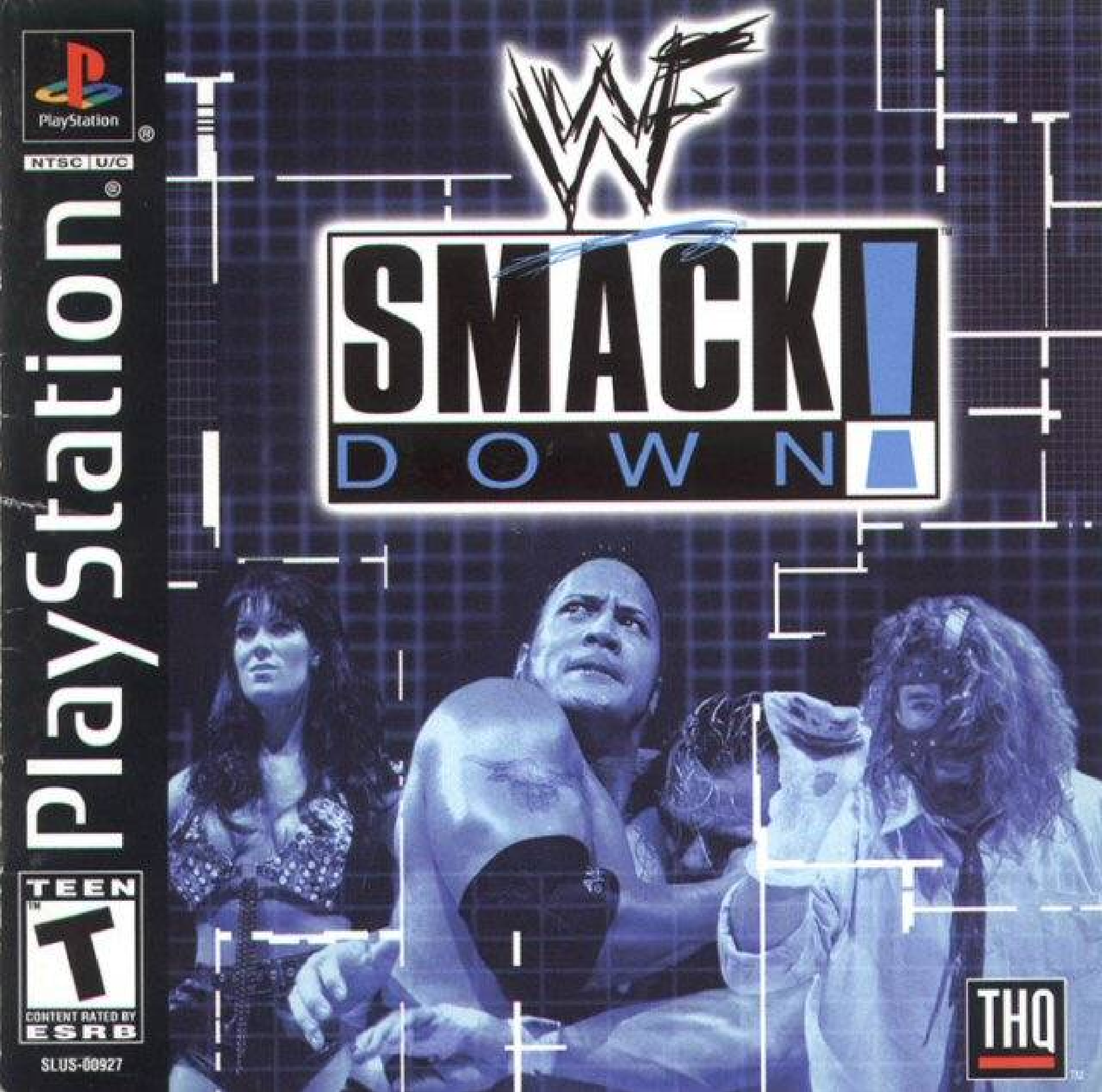
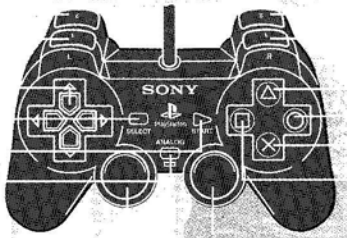

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THE CONTROLS



DEFAULT CONFIGURATION



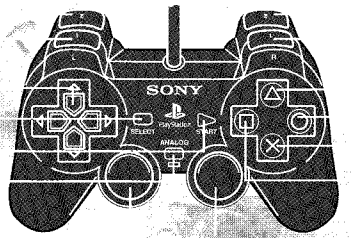
NOTE: You may have a controller that looks like this. If so please follow the digital instructions outlined below.

