

# HOW TO USE THIS GUIDE

## CONGRATULATIONS!

You hold in your hand the next step in strategy guides for the *WWE SmackDown vs. Raw* video game franchise. For the first time, you'll be able to go deep behind the scenes of the game's development. This guide reveals hardcore information that will improve your play and up your chances to triumph against all comers.

Within these pages you'll find a breakdown of **Reversal Timing**, perhaps the most important tool in the *WWE SmackDown vs. Raw* game, dissected to teach you how to turn the tables on your opponents.

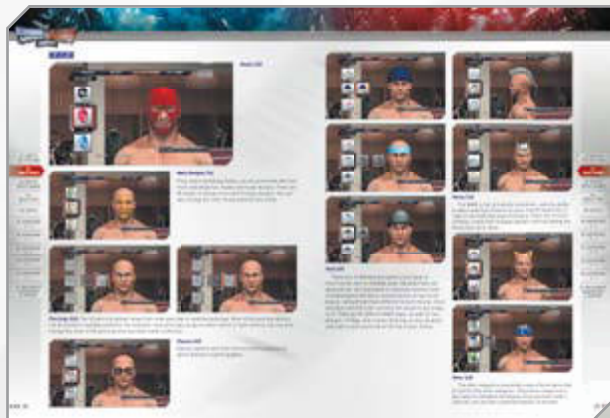
**Momentum Formulas** will reveal how momentum is gained. The faster you build up momentum, the more easily you can pin opponents and pull off spectacular signature and finisher moves.

**Damage Tables** are included so you understand exactly what kind of strength every attack has. Including damage statistics for object attacks to help you decide what the best tool is for the job.

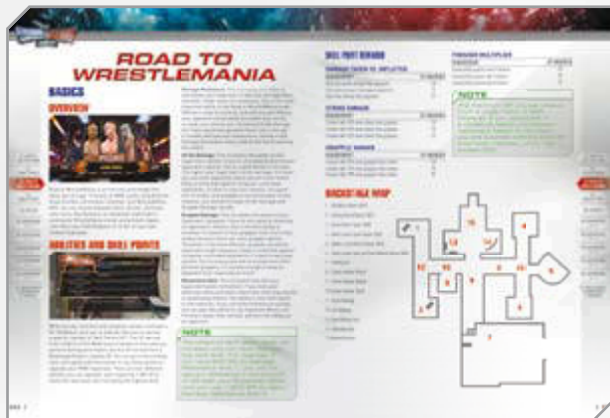
You'll also find everything you expect from the *WWE SmackDown vs. Raw 2011* game guide. Complete information on how to unlock everything in the game, from Superstars to arenas. All abilities, finishers, and signature moves for every Superstar and Diva. Plus, an expert breakdown on how to use each Superstar and Diva to their fullest potential. Coverage of the create system that allows you to build a custom version of almost every aspect of the game. Plus you'll find a total walkthrough of the *Road to WrestleMania* mode that includes every side story and alternate timeline. This guide is here to ensure that you have everything you need to know to advance your skills from average to excellent, to become a hardcore, tournament-level player.

## SPOILER

Throughout the guide, and primarily in the "*Road to WrestleMania*" chapter, some text may be marked with a spoiler warning. These warnings indicate that the text inside may contain information that spoils the story. For example, this may be information that is currently unknown to the player, but will become known later on in the game, such as the appearance of a WWE Legend. If you do not want the story to be spoiled, avoid reading any text marked as a spoiler.



**Chapter 2:** *Create Modes* covers all of the game's Create Modes in detail. Here you can find screenshots of all Create-a-Superstar options, plus complete lists of all custom options in each of the five Create Modes. You can create without even being near the game, then come home and easily make the Superstar or storyline that you've been thinking about.



**Chapter 3:** *Road to WrestleMania* provides a detailed walkthrough of all five storylines as you make your way to *WrestleMania XXVI*. This includes all Challenge Matches for each story line, as well as multiple timelines to ensure that you can play through the mode completely and unlock all of the hidden content.

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**Chapter 4:** *Match Types* covers all of the various match types that you can play. If you need to know how to win a Tables, Ladders, & Chairs Match, this is the chapter to go to. This chapter also features vital tips on how to win against the computer and human opponents.



