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2007 professional wrestling game 2007 video gameWWE SmackDown vs. Raw 2008 Cover art with John Cena, The Undertaker and Bobby LashleyDeveloper (s) Yuke's/Amaze Entertainment (DS) Publisher (s) THQSeriesSeriesSmack vs Portabletation. RawPiattaforma (s) PlayStation 2, Wii, Xbox 360, PlayStation 3, 9 November 2007NA: 13 November 2007AU: 15 November 2007JP: 14 February 2008 (PS2, Wii, X360) PlayStation 3 & PlayStation PortableUE: 9 November 2007NA: 13 November 2007AU: 22 November 2007[1]JP: 14 February 2008 (PS3) Genre SportsMode (WWWE SmackDown vs. Raw 2008 is a professional wrestling game developed by Yuke's and released by THQ on PlayStation 2, PlayStation 3, Xbox 360, Wii, PlayStation Portable and Nintendo DS in November 2007.[2] Amaze Entertainment overseed the development of the Nintendo DS version.[3] The game is the ninth edition of the WWE SmackDown vs. Raw game series based on World Wrestling Entertainment (WWWE). It is the sequel to WWE SmackDown vs. Raw 2007, followed by WWE SmackDown vs. Raw 2009. It is the first game of WWE to include the ECW brand of promotion.[4] Gameplay Each wrestler now has two categories of fighting style, a primary and a secondary. Each fighting style has its advantages and disadvantages in every particular type of match.[5] There are eight styles in everything: high-flyer, hardcore, submission art, powerhouse, showman, wrestler, dirty and technical.[5][6] In addition, the creative director of the THQ Cory Ledesma stated at the beginning of the production that he intended to remake numerous wrestler animations.[5] A new «progress presentation system» has been introduced, which incorporates more analogous control in the game. The input reader can now decide how much pressure to apply by moving the analog stick in a particular direction. Similarly, the reader stuck in a submission socket will also have to turn off using the analogue key.[5] The game presents the renewed ECW brand, and takes its place next to the established brands Raw and SmackDown!. The official box art features the ECW logo featured. The ECW brand of the game has expanded the number of weapons available under the ring during the gameplay. New weapons such as guitars are available and barbed wire bats and tables can be burned.[7] Despite the inclusion of the brand, the video game franchise will keep its name SmackDown vs. Raw, although a first logo included "ECW Invasion" in the title. It has been changed to «Featuring ECW».[5] The game features several arenas where WWE held events in 2006 and 2007. There are also arenas based on every WWE TV show. Moderate Elijah Burke who makes his ring entrance. The game allows different game modes to play, each with different goals and options. The season and generalprevious game modes were merged into the new "WWWE 24/7" mode, which takes its name from the on-demand video service of the wwe. Players can choose to play one of the superstars included in the game or create a superstar, or as general manager of one of the brands. play like a wrestler, the goal is to take that wrestler and achieve the status of "legend," to do this, the player must win the matches, the team and feud with other fighters, and gain popularity. At the same time, they have to choose whether to train, train, relax or participate in other activities when they do not wrestling, all with their positive and negative effects. (the player could only choose to be on the smackdown mark or the raw mark, as the ecw mark was excluded.) playing as a general manager is similar to the previous general manager modes of the series, in which you have to choose a brand and act as a general manager (jonathan coachman for raw, theodore long for smackdown!, tommy dreamer for ecw.) draft a roster and make decisions to make it the most popular brand of the three. The Director-General is authorized to make personal decisions, schedule training and events.[8] This was also the latest smackdown vs raw series game to have a general manager mode. There is also a brand new tournament mode, which allows the player to control a superstar through the various stages of the wwe tournament, such as beat the clock sprint and king of the ring, as well as money in the bank tournament. the game also allows you to create your own tournament. (this function is excluded from the versions nintendo ds and mobile,) as the previous games of the series, the game also allows players to challenge and defend the championships.