MULTI-TAP

Up to four human controlled Superstars can be in the ring at one time by using the Multi-Tap. Make sure that the Multi-Tap is connected to Controller port 1 of the PlayStation and player one's Controller is connected to Controller port 1-A of the Multi-Tap before the power is turned on. You can use the Multi-Tap in Tag Team, Handicap, Battle Royal, Royal Rumble®, Survival Match, and Special Referee matches.

Note: When using the Multi-Tap, at least one controller must be connected to Controller port 1-A or 2-A.

THE CONTROLS



ACTION	CONTROL
Pause Game	START
Move Superstar	Directional Button
Striking Attacks	×
Irish Whip to Ropes	○
Grapple Attacks	Directional Button + ○
Reverse/Counter	□
Run	△
Climb Turnbuckle	Directional Button + △
Climb out of Ring	Directional Button + R1
Slide into Ring	△
Tag Partner	R1
Pin Opponent	↓ + ○

THE MOVES

As in the World Wrestling Federation®, the kind of move a Superstar performs depends on the situation he is currently in. The moves in WF *SmackDown!*™ are specific to these various circumstances, giving an in-depth experience for the millions and millions of fans everywhere!

Each Superstar employs a large amount of unique moves, using similar button commands as the other Superstars. For example, ↑ + ○ might be a Body Slam for one Superstar and a DDT for another. This grappling system helps give you complete control, making it easy to pick up, yet hard to master.

ACTION	CONTROL
Irish Whip to Ropes	○
Front Grapples	↑ + ○
	→ + ○
	↓ + ○
	← + ○
Striking Attacks	×
	↑ + ×
	→ + ×
	↓ + ×
	← + ×

ACTION	CONTROL
Stronger Grapples	↑ + ○
	→ + ○
	↓ + ○
	← + ○

ACTION	CONTROL
Irish Whip to Ropes	○
Rear Grapples	↑ + ○
	→ + ○
	↓ + ○
	← + ○

ACTION	CONTROL
Knock over/through Ropes	✕
Dive through Ropes	Directional Button + ✕
Jump over Ropes	Directional Button + ✕

ACTION	CONTROL
Raise Opponent - Front	○
Raise Opponent - Behind	○ + ○
Pin Opponent	↓ + ○
Ground Striking Attacks	✕
	↑ + ✕
	→ + ✕
	↓ + ✕
	← + ✕
Upper Body	
Ground Moves	↑ + ○
	→ + ○
	← + ○
Lower Body	
Ground Moves	↑ + ○
	→ + ○
	← + ○

ACTION	CONTROL
Opponent Standing	
Aerial Attacks	✕
	← or → + ✕
	↑ or ↓ + ✕
Opponent on Mat	
Aerial Attacks	✕
	← or → + ✕
	↑ or ↓ + ✕

ACTION	CONTROL
Facing Opponent	
Irish Whip to Ropes	○
Turnbuckle Moves	← or → + ○
	↑ or ↓ + ○
Behind Opponent	
Irish Whip to Ropes	○
Turnbuckle Moves	← or → + ○
	↑ or ↓ + ○
Opponent Sitting in Lower Turnbuckle	
Turnbuckle Moves	○
	← or → + ○
	↑ or ↓ + ○
Running Attack	△, ✕ or ○

ACTION	CONTROL
Facing Opponent	
Running Moves	○
	← or → + ○
	↑ or ↓ + ○
Running Attacks	✕
	← or → + ✕
	↑ or ↓ + ✕
Behind Opponent	
Running Moves	○
	← or → + ○
	↑ or ↓ + ○

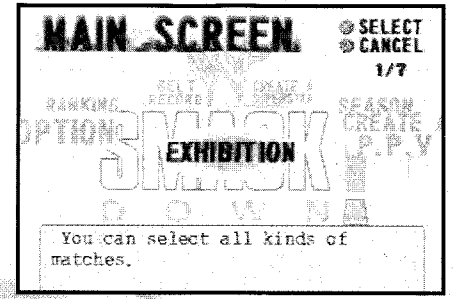
ACTION	CONTROL
Counter Attacks	○
	← or → + ○
	↑ or ↓ + ○

