



**SMACKDOWN vs RAW**  
**2009**

COVERS PLAYSTATION<sup>®</sup>2 COMPUTER ENTERTAINMENT SYSTEM, PLAYSTATION<sup>®</sup>3 COMPUTER ENTERTAINMENT SYSTEM, PLAYSTATION<sup>®</sup> PORTABLE, XBOX 360<sup>®</sup>, AND NINTENDO Wii<sup>™</sup>

FEATURING

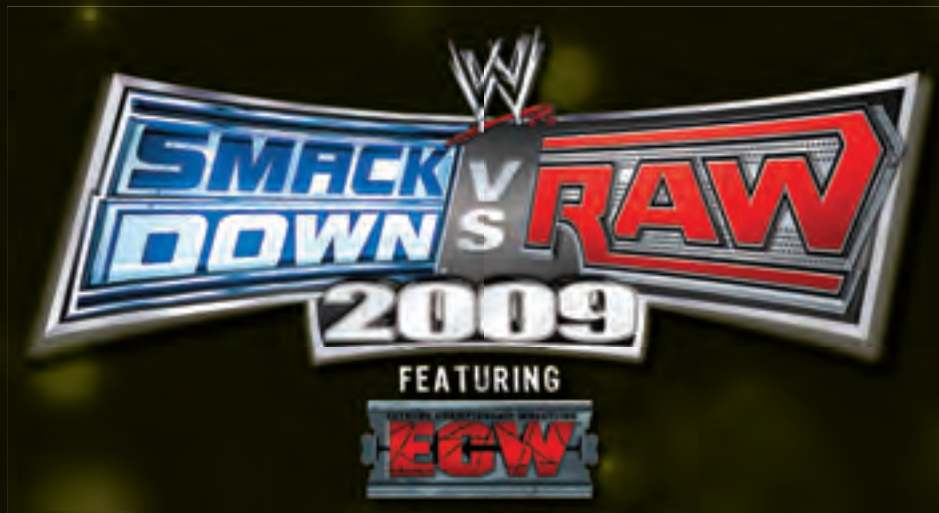


BASED ON A GAME RATED BY THE **ESRB** **TEEN T**



[www.thq.com](http://www.thq.com)

Written by Bryan Stratton



## OFFICIAL STRATEGY GUIDE

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# ENTERING THE RING: TRAINING

This guide contains all of the tips, tricks, and strategies you'll need to defeat any Superstar, unlock every hidden feature, and rise to the top of the WWE ranks on the *Road to WrestleMania* or in Career Mode.

This first chapter contains a general overview of the gameplay mechanics of *SmackDown vs. RAW 2009*, with descriptions of how and when to execute the hundreds of moves at your disposal, each of which brings you closer to WWE glory.

## BASIC CONTROLS

You may end up looking up at the lights at the end of every match if you don't master these basic moves.

### BASIC CONTROLS

360	PS2/PS3	PSP	COMMAND
			Superstar movement
			Strike attack
			Grapples
			Pin (when opponent is on mat)
			Taunt
			Run
			Pick up weapon, climb turnbuckle, enter/exit ring, other actions
			Irish whip
			Finisher (when momentum is full)
			Signature move (when icon is stored)
			Store signature move icon (when momentum is full)
			Strike reversal
			Grapple reversal
			Finisher/signature move reversal
			Defensive stance
			Pause menu

## STRIKES, GRAPPLES, AND REVERSALS

**Strikes** are quick attacks like punches and kicks. **Grapples** are more elaborate attacks, like suplexes, slams, powerbombs, and armdrags. Grapples generally inflict more damage than strikes, but they also take longer to set up and execute.

Strikes and grapples can be executed in a variety of situations, including: when you and your opponent are both standing, when your opponent is down, when your opponent is in the corner, when your opponent is leaning against the ropes, when you are on top of the turnbuckle, and when you are running at your opponent (or they are running at you).



### Variety Is the Spice of Life

Using your movement control in conjunction with your strike or grapple button usually executes a different strike or grapple than the one performed with the strike or grapple button alone.

**Reversals** counter strikes and grapples. Use the strike reversal button to counter a strike as your opponent is throwing it. Likewise, use the grapple reversal button to counter a grapple as soon as your opponent attempts it.