[9] the game includes the championships used by the wwe in 2007, reporting the brand championships from the previous game and for the first time, the ECW championship. fighting style system the game presented the fighting style system that would not appear in the next games until the exit of the wwe 2k18, where the system returned, with every style, the character would adopt a set of preset skills. and, depending on the primary skill, they could also make a unique move that can only be activated if the player has a memorized finisher icon. fighting styles were powerhouse, showman, hardcore, dirty, brawler, High-Flyer, submission and technical. This system was strongly criticized as these pre-setting gave some wrestler skills that could not actually be earned, or prevented them from oare common moves. For example, carlito and Chavo Guerrero did not have the ability to perform any of their launch trampoline attacks, and mcMahon was as strong as some of the biggest characters in the game. Moreover, the choice of fighting styles limited the variety of moves available inThe powerhouse fighters can go out of a pin attempt by pressing a single button, unless they have suffered a great deal of damage to the arm. Theyalso make a powerful Irish Whip (later called the Hammer Throw), which could cause damage if the opponent hits the corner turnstiles. A player (regardless of weight) could be sent to roll on the top rope with the force of this move. Their special ability was called àRampage, a temporary rush of adrenaline in which their grip movements could not be reversed or blocked. The technical wrestlers automatically reverse all the quick movements of the calipers until they suffer a lot of damage to the arm. They also had the ability to perform underwater attacks on opponents outside the ring. Their special ability was an adrenaline rush that allowed them to fight off each attack for a limited time. Showman is one of the most common types. Performing jokes or dives from higher positions causes a faster increase in the amount of motion. They also have 2 special abilities. One allows them to make one of their opponent's teasing, and if uninterrupted, the opponent is not able to get any momentum for a limited time. Alternatively, they can copy their opponent's final move if in the correct position to do so. However, the copied move is weaker than the original. The most common type is the Brawler. Brawlers can sit on a downed opponent and repeatedly hit their opponent's head. They also have a special combination of 3-5 shots. If the first strike connects, the defending wrestler cannot block, avoid or counter the rest of the strikes in the combination. Their special ability is called the 'Wreck Shop', a limited adrenaline rush where all opponent attacks are countered and all strikes become unlockable. High-flyers can make launching trampoline attacks against opponents inside or outside the ring. Instead of countering or putting aside attacks, they run an evasive roll. Their special skill is an opossum brooch. After recovering from the shooting, a high-flyer can remain on the ground. If the striker tries a cluster move, the defending wrestler will opt for a pin attempt that is hard to get out. However, if the opponent tries an attack, then the pin attempt is lost. Submission wrestlers can get out of Fighting Submissions with ease. They can also force an opponent to submit to any Fighting Submission, even if it is not a final move or a signature. Dirty wrestlers, like Chavo Guerrero, can make dirty moves, which increase their momentum faster. They can also remove buckle covers and use weapons to create momentum. They can also use the referee as a human shield, making them immune to all attacks. When they release the referee, they push him into the opponent. This is hard to avoid and stunts the opponent and the referee momentarily. Their special move involves an eye-poke and a low shot that causes a lot of damage to the head and torso. Eager wrestlers get momentum bonuses for using weapons. They can also make grip moves while holding a weapon. If they try to use a steel chair with maximum momentum, they automatically run the DDT chair. If they are caused to bleed, they immediately get full impetus. Their special move can only be performed with a steel chair by hand. They are struck in the face repeated until they bleed. While this causes full impetus, it also causes damage to the critical head. Roster ECW has made its first appearance in the series as a brand, and Ashley, cm Punk, Elijah Burke, Kelly, JTG, Shad and MVP have made their WWE video game debut. Sabu, Sandman, Marcus Cor von and Kenny Dykstra did their only appearances in the franchise. It is the last WWE video game for the characteristic Wilson Torrie. It is also the last game to characterize RIC FLAIR as an active member of the WWE roster, as he would have been described as a legend in the games forward. This is the first game of the series not to be interpreted by Chris Benoit after its double murder and suicide in June 2007. All materials related to Benoit were removed or made not available through normal means, including all cross versions -Face and Diving Headbutt. Jillian Hall and The Boogeyman were omitted