ACTION	CONTROL
Facing Groggy Opponent	L1
Behind Groggy Opponent	L1
Opponent in Turnbuckle	L1
Opponent on Mat	L1
On Top Rope	L1

ACTION	CONTROL
Count Out	L2 (press for every count)
Referee Taunts	Directional Button + L2

Note: Some finishing moves require your opponent to be standing or laying on the mat. For others, he needs to be in the turnbuckle, or you need to climb the top rope. When the SmackDown!™ meter appears, press the L1 Button to execute your Superstar's Finisher.

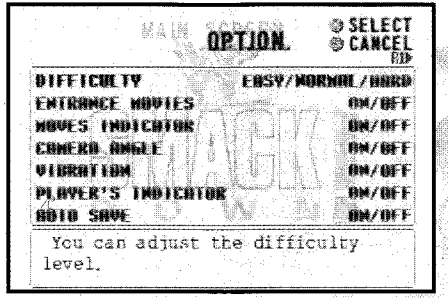
MAIN MENU



You can completely customize your game, including creating your own Superstars, from the Main Menu. Use the Directional Buttons to highlight an option, then press the X Button to confirm.

- **Exhibition** – Play any style match with up to three opponents in the ring at a time! See page 24 for more information.
- **Option** – Customize the options of WWF *SmackDown!*™ See the next section for more information.
- **Ranking** – View the current rankings from the Season Mode.
- **Belt Record** – Find out who's wearing each belt in the Season Mode. Also, see how to qualify for a shot at each belt.
- **Create-a-Superstar** – Build a Superstar from top to bottom, changing everything from his appearance and abilities to his moves.
- **Season** – The main one-player game, take a Superstar through a career to become the ultimate World Wrestling Federation® Champion.
- **Create A PPV** – Create your own Pay-Per-View event. See page 19 for more information.

OPTIONS MENU



Completely customize your in-ring experience in the Options Menu. Aside from being able to change the sounds and appearance of the game, you can also access different save/load features.

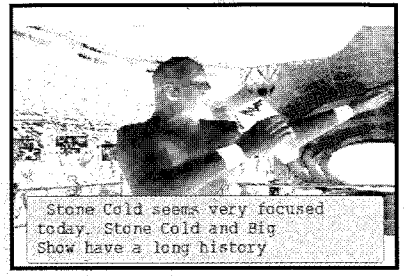
Use the Directional Buttons ⬆/⬇ to highlight an option, then ⬅/➡ to change it. Press the R1 Button to view the next page of options, or the L1 Button to return to the previous page.

- **Difficulty** – Choose EASY when learning how to play, MEDIUM when you have a good grasp of WWF *SmackDown!*™, and HARD when you think you can handle it!
- **Entrance Movies** – Turn the movies ON or OFF.
- **Moves Indicator** – When ON, the name of the moves will be displayed at the bottom of the screen during gameplay.
- **Camera Angle** – The camera shots will change, simulating a live television experience, when ON is selected.

OPTIONS MENU

- **Vibration** – Toggle the vibration function ON or OFF.
- **Player's Indicator** – Select ON to view different colored icons under each player's Superstar.
- **Auto Save** – Choose ON to be prompted to save your season mode matches to a MEMORY CARD.
- **Sound** – Select STEREO if your system includes more than two speakers. Choose MONO for a one-speaker system.
- **BGM** – Select the in-ring music track, or highlight RANDOM for alternating music selections.
- **Music Vol** – Change the volume of the music. Choose SILENT to have low music volume in the game, or MAX to pump out the tunes.
- **SE Vol** – Change the volume of the sound effects.
- **System Data Save** – Save your game to a Memory Card.
- **System Data Load** – Load saved information from a Memory Card, to continue where you left off.
- **Create Superstar Copy** – Move a created Superstar from one memory card to another.