### Reversal Help

If the Reversal Help Indicator is set to ON in the In Game Options, the appropriate reversal button icon flashes near your Superstar's momentum meter whenever you have a chance to counter a strike or grapple.

You can also **reverse an opponent's finisher or signature move** by hitting both reversal buttons as soon as the opponent attempts to execute the move. Successfully reversing the move drains their momentum and/or costs them their stored icon. It also maxes out your momentum, setting you up to execute a finisher of your own or store the icon for a signature move.

Finally, when getting up off of the mat, you can enter a **defensive stance** to automatically avoid an opponent's strikes or grapples. This prevents you from fully standing up until you release the defensive stance buttons, but it can be a real lifesaver if you're up against an overly aggressive foe.



## IRISH WHIPPING

**Irish whipping** opponents causes them to run uncontrollably. If you Irish whip them inside of the ring, they will not be able to stop until the second time they hit the ring ropes.

By default, Irish whipped opponents run in the opposite direction from the one you're facing when you press the Irish whip button. If you want to aim them in a different direction, push the movement stick or pad in the direction you want opponents to run after pressing the Irish whip button.



### Hammer Throw

If you hold down the Irish whip button and have the Hammer Throw ability, you can cause the opponent to bounce off of the turnbuckle or fall through the ring ropes.

## TAUNTING

Use a **taunt** when your Superstar is not in danger of being attacked for a few seconds. Successfully pulling off a taunt boosts your Superstar's momentum.



### Don't Get Cocky

Your Superstar is defenseless when performing a taunt and you can't interrupt it. If an opponent attacks while you're taunting, you can't counter the attack, although you can use a Reversal.

## PINFALL



Many matches end when one or more Superstars are **pinned** by their opponent(s). To pin opponents, stand near them when they're down and use the pin command. If you've inflicted enough damage on them, they will be unable to kick out before the referee counts to three.

If an opponent is too close to the ropes when you attempt to pin them, the referee calls for a "rope break" and break up the pin. To avoid this, only pin opponents when they are away from the ropes.



### Breaking Up the Pin

If your partner is being pinned, run up to the pinning Superstar and press strike to break up the pin and avoid the three-count. If you are the pinning Superstar and want to break up your own pin, press **A** (360) or **X** (PS2/PS3/PSP).

## SUBMISSION

Another way to beat an opponent in most match types is by **submission**. Every Superstar's body is divided into four main parts: the head, the body (torso), the arms, and the legs. If a body part suffers repeated damage, it becomes weaker and more susceptible to submission holds that target it. Other moves that target it also inflict greater damage than they normally would.



When a body part is damaged by a move, that part flashes in the corner of the screen where the stamina bar usually sits. A white limb is undamaged. Yellow indicates light damage, orange is moderate damage and red is severe damage.



When a body part is orange or red, it's particularly vulnerable to submission holds that target that specific body part. If the match rules allow for victory by submission, a well-applied hold could earn a Superstar the victory.

When a submission is applied, on-screen prompts appear for each Superstar.

The defending Superstar needs to follow the on-screen commands when the attacking Superstar is not attempting to crank up the pressure. The attacking Superstar needs to keep up the pressure, but if they overdo it, they'll wind up exhausted and must release the hold.



# GO FOR THE GOLD: CAREER MODE

Career Mode allows you to choose any Superstar—even created Superstars—and guide them to the top of the WWE ladder. Choose the championships you want to compete for, build your created Superstars' stats, and conquer the world of sports-entertainment!

## CHAMPIONSHIP PATH

Unless your Superstar has won every available championship in Career Mode, you're always on a championship path that ends in a match against the unknown champion for the title at a pay-per-view. As soon as you win one championship, other championship paths become available, and you must choose the next title to chase.



### AVAILABLE CHAMPIONSHIPS

WWE Championship
World Heavyweight Championship
WWE Tag Team Championship
World Tag Team Championship
Intercontinental Championship
United States Championship
Cruiserweight Championship
Hardcore Championship
ECW Championship

Your initial Superstar path is chosen for you and is determined by your Superstar's brand and their overall ability score.

### Getting Hardcore

The Hardcore Championship path unlocks once you win three other championships. Winning the Hardcore Championship unlocks the title belt for use in Exhibition matches and Tournament Modes.

