the default settings.

System Data

- **Save System Data** – Save your created taunts, stables, Superstars and options to a memory card (8MB) (for PlayStation®2).
- **Load System Data** – Load your system data from a memory card (8MB) (for PlayStation®2).
- **Copy a Created Superstar** – Copy your brightest up-and-coming Superstar from a memory card (8MB) (for PlayStation®2) to the console.
- **Copy a Created Taunt** – Copy a Created Taunt – Copy a favorite taunt from a memory card (8MB) (for PlayStation®2) to the console.

Credit

View the game credits for ✖ **SmackDown!™ Just Bring It**. The credits are unlocked when completing matches.

Save & Exit

Save the current game to a memory card (8MB) (for PlayStation®2) and return to the Main Menu.

SAVING & LOADING

Before turning on ✖ **SmackDown!™ Just Bring It**, insert a memory card (8MB) (for PlayStation®2) 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 & EXIT and press the ✖ button to save any updated information. You will 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.

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Music Supervision by Kabuki Digital.
Fred Durst appears courtesy of Flip / Interscope.

"Rollin' (Air Raid Vehicle)"
Written and Performed by Limp Bizkit
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(P) Big Bizkit Music / Zomba (ASCAP)

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and Games Hotline**
1902 222 448
Call cost $1.80 + GST per minute
Higher from mobile / public phones
THQ

Customer Service Numbers

- **Australia** — **1902 262 662**
  Calls charged at $1.65 (incl.GST) per minute. Please call these Customer Service Numbers only for PlayStation Hardware Support.

- **Österreich** — **0450 99 000 500**
  Der Anruf unter dieser Nummer kostet max.41 Groschen/Sek. Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

- **Belgique/België/Belgen** — **011 301 306**
  Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

- **Danmark** — **+45 33 26 68 20**
  Åben Mans-Tors 16.00-19.00. Du bedes ringe til dette kundeservicenummer for support til din PlayStation.

- **Suomi** — **0600 411 911**
  "4,70 fim/min + ppm avoinna ark 17-21." Soita näihin asiakaspalvelunumeroihin vain PlayStation-laitteistotukea varten.

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  Bei allen Fragen rund um die PlayStation kontakteren Sie bitte den Kundenservice.

- **Greece** — **(00 301) 677 7701**
  Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνική υποστήριξη για την κονσόλα PlayStation.

- **Ireland** — **(01) 405 4022**
  Please call these Customer Service Numbers only for PlayStation Hardware Support.

- **Italia** — **848 82 83 84**
  Chiamare i numeri dell'assistenza clienti solo per probemi tecnici riguardanti l'hardware della PlayStation.

- **Malta** — **344 700**

- **Nederland** — **0495 574 817**
  Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.

- **New Zealand** — **(09) 415 2447**
  Please call these Customer Service Numbers only for PlayStation Hardware Support.

- **Norge** — **2336 6600**

- **Portugal** — **(01) 318 7450**
  Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation.

- **España** — **902 102 102**
  Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

- **Sverige** — **08-587 610 00**
  Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStation programvara.

- **Schweiz/Suisse** — **0900 55 20 55**
  Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen.

- **UK** — **08705 99 88 77**
  Please call these Customer Service Numbers only for PlayStation Hardware Support. Calls may be recorded for training purposes.