SEASON MODE



Do you have what it takes to take on the most gifted Superstars in sports-entertainment? From the People's Eyebrow to the Stunner, each Superstar will use every move at their disposal to stop your roody-poo, candy-@$# from getting ahead. So put on those elbow pads Jabroni, select SEASON or PRE-SEASON, and prepare to Layeth the SmackDown!™

Season

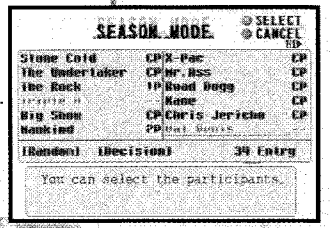
Select either NEW GAME to begin at the start of the season, or CONTINUE to go back to your previously saved game. You can only use your created Superstars in the Season Mode after they've proven themselves in the Pre-Season Mode.

New Game

First determine which Superstar you will control. Four players can play through the same season together.

- Press L1 or R1 to cycle through the list of talent. Your created characters will appear at the end of the list.
- Use the Directional Buttons to highlight the character you want to control. Select CP and press the ✕ Button.
- Now choose 1P, 2P, 3P, or 4P for a human controlled Superstar, or choose CP to give control to the computer.
- You can exclude up to four Superstars from competing in the Season mode. Highlight the Superstar to remove and press the ✕ Button.
- Select RANDOM for WWF *SmackDown!*™ to decide which Superstars will not participate in your season.

Next, select DECISION and press the X Button. Now you can view the current WWF Superstar rankings, check out the current title holders, or begin a match.



- Match – Begin the next match in your quest for the title.
- Title Holder List – See who needs to be defeated for each belt.
- Ranking List – Find out who the number-one contender is for the World Wrestling Federation® Title. Select a Superstar and press the X Button to view individual season statistics.
- Exit – Return to the Season Mode screen.

Multi-Player Season

By adding two or more created Superstars to a new season, you can create your own groups of allies. After selecting DECISION from the Season Mode screen, you will continue to the Group Menu.

- Solo - Each created Superstar will begin the season on their own.
- A Group of Two People – Two created Superstars will be allied with each other. Any other created characters will begin on their own.
- A Group of Three People – Three created Superstars will join as a group. If a fourth created character is involved, he will begin the season alone.
- A Group of Four People – All four created Superstars will begin as a solid unit, to romp through the Season Mode together.
- Two Groups of Two People – The four created Superstars can split off and go through the Season Mode in pairs.

Note: You will have to battle your allies in certain matches, like the Royal Rumble® where it's every man for himself.

Continue

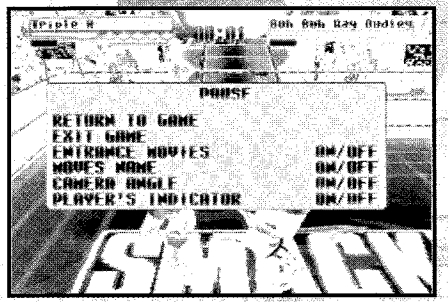
Return to a previously saved Season. By selecting continue, your saved season will automatically load for you to resume where you left off.

Pre-Season

In the Pre-Season mode, you can take your created Superstar through a full year of matches in the World Wrestling Federation®. Being victorious here has it's advantages – you will be awarded points to add to your Superstar's abilities. Having more abilities will unlock more moves to use in the ring. Try to win as many matches as you can – you can only enter this mode once per Created Superstar.

PAUSE MENU

While laying the SmackDown!™, press START at any time to Pause the action. While paused, you can access the following options.



- Return to Game – Press the X Button and get back to the action!
- Exit Game – End the current match and return to the Main Menu.
- Entrance Movies – Choose between ON or OFF.
- Moves Name – Toggle the display ON or OFF.
- Camera Angle – Select ON to view the television style camera angles.
- Player's Indicator – Select ON to view different colored icons beneath each Superstar. The icon will have a different colored arrow pointing towards the opponent you are focused on.

CREATE A PPV

Create the ultimate Pay-Per-View event, building each card before playing through all six matches.

Audience Ranking

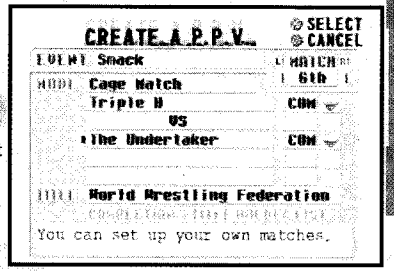
The crowd ultimately decides who the most popular Superstar in the ring is, and the fate of those less fortunate. Check out which matches have tallied the loudest crowds in the Pay-Per-View events, and which matches have been the loudest, overall. Use the Directional Buttons to highlight an option, then press the ✕ Button to confirm.