**Chapter 5:** *Advanced Gameplay Strategies* explains all the general abilities and attacks that many of the Superstars and Divas share, as well as advanced tactics and information that's generally reserved for the hardcore, tournament-level players. Detailed information on the most intricate aspects of the gameplay engine are found exclusively in this chapter.



**Chapter 6:** *WWE Superstars* covers all of the Superstars and Divas featured in *WWE SmackDown vs. Raw 2011*. All Signature Moves and Finishers are included, as well as biographies, in-game statistics, and strategies to help you

beat your friends. If you need a quick look at each WWE Superstar, Diva, and Legend, this is the chapter for you.



**Chapter 7:** *Unlockables* details all of the unlockable content included in *WWE SmackDown vs. Raw 2011*. Roughly half of the Superstars are available from the start. This chapter covers how to unlock 23 additional Superstars, Divas, Legends, alternate outfits, and managers.

*Achievements and Trophies* covers all the Xbox 360 Achievements and PlayStation 3 Trophies you can collect as you play through the game. Gamer points and specific Trophy types are also included.

# CREATE MODES

One of the main draws of *WWE SmackDown vs. Raw 2011* is the vast array of options available in the various Create Modes. You can create a WWE Superstar or Diva, then create his or her Finishers and Signature Moves, entrance, and move sets. You can also create a full story arc spanning every show in the WWE universe and input any of the unlocked Superstars, Divas, and Legends or your created Superstar.

## CREATE A WWE SUPERSTAR



When you first enter the Create-a-Superstar mode, you can choose head, body, clothing, or other. Each category has a multitude of options that allow you to further customize your Superstar. For many of the options, once you have made your selection, you can then change the color of your selection using an intricate color palette.

### HEAD

The head category gives you eight different subcategories for customizing your Superstar:

- Templates (12/9)
- Skin
- Hair
- Face
- Facial Hair
- Makeup
- Face Paint
- Tattoos



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## SIDE STORIES AND RANDOM WWE SUPERSTARS, DIVAS, AND LEGENDS



*Random Superstars can be seen walking around locker room area.*

While you progress through the main storyline(s), many of the WWE Superstars you encounter in the locker room area will have something to say about the current storyline(s), or something concerning their own side stories. These are considered side-story encounters and generally have no effect on the primary storyline(s). However, there are some side-story encounters that cannot be avoided. In these cases, if you approach the Superstar in question, a cinematic will automatically begin without the need to initiate a conversation.

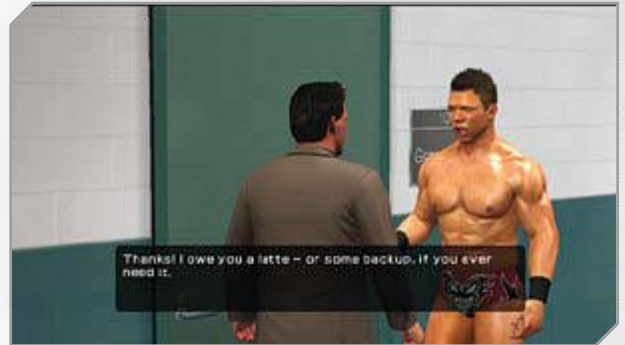
In addition to the WWE Superstars and management that you must talk to in order to continue the path toward *WrestleMania* or initiate Challenge Matches, there are a plethora of random Superstars scattered around the locker room area. These Superstars generally move through hallways and from one room to the next. They can also move in and out of doors that are inaccessible to you.



*Choose to talk or push any Superstar ...*



*... to begin a Locker Room Area ...*



*... or have a brief conversation.*

You can battle or talk to most of these Superstars. If you wish to brawl, you must push him three times consecutively. Once you push a Superstar, if you want to speak with him, you have to wait a moment until the talk command becomes available again. When this happens, the push count is reset and you must push the Superstar three more times to initiate a fight. You cannot initiate a Locker Room Area with any of the Divas, only the Superstars and Legends.

Most of the time, the Superstars do not have much to say. In addition, the outcome of these Locker Room Area matches has no effect on your Superstar or the main storyline(s). However, if you fight one of these random Superstars and win the Locker Room Area that follows, you earn 50 SP.