## EARNING YOUR SPOT

Before you can challenge for a championship, you must win a No.1 Contender match. Before you qualify for a No.1 Contender match, you must prove yourself against the other Superstars who are also in the title hunt.



Between each match, you can use the smartphone in your private jet to view your Current Path. This displays the Superstars who are on the same championship path as you, as well as your star match ranking (if you've faced them along the current path) and the total number of stars needed to advance.



To view detailed information about one of your rivals, highlight their name on the list and select it. This brings up a screen that lists their stats, finishers, abilities, and your win-loss record against them.



GO FOR THE GOLD: CAREER MODE

After each match that you win, you are awarded a number of points in three categories:

**Match Results:** Absolutely dominating your opponent earns more points than just barely eking out a win.

**Excitement:** Was the crowd into the match? Performing big moves—especially finishers and signature moves—and taunting your opponents fires up the crowd.

**Technical:** Countering your opponent's attacks and not being countered yourself boosts this ranking. Using a variety of moves helps as well.



For every 200 points you earn, the match is awarded a star ranking. So an 850-point match would translate into four stars. If you lose a match, you earn no stars.

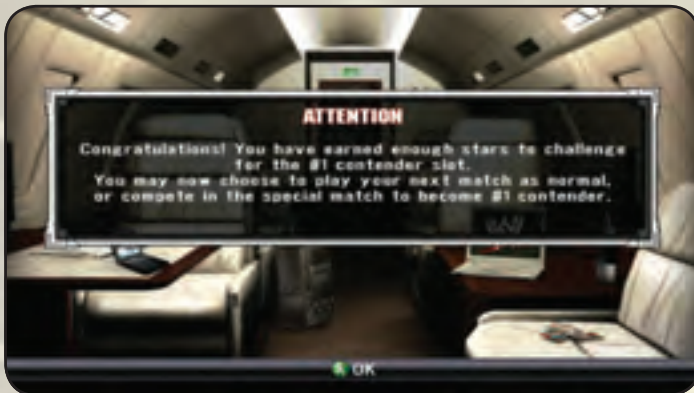
Remember, you need to earn a certain number of stars against the opponents on the same championship path in order to earn a No.1 Contender match. Simply beating them is not good enough. If you've competed against every opponent and still don't have enough stars, you need to face them again and earn higher rankings in your matches.

### Saving the Best

Don't worry about winding up with fewer stars if you perform badly against an opponent who you've already faced. Only your highest star ranking against that opponent is saved.

### "YOU COULDA BEEN A CONTENDA"

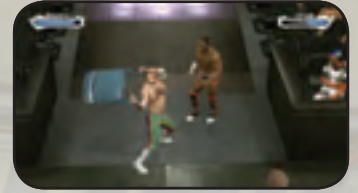
Once you reach or exceed the star requirement, you have the option of choosing a regular match against any of the non-champion opponents on the championship path, or you can opt to have a No.1 Contender match against the opponent of your choice.



### Don't Rush In

Why would you not want to have a No.1 Contender match if you qualify for one? Well, you might want to have a few more matches against other Superstars to boost your Superstar's stats, or maybe your Superstar is pretty beat up and needs an easy match to help recover stamina. Take your time if you need to. Once you qualify for a No.1 Contender match, it's not going anywhere.

No.1 Contender matches are non-standard match types. Winning the match not only gives you a championship match, it also allows you to choose that match type in future bouts.



### GOLD RUSH

Becoming the No.1 Contender unlocks the champion at the top of the champion path and allows you to challenge that Superstar for the title at any time. You can opt to have a few matches to boost your stats, or you can select the champion to get your championship match.



Choosing to cash in your title shot fast-forwards the schedule to the next pay-per-view, where the championship match takes place. Win the match, and you win the championship.



Winning a championship unlocks other championship paths. You must choose between them for your next championship path. After you win that championship, two more become available. You can compete for either of those, or you can compete for the one you didn't choose after you won your first championship.

# BIG DADDY V

# BIG DADDY V™

## CAREER HIGHLIGHTS

World Tag Team Champion

Hardcore Champion

1995 King of the Ring

**OVERALL: 84**

Height: 6'9"

Weight: 500 lbs.