Create A PPV

Build each card of the Pay-Per-View event by selecting CREATE A P.P.V. from the Pay-Per-View menu.

THE CARD

The Card is made up of a group of matches for a single event and shows the style of match, the combatants, and which title (if any) is on the line. SmackDown!™ gives you complete control to customize each match on a Pay-Per-View card.



- **Toggle Matches** – Press L1 or R1 to select a different match in your event.
- **Mode** – Press the X Button to change the type of match.
- **Select Superstar** – Highlight a Superstar to change and press the ✕ Button to select a replacement.
- **Player Control** – From the Select Superstar area, press RIGHT on the Directional Buttons to highlight the Player/CPU controlled characters. Press the ✕ Button to change control from Player to CPU.

THE CARD

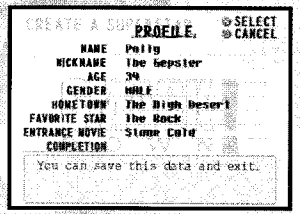
- **Title** – Select a belt to put on the line for the title shot.
- **Completion** – Press the ✕ Button and choose either MATCH or SKIP. By selecting SKIP, the match will be simulated, with the outcome of the match shown on the screen. Select MATCH to begin the Pay-Per-View event.
- **Title Holder List** – View the current champions for each title.

CREATE-A-SUPERSTAR

Biographies – View the status of your created Superstars.

Delete – Remove any created character from your MEMORY CARD.

Create-a-Superstar – Use every feature to your advantage to build a talented, up-and-coming Superstar.

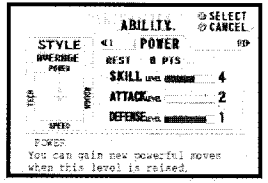


- **Completion** – Exit to the main Create-a-Superstar menu.
- **Profile** – Begin the process by giving your new Superstar some character. Assign such attributes as his or her Name, Sex, Age, and Entrance Movie.
  - **Name** – Every good athlete needs a name. Select SP for a space, BS for a back space, or END when finished.
  - **Nickname** – You won't go far without a good Nickname. Use L1 and L2 to use other letters and characters.

- Age – Determine how old your future Superstar is. Press the ✕ Button to highlight, then press ↑/↓ to change the age. Press ✕ again when finished.
- Gender – Decide whether your character is Male or Female.
- Hometown – Give the created Superstar a hometown. Everyone comes from some where, even if it is the Boiler Room!
- Favorite Star – Choose which Superstar your character will align with.
- Entrance Movie – Select a Titantron™ video for your ring entrance.
- Completion – Exit to the main Create-a-Superstar menu.



- Appearance – A character's appearance can be fun and amusing, or can instantly create fear in any opponent's heart. Try to use the Appearance Edit to your advantage.
  - Head – Choose between different faces or masks for your character's look.
  - Upper – A large amount of options, including female torsos, gives you complete control.
  - Lower – Determine which pants, trunks, or skirts look good on the character.
- Figure – Using the sliding scales, Press ⬅ or ➡ to easily change your character's Height and Weight. Also, choose from the four different skin colors.
- Completion – By selecting SAVE & EXIT your character's appearance will be saved to a MEMORY CARD and you will return to the previous menu. Selecting EXIT will return to the previous menu without saving.



- Personality – Determine all of the character traits that define who a person is while in the ring.
  - Previous – Return to the previous Create-a-Supertar menu.

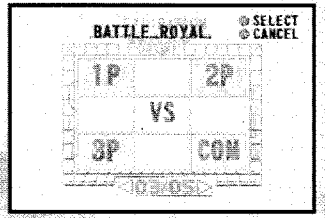
- Fighting Style – Choose a style that fits your created character's personality. You can either be Average, Powerful, Speedy, Technical, or a Rough Neck.
- Ability – Tweak your Superstar for maximum damage in the ABILITY section. This will also determine what kind of moves your Superstar will be able to use.
- Character – Choose a character trait that will help define your role as a Superstar.
- Logic – Choose two attack styles that give your created Superstar an edge in six different categories.
- Moves – Assign every move that you will be able to perform in and out of the ring. The kinds of moves you will be able to choose from are determined in the ABILITY section. If you have not given your up-and-coming Superstar any Ability Traits, there will not be any moves to choose from.
  - First select a category of moves by pressing either R1 or L1.
  - Next, select a move to change. Use the Directional Buttons to highlight a move and press the ✕ Button to select it.
  - You will be given a list of possible moves to choose from. Use the L1 and R1 Buttons to choose between the Abilities SPEEDY, TECHNICAL, ROUGH-NECK, and POWERFUL. Moves will only be available in the Abilities your Superstar contains.
  - Finally, use the Directional Buttons to highlight a move and press the ✕ Button to select it.