## TIME MACHINE AND TIMELINE(S)



*The time machine.*

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Multiple timeline(s).

## STORYLINE(S)

### CHRIS JERICHO



## CHALLENGE MATCHES

### CHRIS JERICHO CHALLENGE MATCHES

Week	Match	Match Type	How to Access
Week 1	Chris Jericho vs. The Miz	Singles	Talk to The Miz (Arena Entrance).
Week 5	Chris Jericho vs. Santino Marella	No Disqualification	Talk to Santino (Center Hallway—Right). Must be initiated in <i>Royal Rumble</i> Week
Week 7	Chris Jericho vs. John Cena	Locker Room Area (Parking Lot)	Talk to John Cena (Center Hallway—Main).
Week 8	Maryse (You) vs. Beth Phoenix	Diva	Talk to Maryse (Left Hallway), then Hornswoggle (Training Room), then Maryse again.
Week 11	Big Show vs. Santino Marella	Singles	Talk to Santino (Right Hallway).
<i>WrestleMania XXVI</i>	Chris Jericho vs. Ricky Steamboat	Singles	Talk to Ricky Steamboat (Green Room).

Many of the storyline(s) in *Road to WrestleMania* have branching paths where certain decisions directly effect the path you take to *WrestleMania XXVI*. In the South Locker Room is a time machine that allows you to travel through time to the current week, or any week you've already completed. This is useful for unlocking hidden WWE Superstars, obtaining more SP by fighting random Superstars, or completing weeks multiple times. The time machine is essential if you wish to complete every possible timeline(s), or change to a different timeline(s). You can go back in time and change a previous decision you made, moving to a different timeline(s). Using the time machine, you can also travel back and forth between timeline(s).

## TIMELINE(S)



## WEEK 1: MONTREAL, CANADA

### Match of the Week: Chris Jericho vs. Santino Marella (Singles)

**Story Progression 1:** Stephanie McMahon—GM Office

**Story Progression 2:** Arena Entrance

**Challenge Match:** The Miz—Arena Entrance

**Side Stories:** Randy Orton—Interview Area



During the Match of the Week, it is stated that you must win the match by performing a Finisher, and before taking more than 20 percent damage. However, these are the requirements to unlock Chris Jericho's civilian clothing. If you win the match you will proceed on to Week 2, without any other requirements.

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## WEEK 2: BOSTON, MA

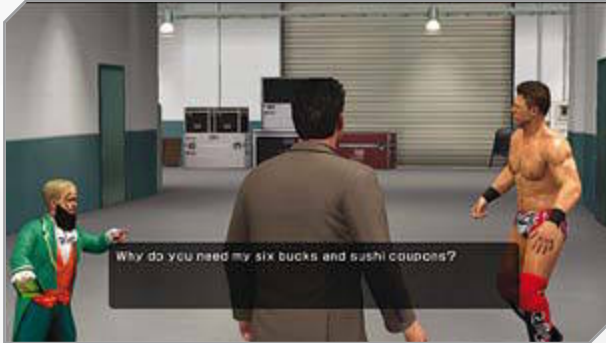
### Match of the Week: Chris Jericho vs. Kofi Kingston (Singles)

**Story Progression:** Arena Entrance

**Side Stories:** Maryse and Beth Phoenix—Interview Area

**Side Stories:** The Miz and Hornswoggle—Center Hallway (Left)

**Side Stories:** Santino Marella and Eve—Training Room



For the side story between The Miz and Hornswoggle, walk up to them in the center hallway (left) to initiate a cinematic in which The Miz is attempting to get his wallet back from Hornswoggle. Watch the cinematic, then pick up The Miz's wallet on the floor (marked by a purple dot on the map). Talk to The Miz to return his wallet and receive 50 SP.