From: Harlem, NY

## ATTRIBUTES

STR: 90      SPD: 65

SUB: 71      CHA: 77

DUR: 79      HRD: 86

TEC: 80      STA: 70

## ABILITIES

KO

Lock Pick

Hammer Throw

Object

Bloodshed

## Signatures

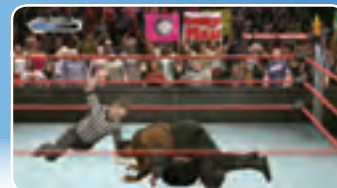
SIGNATURE	CONDITION	360	PS2/PS3	PSP	NOTE
Sidewalk Slam 6	Facing groggy opponent	Y	△	△	
Big Splash Pin	Near downed opponent's upper body	Y	△	△	Pin



Sidewalk Slam 6



Big Splash Pin

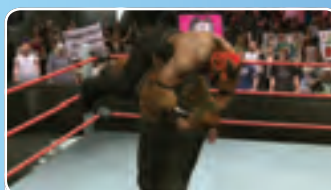
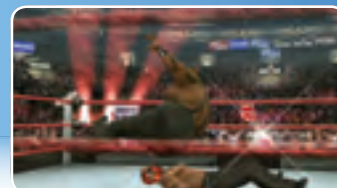


## Finishers

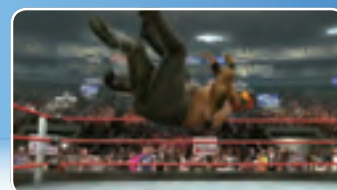
FINISHER	CONDITION	360	PS2/PS3	PSP	NOTE
Elbow Drop 11	Near downed opponent's upper body	Y	△	△	
Ghetto Drop	Facing groggy opponent	Y	△	△	



Elbow Drop 11



Ghetto Drop



# WHO'S YOUR DADDY?

They don't come any bigger or badder than Big Daddy V. This quarter-ton monster uses his massive bulk to steamroll over opponents, and there aren't many Superstars who can withstand him. During his tenure in ECW, he tore apart Boogeyman and Tommy Dreamer in pursuit of CM Punk's ECW Championship. Only a disqualification kept him from walking out of *No Mercy* with the most extreme championship in sports-entertainment.

With his Object and Bloodshed abilities, not to mention high strength and hardcore stats, Big Daddy V is a natural in Extreme Rules and other No-Disqualification match varieties. With very, very few exceptions, all of his moves target the head or body of his opponent. If KO's are enabled in the match type, his KO ability can allow him to pick up a quick victory by knocking his opponent out cold.

WWE SMACKDOWN®  
**BIG DADDY V**

## VS. STANDING OPPONENT

### STRIKE ATTACKS

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
X	⊖	⊖	Bionic Punch	Head	
Ⓢ+X	Ⓢ+⊖	Ⓢ+⊖	Slap 2	Body	
Ⓢ+X	Ⓢ+⊖	Ⓢ+⊖	Body Punch 1	Body	
Ⓢ+X	Ⓢ+⊖	Ⓢ+⊖	Spinning Wheel Kick 1	Head	Blood
Ⓢ+X	Ⓢ+⊖	Ⓢ+⊖	Snap Jab 1	Head	

### FISTS OF FURY

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
Ⓢ+X	Ⓢ+⊖	Ⓢ+⊖	Bionic Punch	Head	
1st strike not blocked	1st strike not blocked	1st strike not blocked	Body Punch 1	Body	
1st strike not blocked	1st strike not blocked	1st strike not blocked	Clothesline 3	Head	

### QUICK GRAPPLE MOVES

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
Ⓢ	Ⓢ	Ⓢ+⊖	Back Club	Body	
Ⓢ	Ⓢ	Ⓢ+⊖	Push It!	Body	
Ⓢ	Ⓢ	Ⓢ+⊖	Big Punch 1	Head	
Ⓢ	Ⓢ	Ⓢ+⊖	Big Punch 2	Body	

### GRAPPLE MOVES

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
Ⓢ+Ⓢ	Ⓢ+Ⓢ	Ⓢ+Ⓢ+⊖	Strong Grapple 1		Sets up strong grapple moves
Ⓢ+Ⓢ	Ⓢ+Ⓢ	Ⓢ+Ⓢ+⊖	Lift Up		Ultimate Control grapple
Ⓢ+Ⓢ	Ⓢ+Ⓢ	Ⓢ+Ⓢ+⊖	Strong Grapple 2		Sets up strong grapple moves
Ⓢ+Ⓢ	Ⓢ+Ⓢ	Ⓢ+Ⓢ+⊖	Powerbomb		Ultimate Control grapple