EXHIBITION

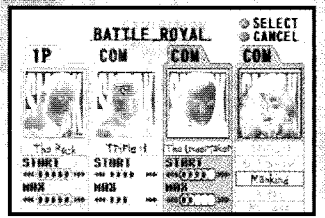
The quickest way to jump into the ring, EXHIBITION allows you to play any kind of match you want with any of the selectable Superstars, or your own created grappler.

Playing a Game

When starting a match, you will be given a lot of options to fully customize your game before heading to the ring.



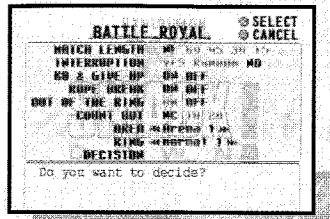
- After choosing a game mode, use the Directional Buttons ⬅/➡ to decide which characters will be human controlled (1P and 2P), or controlled by the computer (COM). Press the ✕ Button to confirm.
- Now choose your Superstar to control. Press ⬆/⬇ on the Directional Buttons to highlight the Talent you want to use, then press the ✕ Button to confirm.
- You can adjust the strength of your Superstar at the START of the match, or his MAX strength overall. Highlight a meter, then press ⬅/➡ to adjust the strength accordingly.
- Press the ✕ Button when complete, then repeat the process for the computer-controlled opponents.



Note: You can only fight backstage in an ANYWHERE FALLS match or a HARDCORE match. To go backstage and into each room, you must send your opponent there with an Irish Whip.

EXHIBITION

Pre-Game Menu

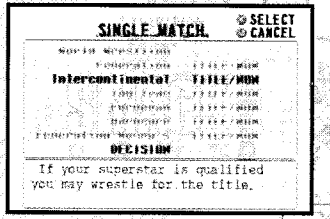


Once all of the opponents have been chosen, you will be able to change the following options:

- `Match Length` – Choose a time limit from No Limit (NL) to a 60-minute match.
- `Interruption` – Decide if interference will be allowed in the match. Select RANDOM to let the CPU decide for you.
- `KO & Give Up` – Select ON to be able to win by KO or submission.
- `Rope Break` – Turn ON to escape submission holds by reaching the ropes.
- `Out of the Ring` – When OFF, you will not be allowed outside the ring.
- `Count Out` – Choose between a 10 or 20 count, or NC for No Count.
- `Area` – Use the Directional Buttons ⬅/➡ to select an arena. Choose between the SmackDown!™ set, a Titantron™ style arena, or a house show.
- `Ring` – Now select the mat that will be used inside the arena.
- `Decision` – When you are done customizing the game, select DECISION, press the ✕ Button, and head to the squared circle.

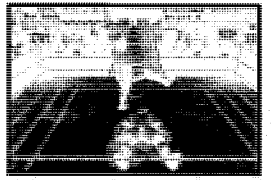
Select Belt

Some game modes allow you to put a belt on the line. Use the Directional Buttons ⬆/⬇ to highlight a title, then press ⬅/➡ to determine if the belt will be up for grabs. By selecting TITLE, the winner will take the title. By choosing NON TITLE, the outcome will have no effect on the title holders.



Single Match

Go head to head 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 Match

Whether by yourself or with up to three friends, you can pit four opponents against each other in a No-Holds Barred Tag Team Match.

Handicap

Think you can take on more than one opponent at a time? Select HANDICAP to find out! Or, if you need a little help taking on the opposition, wrestle with one or two partners against a top-ranked opponent.



- One on Two – Just you against two not-so-friendly opponents.
- One on Three – An all-out bash as three Superstars try to take you to the mat!

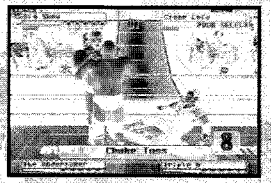
Battle Royal

Participate in an all-out brawl against three other opponents, all trying to be the last man standing. Eliminate all the other opponents to win!