## WEEK 3: NEW YORK, NY

### Match of the Week: Chris Jericho & Big Show vs. Kofi Kingston & Triple H (Tag Team Match)

**Story Progression:** Arena Entrance

**Side Stories:** Beth Phoenix and Eve—Diva Make-Up Area

**Side Stories:** Santino Marella and Mark Henry—Interview Area

## WEEK 4: ROANOKE, VA

### Match of the Week: Chris Jericho vs. Big Show (Locker Room Area)

**Story Progression 1:** Shawn Michaels—Center Hallway (Right)

**Story Progression 2:** Big Show—South Locker Room

**Side Stories:** Kofi Kingston—Center Hallway (Main)

**Side Stories:** Santino Marella and Beth Phoenix—Diva Makeup Area

**Side Stories:** Stephanie McMahon—GM Office



After a cinematic with Big Show in the South Locker Room, approach the Superstar to initiate a special Locker Room Area. This Locker Room Area does not fall under the normal rule set. Instead, you must use six object destruction environmental grapples to defeat Big Show. Start by using an Irish Whip to knock Big Show into the TV in the background, then use another Irish Whip to throw him over the couch. On higher difficulty settings you may need to use basic strikes, instead of Irish Whips, to inch Big Show toward the objects.

The TV and the couch count as two of the six object destruction environmental grapples. As the stunned Big Show rests on the ground next to the couch, pick him up and swing him to the lockers on either side of the area. If you shift to the left side, use an object destruction environmental grapple on the storage bin, which leads directly into the closest set of lockers for another environmental grapple. From here it shouldn't take much effort to move Big Show down to the adjacent set of lockers for a fifth environmental grapple. Then move him to the opposite side of the room to inflict the final environmental grapple on either of the lockers or the weight bench.

If you opt for the right side. Start at the top of the screen and use an environmental grapple on the lockers, then move down to the second set of lockers, and finally to the weight bench. That leaves you with a single environmental grapple left to use on the opposite side of the room.

## ROYAL RUMBLE: WASHINGTON, D.C.

### Match of the Week: Chris Jericho vs. Kofi Kingston (No Disqualification Match—Singles)

**Story Progression 1:** Stephanie McMahon—GM Office

**Story Progression 2:** Arena Entrance

**Challenge Match (Initiate):** Santino Marella—Center Hallway (Right)

**Side Stories:** R-Truth—North Locker Room

**Side Stories:** The Miz and Yoshi Tatsu—Left Hallway

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# MATCH TYPES

## BASICS

### NUMBER OF COMPETITORS



There are a wide variety of match types, depending on the number of competitors participating. Some match types can only be played with a specific number of competitors.

**One-on-One:** Normal Match, Inferno Match, First Blood, *Hell in a Cell*, Iron Man, Ladder, Last Man Standing, Submission, Steel Cage, Table, TLC, Backstage, *Extreme Rules*

**Two-on-Two:** Tag Team, Tornado Tag, Mixed Tag, *Hell in a Cell* Tornado Tag, Ladder Tornado Tag, Steel Cage Tornado Tag, Table Tornado Tag, TLC Tornado Tag, Elimination Tag, Backstage, *Extreme Rules*

**Triple Threat:** Normal Match, *Hell in a Cell*, Ladder, Steel Cage, Table, TLC, *Extreme Rules*

**Fatal-4-Way:** Normal Match, Battle Royal, *Hell in a Cell*, Ladder, Steel Cage, Table, TLC, *Extreme Rules*

**6-Man:** Battle Royal, Normal Tag, Elimination Tag, *Elimination Chamber*, *Armageddon*, *Hell in a Cell*, Ladder

**Handicap:** Gauntlet, One-on-Two Tornado, One-on-Two Tag, One-on-Three Tornado, One-on-Three Tag, Two-on-Three Tag

**Royal Rumble:** 10-Man *Royal Rumble*, 20-Man *Royal Rumble*, 30-Man *Royal Rumble*

**Championship Scramble:** WWE Championship, World Heavyweight Championship, Intercontinental Championship, United States Championship, Cruiserweight Championship, Women's Championship, Hardcore Championship, ECW Championship, WCW Championship, Divas Championship, Million Dollar Championship

## ELIMINATION METHODS



In an Elimination Match, there are three ways to knock an opponent out of the ring and eliminate them. When an opponent is in the corner by the turnbuckle, you must use a corner elimination. If an opponent is anywhere else along the ropes, you must use a top, middle, or bottom rope elimination, depending on the position of the opponent within the ropes.