### STRONG GRAPPLES (AFTER INITIATING STRONG GRAPPLE 1))

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
Ⓢ	Ⓢ	Ⓢ+⊖	Spinebuster 1	Body	
Ⓢ	Ⓢ	Ⓢ+⊖	Headbutt 2	Head	Blood
Ⓢ	Ⓢ	Ⓢ+⊖	Choke 1	Head	
Ⓢ	Ⓢ	Ⓢ+⊖	Choke Toss	Body	Dirty

### STRONG GRAPPLES (AFTER INITIATING STRONG GRAPPLE 2))

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
Ⓢ	Ⓢ	Ⓢ+⊖	Backbreaker 4	Body	
Ⓢ	Ⓢ	Ⓢ+⊖	Belly to Belly 1	Body	
Ⓢ	Ⓢ	Ⓢ+⊖	Scoop Slam 3	Body	
Ⓢ	Ⓢ	Ⓢ+⊖	SS Bearhug	Body	Struggle Submission

### GRAPPLE FROM BEHIND

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
Ⓢ	Ⓢ	Ⓢ+⊖	Backbreaker 9	Body	
Ⓢ	Ⓢ	Ⓢ+⊖	Headbutt 3	Head	
Ⓢ	Ⓢ	Ⓢ+⊖	Pumphandle Drop	Body	
Ⓢ	Ⓢ	Ⓢ+⊖	Sidewalk Slam 4	Body	

## VS. DOWNED OPPONENT

### STRIKE ATTACKS

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
X	⊖	⊖	Angry Stomp	Body	
Ⓢ/Ⓢ+X	Ⓢ/Ⓢ+⊖	Ⓢ/Ⓢ+⊖	Falling Headbutt	Head	
Ⓢ/Ⓢ+X	Ⓢ/Ⓢ+⊖	Ⓢ/Ⓢ+⊖	Elbow Drop 3	Body	

### GRAPPLE NEAR UPPER BODY

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
Ⓢ	Ⓢ	Ⓢ+⊖	Big Stomp	Body	
Ⓢ	Ⓢ	Ⓢ+⊖	Undertaker Hold	Head	Dirty
Ⓢ	Ⓢ	Ⓢ+⊖	SS Camel Clutch	Body	Struggle Submission

### GRAPPLE NEAR LOWER BODY

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
Ⓢ	Ⓢ	Ⓢ+⊖	Big Walk	Body	
Ⓢ	Ⓢ	Ⓢ+⊖	Camel Clutch	Body	
Ⓢ	Ⓢ	Ⓢ+⊖	SS Boston Crab	Body	Struggle Submission

## VS. OPPONENT IN CORNER

### RUNNING STRIKE ATTACKS VS. STANDING OPPONENT

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
X	⊖	⊖	Turnbuckle Clothesline 1	Head	
⊖+X	⊖+⊖	⊖+⊖	Turnbuckle Body Attack	Body	

### RUNNING STRIKE ATTACKS VS. SITTING OPPONENT

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
X	⊖	⊖	Knee Attack 1	Head	Blood

### GRAPPLE WHILE FACING OPPONENT

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
⊖	⊖	⊕+⊖	Big Thump	Body	
⊖	⊖	⊕+⊖	The Biggest Chop	Body	
⊖	⊖	⊕+⊖	Turnbuckle Body Strike	Body	
⊖	⊖	⊕+⊖	Toss to Turnbuckle	Head	

### GRAPPLE FROM BEHIND

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
⊖	⊖	⊕+⊖	Snake Eyes	Head	
⊖	⊖	⊕+⊖	Forearm to Back	Body	
⊖	⊖	⊕+⊖	Side Slam 2	Body	
⊖	⊖	⊕+⊖	Toss Into Ring Post	Arms	

### GRAPPLE VS. SITTING OPPONENT

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
⊖	⊖	⊕+⊖	Alley Oop 1	Body	

## ROPE ATTACKS

### OPPONENT GROGGY AGAINST ROPES

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
⊖	⊖	⊕+⊖	Big Slap	Body	

### OUTSIDE SPRINGBOARD ATTACK

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
X	⊖	⊖	Vaulting Body Press 3	Body	