Royal Rumble®

One of the greatest spectacles ever created, the Royal Rumble® consists of up to 32 Superstars competing for the right to be called the best in sports-entertainment. The event begins with four in the ring. As an opponent is eliminated, a new Superstar enters the fray! The only way to be eliminated is to be thrown over the top rope!

After selecting the first four Superstars, you will be able to decide who the other 28 opponents will be.

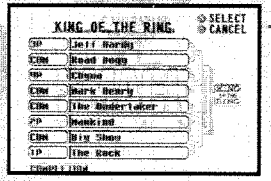


- Highlight a Superstar and press the X Button to add him to the Royal Rumble®.
- Select ALL at the bottom of the screen to include all of the Superstars.
- Select RANDOM to let the computer decide who will participate.
- Choose DECISION when all of the combatants have been chosen.

Note: When you have been defeated and a new Superstar enters the ring, press SELECT to play as the new character.

King of the Ring®

Make your way through a bracket-style tournament to become the King of the Ring! When you begin, all eight opponents are listed and will be controlled by the computer.



- Highlight a Superstar and press the X Button to change him.
- Use the Directional Buttons ⬆/⬇ to find a new Superstar, then press the X Button to put him into the King of the Ring bracket.
- When the lineup is complete, highlight COM next to the Superstar you would like to control. Press the X Button, then choose between 1P, 2P, 3P, 4P or COM to determine who will control the Superstar.
- Highlight COMPLETION at the bottom of the screen to begin the tournament. You can watch any of the computer-controlled matches by selecting MATCH, or you can choose to bypass a match by selecting SKIP.

Hardcore Match

Think you can handle the punishment? Each Hardcore Match is a free-for-all with no rules and plenty of weapons. You can even take the fight backstage by throwing your opponent up the ramp! Begin the fight backstage by choosing a new area on the Pre-Game Menu!

Anywhere Fall

Similar to the Hardcore Match, Anywhere Fall allows you to fight backstage by sending your opponent up the ramp. Perform a finishing move on the concrete for a KO, or try to pin your opponent after throwing a trash can at him!

Cage Match

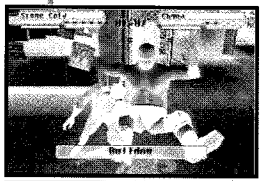
There's no escape from punishment in the Cage! The only way to win is to survive. The only way to survive is to climb out of the ring. If your opponent is climbing over the top, shake the cage and send him falling back to the mat! Make sure he's too tired to fight back, then start climbing for the top yourself.

Survival Match

Anything goes in a Survival Match! A combination of the Handicap and Hardcore matches, the Survival Match puts up to 4 opponents in the ring in a no-rules fight to the finish.

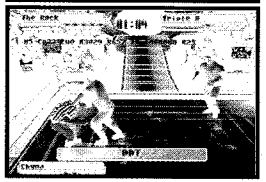
Special Referee

The most unique game mode to make its way to the PlayStation. Special Referee allows you to assign a Superstar as a referee in your match. What makes it interesting is that the Referee will count fast or slow depending on who he likes or dislikes in the match. If you don't like the way the Ref is calling your match, bodyslam him to the mat! Up to three people can play in this mode, with the third person controlling the Ref. You will need a Multi Tap to control the Special Referee when three people are playing.









I Quit

Try your luck in a contest of skill where the only way to win is to make your opponent give up! Take the fight up the ramp, or anywhere else, and pummel your opponent until you are able to put the finishing submission move on him.

SAVING AND LOADING

Before turning on WF *SmackDown!*™, make sure a MEMORY CARD is plugged into MEMORY CARD slot 1.

Loading

- Select OPTION from the Main Menu.
- Select SYSTEM DATA LOAD and press the × Button to load all of your previously saved information from a MEMORY CARD.

Saving

You can save your game at any time.

- Select OPTION from the Main Menu.
- Select SYSTEM DATA SAVE to save any updated information to your MEMORY CARD.

With AUTO SAVE turned ON in the Options Menu, you will be automatically prompted to save your season to your MEMORY CARD.

While creating a Superstar, you will be able to save after making any changes. Be sure to select SAVE & EXIT in order to save the changes to the MEMORY CARD.