

= WWE 2K =

WWE 2K is a series that has more than 20 of those professional wrestling video games that are currently developed by Visual Concepts and Yuke 's , and it was later published by 2K Sports . These series of games are based on the professional wrestling promotion WWE , which features the professional wrestling match types , storylines , and playable characters based on WWE programming . The series was originally named SmackDown ! , after it has garnered from the WWE 's own SmackDown television program . The first release in the series was WWF SmackDown ! in March 2000 , which along with these subsequent titles , remained exclusive to Sony 's PlayStation consoles . After the brand extension , the series was retitled SmackDown ! vs. Raw in 2004 , to indicate the Raw brand was also featured . Within a few years , the series had expanded to a yearly release cycle for various seventh @-@ generation consoles as well as mobile devices . Yuke 's had also released the games in Japan under the name of Exciting Pro Wrestling . However , after SmackDown ! vs. Raw 2006 , THQ took over as the Japanese publisher and the Japanese releases adopted the western name . The series was later renamed as just simply WWE , starting from 2011 and 2012 .

After THQ 's dissolution in January 2013 , it was reported that the publishing rights for the WWE video game series were acquired by Take @-@ Two Interactive . Take @-@ Two confirmed the acquisition in February , saying that it would also retain the services of Yuke 's and the THQ staff that worked on the WWE series . WWE 2K14 is the first game to be released under the 2K brand .

Reception to the series ' games has overall been favorable , and WWE SmackDown vs. Raw 2009 was rated 31st and 28th (Xbox 360 and PlayStation 3 , respectively) in IGN 's " Top 100 Games " list . It is among the best @-@ selling video game franchises , with 60 million copies shipped as of 2013 .

= = WWE games series = =

= = Gameplay = =

The first game in the series , WWF SmackDown ! had a clear cut system for moves such as combining an arrow key with the circle button for grappling and moves and combining an arrow key with the X button for striking moves . Most of the later games , from WWF SmackDown ! 2 : Know Your Role to WWE SmackDown vs. Raw 2006 used the aforementioned control scheme . When WWE SmackDown vs Raw 2007 was released , new game mechanics were introduced , in which a new control scheme altered the grappling system of the game , called " Ultimate Control moves . " Unlike the previous games , where the player pressed two buttons to perform a grapple or an attack , players were able to place their opponents into a grapple position and then choose to perform a move by moving the directional buttons of their system 's controller . For example , the player could place their opponent in a suplex grappling position and then either perform a normal suplex or an inverted suplex slam . Before the release of WWE SmackDown vs. Raw 2008 , in order for players to force a superstar to submit , they had to tap buttons to move a marker towards the end of the meter labeled " Submit " , and the only way for opponents to escape was for them to move the meter towards " Escape " . Included with the release of WWE SmackDown vs. Raw 2008 was a new submission system , in which the player had to move the analog sticks of their system 's controller in different directions to force the opponent to submit , while the opponent could do the same to escape the submission hold .

Every game in the SmackDown vs. Raw series used to have the amount of damage inflicted to the player 's chosen superstar , measured with a meter on the HUD , where a design of a male figure presented the damage . As a move was performed against a superstar , the affected area of the body flashed ? the more damage that is done to that specific body part , the more likely it is for the superstar to submit . Colors were used to represent the amount of damage done to a specific body area ; yellow represented minimal damage , orange represented moderate damage , and red

represented maximum damage . This was however taken out of WWE SmackDown vs. Raw 2010 . Now the only way to tell how damaged the opponent is to watch their physical body actions that indicate how hurt they are . The more damage inflicted to opponents , the more likely it is for them to lose the match . There are four ways to win a match in every game : by pinfall , submission , knockout , countout ; alternatively , the match could end in a draw . With the introduction of an on @-@ screen referee in WWF SmackDown ! Just Bring It , the ability to win by disqualification was also included .

Included with the release of WWE SmackDown ! vs. Raw was the option of fighting " dirty " or " clean " . When players select " dirty " , the superstar is booed by the audience in the game ; conversely , the " clean " superstar is cheered by the audience . With the " dirty " or " clean " option comes the inclusion of performing a special maneuver when playing . Players using a " dirty " superstar must direct their superstar into building up their " dirty " meter by performing " dirty " tactics , such as attacking the referee or taking the pad off the ring 's turnbuckle . Unlike performing dirty tactics , " clean " superstars build their meters by performing " clean " tactics , such as an aerial technique or performing a taunt . When " dirty " superstars ' meters build up , they are able to perform a signature low blow ; likewise , " clean " superstars can perform their signature move at double its normal damage .