## DIVING ATTACKS

### DIVING ATTACK VS. STANDING OPPONENT

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
X	⊖	⊖	Double Axe Handle 3	Head	Blood
⊖+X	⊖+⊖	⊕+⊖	Diving Spear	Body	

### DIVING ATTACK VS. DOWNED OPPONENT

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
X	⊖	⊖	Diving Elbow Drop 2	Body	
⊖+X	⊖+⊖	⊕+⊖	Diving Elbow Drop 1	Body	

## RUNNING ATTACKS

### RUNNING STRIKE VS. STANDING OPPONENT

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
X	⊖	⊖	Shoulder Block 1	Body	
⊖+X	⊖+⊖	⊖+⊖	Clothesline 13	Head	

### RUNNING GRAPPLE FACING STANDING OPPONENT

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
⊖/⊖	⊖/⊖	⊕/⊕+⊖	Head Pound	Head	Dirty
⊖/⊖	⊖/⊖	⊕/⊕+⊖	Spear 7	Body	

### RUNNING GRAPPLE BEHIND STANDING OPPONENT

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
⊖/⊖	⊖/⊖	⊕/⊕+⊖	Triple H Low Kick	Legs	
⊖/⊖	⊖/⊖	⊕/⊕+⊖	One Hand Bulldog 1	Head	Blood

### RUNNING STRIKE VS. DOWNED OPPONENT

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
X	⊖	⊖	Double Axe Handle 4	Body	
⊖+X	⊖+⊖	⊖+⊖	Running Leg Drop	Head	

### IRISH WHIP REBOUND (STANDING VS. RUNNING OPPONENT)

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
⊖/⊖	⊖/⊖	⊕/⊕+⊖	Free Fall Drop	Body	
⊖/⊖	⊖/⊖	⊕/⊕+⊖	Sidewalk Slam 5	Body	

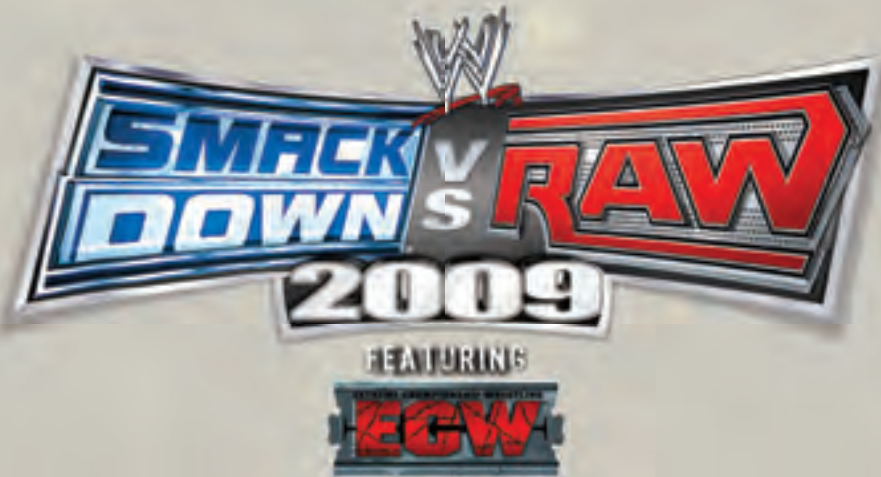
## TAG TEAM MOVES

### WHEN PARTNER HAS OPPONENT IN GRAPPLE

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
⊖	⊖	⊕+⊖	Double Flapjack	Head	
⊖	⊖	⊕+⊖	Body Blow	Body	
⊖	⊖	⊕+⊖	Double Flapjack	Head	
⊖	⊖	⊕+⊖	Body Blow	Body	

### WHEN OPPONENT IS IN YOUR CORNER

360	PS2/PS3	PSP	MOVE	TARGETS	NOTE
⊖	⊖	⊕+⊖	Gut Crusher	Body	
⊖	⊖	⊕+⊖	Drop Toe & Elbow Drop	Body	
⊖	⊖	⊕+⊖	Gut Crusher	Body	
⊖	⊖	⊕+⊖	Drop Toe & Elbow Drop	Body	



## OFFICIAL STRATEGY GUIDE

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