by the game even though they were a part of the current Roster at the moment and were present in WWE Smackdown vs. RAW 2007. Development The Kane Rey Mysterio wrestlers (this was an initial screenshot: Rey Mysterio's clothing was changed from white to black during development) PlayStation 2 Graphics and gameplay are similar to the previous years of the SVR series . It also includes the new 24/7 mode that includes becomes a legend or GM mode in which it is also possible to form superstar and earn them popularity. Xbox 360 and PlayStation 3 The Xbox 360 has a personalized soundtrack feature that people can import their music into superstar revenue. However, the PS3 has a first-person view in revenue where people can control where the superstar looks with the six-axis controller. The PS3 version also had a special "Collector's Edition" which came with a DVD that details the game, a Kelly Kelly trading paper, and a brochure with various Superstar signature moves. [10] The Xbox 360 version also had special "High Flyers" and Dirty Editions that came with Special Edition Slipcase, "I'm a High Flyer" or "I Fight Dirty" T-shirt, 1 page Kelly Calendar, 8 numbered Limited Edition Postcards "Fighting Styles", and a "created at superstar" mini guides. [11] Wii instead of being equipped with 24/7 mode, it is equipped with Main Event Mode, where you can play as a superstar created and climb to the top. The Wii version of the game has only chairs like exclusive weapons. Even the Wii version has only 5 kinds of game such as singles match, hardcore match, Tag Team Match, Triple Threat Match and Knockout Match. PSP The game has the same graphic as the previous games in ports SVR PSP, however, Slaughter, Eddie Guerrero and Jim Neidhart are exclusive PSP legends unlockable. This would be the last game to feature the Buried Alive Match, as it would not appear in its sequel SmackDown vs. Raw 2009, or any other game to follow until WWE 2K16 (However only in 2K showcase). Receipt ReceiptGets aggregataggregatorepungiadps2ps3pswiiwbox 360gameclassification61.64% [40] 73.60% [41] 71.72% [42] 66.20% [43] 59.14% [47] 70.47% [48] Metacritic061 / 100 [46] 71/100 [47] 74/100 [48] 68/100 [49] 59/100 [50] 71/100 [51] Review PublishingPubbedgiDS/PS3PSFWIIXBOX 360GCM6.83 / 10 [12] Eurogamet6 / 10 [13] Game Informer8 / 10 [14] 8/10 [14] GamePro [15] [16] GamerVolutionc [17] c [17] c [17] gamesemotps.5 / 10 [18] 6.5 / 10 [19] 6.5 / 10 [19] 4.5 / 10 [20] 6.5 / 10 [19] GAMESPY [21] [22] [22] Gametrailers7.4 / 10 [23] 7.4 / 10 [23] GameZone7 / 10 [24] 7/10 [25] 7.5 / 10 [26] 6.5 / 10 [27] 7.5 / 10 [28] 7/10 [28] 7/10 [28] 7/10 [28] [29] ign7 / 10 [30] 6.8 / 10 [31] 7.5 / 10 [32] 16.5 / 10 [33] 7.5 / 10 [34] 7.8 / 10 [35] Nintendo Power6.5 / 10 [36] OXM (US) 8.5 / 10 [37] PSM8.5 / 10 [38] 9/10 [39] The game received a medium or mixed reception at the time of release. Gamerankings and Metacritic have given a score of 73.60% and 71 out of 100 for the PlayStation 2 version; [41] [47] 71.72% and 74 out of 100 for the PlayStation 3 version; [42] [48] 70.47% and 71 out of 100 for the Xbox 360 version; [45] [51] 66.20% and 68 out of 100 for the PSP version; [43] [49] 61.64% and 61 out of 100 for the DS version; [40] [46] 59.14% and 59 out of 100 for the Wii version; [44] [50] and 55% for the mobile version. [52] GameZone gave the mobile version 5.5 out of 10 and said, A «Overall it makes more than most, it has a decent graphics, and it works quite smoothly. But it does not have the right mechanics to make it look like a wrestling game, "consequently, comes out like a Button-Masher Arcade». [53] However, Ign gave the same version four out of ten and said, A «Smackdown vs. RAW 2008 can be recommended only for Hardcore wrestling fans. For anyone else you want to revive your category of Action Games I recommend chess. At least every game will be different ». [54] The WWE SMACKDOWN VS PlayStation 2 version 2 RAW 2008 received a prize A «Platinum» from Entertainment and Leisure Software Publishers Association (ELSPA). [55] Indicating sales of at least 300,000 copies in the United Kingdom. [56] The game had sent 6 million units on all platforms by March 31, 2008. [57] See also Video Game List of Wrestling Video Games License License List of Combat Games List of Video Game List WWE 2K Games WWE 2K References A «WWE SMACKDOWN VS RAW 2008 à e ø PSP.À» EB Games. Filed by the original December 21, 2007. URL consulted on 15 February 2015. A «The series of fighting video games number one takes on three new platforms in WWE (R) Smackdown (R) Vs. RAW (R) 2008.à e Thq. 30 March 2007. URL consulted on 31 March 2007. ^ Casamassina, Matt (9 July 2007). A «PRE-E3 2007: WWE SMACKDOWN VS. RAW 2008.à e igno. URL consulted on 15 February 2015. ^ Miller, Greg (March 30, 2007). A «Smackdown vs. RAW 2008 Open eyes.à e igno. 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