**Top or Middle Rope Elimination:** Rapidly press the flashing button to gain the upper hand.

**Corner Elimination:** Press the button that appears on-screen before your opponent to gain the advantage.

**Bottom Rope Elimination:** To eliminate your opponent, stop the cursor in the blue target zone by pressing A. Rapidly press the buttons to escape elimination.

### TIP

While in possession of a finishing move icon, you can initiate the finisher to instantly escape an elimination attempt by an opponent.

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## SUPERSTAR MOVE LIST

Move / Attack	Xbox 360	PlayStation 3	PlayStation 2	PlayStation Portable	Wii Remote and Nunchuck	Wii Classic Controller	GameCube Controller
Navigate	<b>L</b>	<b>L</b>	<b>L</b>	D-Pad	<b>○</b>	<b>L</b>	<b>○</b>
Go from the ring to the apron	Inside the ring, face outside the ring + <b>A</b> / <b>L</b> (hold toward outside the ring)	Inside the ring, face outside the ring + <b>X</b>	Inside the ring, face outside the ring + <b>X</b>	Inside the ring, face outside the ring + D-pad + <b>X</b>	Inside the ring, face outside the ring + <b>Z</b>	Inside the ring, face outside the ring + <b>B</b>	Inside the ring, face outside the ring + <b>B</b>
Go from the ring to ringside	Inside the ring, face outside the ring + <b>A</b> (hold)	Inside the ring, face outside the ring + <b>X</b> (hold)	Inside the ring, face outside the ring + <b>X</b> (hold)	Inside the ring, face outside the ring + <b>X</b> (hold)	Inside the ring, face outside the ring + <b>Z</b> (hold)	Inside the ring, face outside the ring + <b>B</b> (hold)	Inside the ring, face outside the ring + <b>B</b> (hold)
Get down from the apron to ringside	On the apron, face outside the ring + <b>A</b>	On the apron, face outside the ring + <b>X</b>	On the apron, face outside the ring + <b>X</b>	On the apron, face outside the ring + <b>X</b>	On the apron, face outside the ring + <b>○</b> + <b>Z</b>	On the apron, face outside the ring + <b>B</b>	On the apron, face outside the ring + <b>B</b>
Get up on the apron from ringside	Outside the ring, face inside the ring + <b>A</b>	Outside the ring, face inside the ring + <b>X</b>	Outside the ring, face inside the ring + <b>X</b>	Outside the ring, face inside the ring + D-pad + <b>X</b>	Outside the ring, face inside the ring + <b>○</b> + <b>Z</b>	Outside the ring, face inside the ring + <b>B</b>	Outside the ring, face inside the ring + <b>B</b>
Enter the ring from ringside	Outside the ring, face inside the ring + <b>A</b> (hold)	Outside the ring, face inside the ring + <b>X</b> (hold)	Outside the ring, face inside the ring + <b>X</b> (hold)	Outside the ring, face inside the ring + <b>X</b> (hold)	Outside the ring, face inside the ring + <b>○</b> + <b>Z</b> (hold)	Outside the ring, face inside the ring + <b>L</b> + <b>B</b> (hold)	Outside the ring, face inside the ring + <b>B</b> (hold)