With the release of WWE SmackDown ! vs. Raw 2006 was the inclusion of a stamina system , which was a measure of the superstars ' stamina . The stamina system was measured by a meter on the HUD ; the meter decreased when performing a variety of moves . The meter increases , however , when the player does nothing with the superstar or holds down a selected button that increased the stamina , which varied depending on the player 's system . When the superstar 's stamina was low , the wrestler reacted by moving slower when performing moves , walking , and running . If the meter decreased completely , the superstar fell to the ground until the meter increased . This system is disabled by default since WWE SmackDown vs. Raw 2008 .

The weak / strong grapple system from the past games was removed from WWE ' 12 onwards . Characters now perform different moves based on their opponent 's current physical state . Players now have a window of opportunity to attack while still in a downed state and can also interrupt moves and Royal Rumble eliminations with attacks . Similarly , the pinning meter from the past games has been reworked to make it more difficult to kick out as a wrestler takes more damage . The game 's artificial intelligence has also been adjusted to prevent players from overusing the same move . In addition , the ability to store finishing moves has returned . " Dynamic Comebacks " gives players on the verge of losing the opportunity to successfully hit a combination of moves to gain two finishing moves . New " wake up taunts " bring a downed opponent to their feet for a finishing move (such as Randy Orton pounding on the ground before his RKO finishing maneuver) . Players also have the ability to target specific limbs during matches and perform submissions through a " Breaking Point " submission minigame . OMG ! moments were introduced to WWE ' 13 . These are moves that can be performed in certain situations with certain superstars when a finisher is obtained . An example of this is Mark Henry superplexing the Big Show , making the ring break and the match stop . Better weight detection was implemented to WWE ' 13 , so the smaller Rey Mysterio can ? t body slam the 500 pound Big Show . In fact , super heavyweights like Mark Henry or Show now have different frames to better capture their enormous size . Pinning is now not only influenced by damage , but the power of the move that was previously executed . In WWE ' 13 alongside selecting arenas , characters and the number of finishing moves available at the start of a match (a new option , which can range from 0 to Infinite) , players will be able to adjust a setting called ? Match Experience ? . Three settings - ? Quick ? , ? Normal ? and ? Epic ? - will affect the overall pacing of a fight , independent of AI difficulty . Factors such as momentum , damage , enemy aggressiveness and even kick out and reversal rates will be affected .

To overhaul the gameplay of the series , 2K15 features five times the animation data of WWE 2K14 , containing over fifty days work of motion capture by the WWE superstars . Over four times the amount of dialogue for commentary was recorded . The general gameplay of the game too has been revised , with the wrestlers being divided once more into classes , as was present in the Smackdown vs. Raw series . This creates what is known as " in ring psychology " was the classes (

brawlers , giants , grapplers and high @-@ flyers) all provide different and unique sensations within the game to provide more diverse mechanics . In addition , the game 's overall core mechanics have been fundamentally altered .

WWE 2K16 introduces Working Holds , which allows the player to go through a collar @-@ elbow tie @-@ up situation in order to either damage the opponent or regain stamina to reverse the tide in the match . Dirty Pins now come in various animations and also A.I. for the referee is improved ; for example , they break up collar @-@ elbow tie @-@ ups when the wrestlers are holding each other at the corner for too long . The Reversal Limit system was introduced to prevent players from reversing throughout the match , they come as minor and major ones depending on the class of the wrestler / diva . This method can be toggled on / off in the Options section .

= = = Story modes = = =

In the WWE SmackDown vs. Raw series , the player was able to choose a " superstar " from a roster and compete in an arcade @-@ like feature called season mode . In season mode , players direct their superstars through different career obstacles through a year of WWE programming to gain respect with other superstars and popularity among the fans . Like superstars from WWE , the superstars in the WWE SmackDown vs. Raw series season mode are involved in storylines that affect their career mode in some way . Beginning with the release of WWE SmackDown ! Shut Your Mouth , the WWE Brand Extension has been included in season mode , and superstars are exclusive to one brand of WWE . A result of this feature is that the player 's superstar may only wrestle superstars and compete for championships from the same brand on which he is a part of . In season mode , the player 's superstar has the ability to earn and wrestle for a variety of championships based on actual WWE Championships . When superstars win championships , their respect and popularity increase , which also increases their involvement in main event matches . As the superstar 's respect and popularity increases through the year of WWE programming , it becomes more likely for the player to achieve the main goal in season mode , which is to earn a World Heavyweight Championship or WWE Championship match at WrestleMania , the WWE 's flagship pay @-@ per @-@ view event and the final stage in season mode . After the final stage , season modes begins again with the same superstar chosen before , though the player has the option of switching superstars . The superstar is then a part of the WWE Draft Lottery and is assigned to a brand .