Enter the ring from the apron	On the apron, face inside the ring + <b>A</b>	On the apron, face inside the ring + <b>X</b>	On the apron, face inside the ring + <b>X</b>	On the apron, face inside the ring + D-pad + <b>X</b>	On the apron, Toward the ring + <b>○</b> + <b>Z</b>	On the apron, Toward the ring <b>L</b> + <b>B</b>	On the apron, Toward the ring + <b>○</b> + <b>B</b>
Run	<b>LB</b> (hold) + <b>L</b>	<b>L1</b> (hold) + <b>L</b>	<b>L1</b> (hold) + <b>L</b>	<b>L</b> (hold) + D-Pad	<b>C</b> (hold) + <b>○</b>	<b>L</b> + <b>L</b>	<b>L</b> (hold) + <b>○</b>
Climb up a corner	Run toward a corner post	Run toward a corner post	Run toward a corner post	Run toward a corner post	Run toward a corner post	Run toward a corner post	Run toward a corner post
Climb up a corner from ringside	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post	From outside the ring, run toward a ring post
Taunt	<b>+</b>	D-Pad	D-Pad	Analog Pad	<b>+</b>	<b>+</b>	<b>+</b>
Pin	With the opponent grounded, <b>B</b>	With the opponent grounded, <b>●</b>	With the opponent grounded, <b>●</b>	With the opponent grounded, <b>●</b> / <b>R</b> + <b>X</b>	With the opponent grounded, <b>C</b> (hold)	With the opponent grounded, <b>A</b>	With the opponent grounded, <b>X</b>
Cancel a pin (if you are the one pinning)	<b>RB</b>	<b>R1</b>	<b>R1</b>	<b>R</b>	<b>C</b>	<b>R</b>	<b>R</b>
Reverse a pin	Mash buttons / (hold) buttons	Mash buttons / (hold) buttons	Mash buttons / (hold) buttons	Mash buttons / (hold) buttons	Mash buttons / Hold buttons	Mash buttons / (hold) buttons	Mash buttons / (hold) buttons
Strike	<b>X</b>	<b>■</b>	<b>■</b>	<b>■</b>	<b>A</b>	<b>Y</b>	<b>A</b>
Grapple	<b>B</b>	<b>B</b>	<b>B</b>	D-Pad (any direction) + <b>●</b>	<b>B</b> + <b>○</b>	<b>R</b>	<b>C</b>
Initiate Collar and Elbow Mini-game	Time pressing <b>R</b> with opponent's grapple	Time pressing <b>R</b> with opponent's grapple	Time pressing <b>R</b> with opponent's grapple	Time pressing D-Pad + <b>●</b> with opponent's grapple	Time pressing <b>B</b> + <b>○</b> with opponent's grapple	Time pressing <b>R</b> with opponent's grapple	Time pressing <b>C</b> with opponent's grapple
During Collar and Elbow Mini-game	Mash <b>A</b>	Mash <b>X</b>	Mash <b>X</b>	Mash <b>X</b>	Mash <b>A</b>	Mash <b>B</b>	Mash <b>B</b>
Irish Whip	<b>B</b>	<b>●</b>	<b>●</b>	<b>R</b> + <b>X</b>	<b>Z</b> + <b>C</b> + <b>○</b>	<b>A</b>	<b>X</b>
Pick up an object	<b>A</b>	<b>X</b>	<b>X</b>	<b>X</b>	<b>Z</b>	<b>B</b>	<b>B</b>
Open the Pause Menu	<b>START</b>	<b>START</b>	<b>START</b>	<b>START</b>	<b>+</b>	<b>+</b>	<b>START</b>
Take out an object from under the ring	At ringside, around the center of the apron, <b>A</b>	At ringside, around the center of the apron, <b>X</b>	At ringside, around the center of the apron, <b>X</b>	At ringside, around the center of the apron, <b>X</b>	At ringside, around the center of the apron, <b>Z</b>	At ringside, around the center of the apron, <b>B</b>	At ringside, around the center of the apron, <b>B</b>

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# BATISTA®

## SIGNATURE MOVES

### Spear 3

Situation: Run toward opponent or face rebounding opponent (Irish Whip rebound)



### Snapmare & Big Boot

Situation: Face opponent or face rebounding opponent



## BREAKDOWN

Batista has a relatively high Grapple score at 90, but since most grapples can be easy to reverse if you're predictable, mix in strikes to throw your opponent off. With a Strike rating of 80, Batista isn't the strongest striker in the game, but his strikes still inflict good damage.

During chain grapples, mix in strikes and Irish Whips to throw your opponent's reversal timing off. Irish Whip an opponent into the turnbuckle to take advantage of high damage grapples from on top of the turnbuckle. You also have a variety of options between strikes and grapples while an opponent is on the turnbuckle, so you can keep them guessing.

The Fired Up ability, coupled with Batista's high Charisma rating, makes him a monster once he gets on a roll. As soon as you reach 75 percent momentum, use a Signature Move to raise your momentum to 100 percent, then execute the Fired Up ability and finish off an opponent with three Finishers.

Against computer-controlled opponents, focus almost exclusively on grapples. If you take a few hits, it's okay because Batista has a relatively high Durability rating at 85. His Resiliency ability also makes it easier for you to escape pins and submission holds, and his high Charisma helps to subsidize the momentum lost if you need to use the Ring Escape ability.

## FINISHERS

### Batista Bomb

Situation: Face opponent or face rebounding opponent



## ATTRIBUTES

**Grapple:** 90

**Strikes:** 80

**Submission:** 80

**Durability:** 85

**Technical:** 80

**Speed:** 75

**Charisma:** 90

**Overall:** 92

## ABILITIES

- Fired Up
- Hammer Throw
- Resiliency
- Ring Escape



## BIO

**Height:** 6'6"

**Weight:** 290 pounds

**Weight Class:** Heavyweight

**From:** Washington, D.C.

**Career Highlights:** WWE Champion, World Heavyweight Champion, WWE Tag Team Champion, World Tag Team Champion, 2005 *Royal Rumble* winner

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## BIO

**Height:** 7'0"

**Weight:** 485 pounds

**Weight Class:** Super Heavyweight

**From:** Tampa, FL

**Career Highlights:** WWE Champion, ECW Champion, WCW Champion, World Tag Team Champion, WWE Hardcore Champion, United States Champion, Unified WWE Tag Team Champion

## BREAKDOWN

Big Show is a super heavyweight, extremely dangerous when being played offensively. However, his Charisma and Durability ratings aren't as high as those of many of the other Superstars, and he's very slow. To top it off, his Technical rating is only 65, which makes it difficult to time reversals, especially if the difficulty setting is on Legend.

Use Big Show's high Grapple (100) and Strikes (95) ratings to inflict massive damage on an opponent in short offensive bursts. Big Show's lack of speed makes it difficult for him to run down faster opponents, but Irish Whip them into a turnbuckle and you can unleash a plethora of big hits in a short period of time.

If you get into trouble, use the Hammer Throw ability to give you time to use the Durability ability and regain a small amount of lost health. This works especially well against the computer because it's rare for a computer-controlled Superstar to reverse an Irish Whip or Hammer Throw.

## SIGNATURE MOVES

### Spear 3

Situation: Run toward opponent or face rebounding opponent



## FINISHERS

### Boxing Hook 3

Situation: Face opponent



## ATTRIBUTES

**Grapple:** 100

**Strikes:** 95

**Submission:** 80

**Durability:** 80

**Technical:** 65

**Speed:** 40

**Charisma:** 75

**Overall:** 85

## ABILITIES

- Durability
- Hammer Throw

# CHAVO GUERRERO®

## SIGNATURE MOVES

### Triple Rolling Suplex

Situation: Face opponent



## ATTRIBUTES

**Grapple:** 70  
**Strikes:** 70  
**Submission:** 70  
**Durability:** 70  
**Technical:** 70  
**Speed:** 80  
**Charisma:** 60  
**Overall:** 78

## ABILITIES

- Dirty Pin
- Outside Dives
- Ring Escape

## BREAKDOWN

The only thing Chavo Guerrero really has going for him is his moderately high Speed rating. Everything else is 70 or below, meaning his damage output for submission holds, grapples, and strikes is somewhat low; he's only average when it comes to reversing attacks; and his Durability is not high enough to save him from a loss, especially against Superstars with high damage output.

Luckily, Guerrero's Gory Bomb 2 Finisher and Triple Rolling Suplex Signature Move can be performed simply while facing the opponent. This is the easiest position to land a Finisher or Signature Move from. Unfortunately, Guerrero's Charisma rating is very low at 60, so gaining momentum is harder with him compared to with many other Superstars.

Winning with Guerrero is an uphill battle, but if you focus on mixing up strikes and grapples, as well as his ability to use the Dirty Pin, you can outperform a higher-rated Superstar.

## FINISHERS

### Frog Splash

Situation: Player on the top rope, opponent grounded



### Gory Bomb 2

Situation: Face opponent



## BIO

**Height:** 5'9"  
**Weight:** 215 pounds  
**Weight Class:** Light Heavyweight  
**From:** El Paso, TX  
**Career Highlights:** ECW Champion, WCW & WWE Cruiserweight Champion, WWE Tag Team Champion

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