Season mode was replaced with Road to WrestleMania in WWE SmackDown vs. Raw 2009 , and remained in the games until WWE ' 12 . In this mode , players could choose from superstars to play as in single @-@ player or multi @-@ player storylines . The difference is that each storyline is tailor made for the superstar the player chooses . This mode is a more authentic experience and less arcade @-@ like than the former season mode was .

Road to WrestleMania was replaced with Attitude Era Mode in WWE ' 13 . This single @-@ player mode is an abridged recreation of a memorable time in sports entertainment , allowing players to journey through various storylines as eight of the most popular superstars of that time , including ? Stone Cold ? Steve Austin and Dwayne " The Rock " Johnson .

The chapter @-@ based saga moves through WWE ? s struggle and eventual triumph during the ? Monday Night Wars , ? which saw the company on the brink of defeat at the hands of a powerful rival , WCW . Told from the perspective of the WWE during that period , matches and in @-@ game cutscenes are supplemented by video packages assembled by WWE ? s own editors .

In WWE 2K14 , a single player campaign titled " The 30 Years of WrestleMania " was introduced , a nostalgic gameplay mode that recreates nearly three decades of WWE history , including 46 matches , classic WWE footage and many legendary characters . The mode features a distinct roster of wrestlers and alternate gimmicks , who wrestled at WrestleMania . In this mode matches have primary objectives , required to beat the game , and bonus historical objectives , which result in recreated WrestleMania moments . Sometimes the player must follow a guided sequence of inputs , rather than freely control the character . The player competes through storylines of various lengths , switching predetermined characters as they are completed . Each chapter has its own title and focus

; " Hulkamania Runs Wild " focuses on Hulk Hogan and early WrestleManias , while " The New Generation " showcases the rise of Bret Hart and Shawn Michaels in the mid @-@ 1990s . The " Attitude Era " chapter brings back some matches from WWE ' 13 's " Attitude Era " mode , as well as some not covered before . The " Ruthless Aggression " chapter focuses on the departure of The Rock , lessened focus on Triple H and rise of Randy Orton and Edge . The final " Universe Era " chapter focuses on the rise of John Cena and the returns of The Rock and Brock Lesnar . The video packages provided detailed the intro to Wrestlemania , Wrestlemania III , Wrestlemania V , which background glimpses IV , Wrestlemania VI , Wrestlemania VIII , an intro to the New Generation Era leading to Wrestlemania X also another promoting X , Wrestlemania XII , a video opening the Attitude Era leading to XIV , Wrestlemania 2000 , Wrestlemania X @-@ Seven , two videos about Wrestlemania X8 , two about Wrestlemania XIX , two of Wrestlemania XX , Wrestlemania 23 , Wrestlemania XXIV , A interchange video regarding the Ruthless Aggression Era to the Universe Era opening for XXV , Wrestlemania XXVI , Wrestlemania 27 , next , a video of Wrestlemania 27 , which crosses into XXVIII and another of XXVIII which culminates the first battle between the Rock and John Cena . Videos for XXIX was not included as three important matches were just finished at that event in the same year when the game was released . The matches were Undertaker vs. CM Punk ; Triple H vs. Brock Lesnar & The Rock vs. John Cena for the Reality Era WWE Championship . The last video was an overlook of what happened throughout the decades showing some events going to the future of that pay per view .

WWE 2K15 features the 2K Showcase , the core stories include CM Punk vs. John Cena & Triple H vs. Shawn Michaels . These rivalries detail from 2002 to 2004 (Triple H and Shawn Michaels) and 2011 to 2013 (CM Punk and John Cena) . Three other stories which were included as DLC include The Path of the Warrior , a highlight behind the life of the Ultimate Warrior and his meteoric rise concentrating on championships to the Hall of Fame as commemoration . The Hall of Pain , a story behind the World 's Strongest Man , Mark Henry as he punished many to become the World Heavyweight Champion and attempts to gain the WWE title . And lastly , the One More Match story , which stars captain charisma , Christian as he complained about having one more match as his way of getting multiple second chances of earning the World Heavyweight Championship . Originally , these stories were meant to be produced for WWE ' 12 , WWE ' 13 & WWE 2K14 , but the developers chose to use WWE ' 12 for Road to Wrestlemania , the Attitude Era for WWE ' 13 and 30 years of Wrestlemania for WWE 2K14 .

WWE 2K16 details the historical career of Steve Austin , from his days at ECW when he was angry that things were not going to happen in a good sense for him to WCW when he and Brian Pillman began to become a strong tag team leading to Austin suffering injury and going through a rub shot in WWE as Stone Cold , an anti @-@ hero that was not going to be tame into a corporate man . Video Packages contain commentary that was remixed from WWE ' 13 and WWE 2K14 with the exception of some not documented before . Through DLC , the WWE Hall of Fame showcase contains what if matches and some from WCW ; these matches were announced on Oct 7th 2015 and to be released alongside the Deluxe Editions of the video game .

= = = General Manager Mode = = =

Starting with WWE SmackDown ! vs. RAW 2006 , a General Manager mode (or GM Mode for short) was introduced . It allowed the player to act as the General Manager of the Raw or Smackdown brands (or ECW brand in WWE SmackDown vs. RAW 2008) . After choosing a brand , and selecting to participate in the WWE Draft , or using a default roster , you then start a calendar year of hiring and managing Superstar and Divas , booking matches , establishing rivalries , and other options to try and win WWE fans to support your brand . You must manage finances , contract or release Superstars & try to make better matches than your rival brand . At the end of the year at WrestleMania , Vince McMahon will give The General Manager of the Year award to the show that was able to hold the most fans .

In WWE SmackDown vs. RAW 2008 , GM Mode was combined into one game mode called WWE 24 / 7 Mode . This basically allowed Superstars to train , make special appearances or other actions

between matches during full calendar years . After achieving specific goals through the game , a percentage will increase of becoming a WWE Hall of Famer / General Manager of the Year winner , and the mode does not end until this percentage reaches 100 % .

This mode was discontinued in WWE SmackDown vs. RAW 2009 .

= = = Universe mode = = =

The series has had a " WWE Universe " mode since SmackDown vs. Raw 2011 which replaces the career mode from previous games . The mode builds storylines , and integrates cut scenes and rivalries between wrestlers based on the matches that are wrestled . These cut scenes appear randomly before , during , and after the match . In WWE ' 12 , championships was not able to be toggled on and off from most wrestlers . WWE ' 13 introduced the option to toggle on and off rivalries injuries and tag team changes also crowd reactions . WWE 2K14 was the last title to use the method of created arena before it was removed in WWE 2K15 . In WWE 2K15 , secret hints had to be unlocked through actions in this mode ; they were 300 to collect . WWE 2K16 allows wrestlers to be branded by multiple promotions . WWE 2K17 will mimic the Smackdown vs. Raw series in splitting rosters .

= = = My Career Mode = = =

This mode was introduced in WWE 2K15 , social media followers were counted for the WWE Universe liking the player (the number of followers can decrease if bad performances occur during matches) ; pre @-@ set cutscenes that used to be created for Story Mode in WWE ' 12 to WWE 2K14 appear at random times . In WWE 2K16 , the player has to fight for ranks to earn championships (the main goal is to reach the WWE Hall of Fame by fulfilling certain requirements) .

= = = Exhibition mode = = =

Other than the season mode , every game features an exhibition mode , where different professional wrestling match types are available . Basic matches included in every game are " one @-@ on @-@ one " matches , where a player chooses one superstar to wrestle another bot operated or human operated superstar , or tag team matches , where a pair of superstars team together to face another team . These basic matches may also expand into six @-@ man tag team matches or non @-@ elimination type matches , which include four or more superstars . Besides basic matches , hardcore based matches are also included , such as the Steel Cage match , which has been included in every game , the Ladder match , the Elimination Chamber , which was first included with the release of WWE SmackDown ! Here Comes the Pain , and ECW Extreme Rules matches , which is basic hardcore wrestling based on the ECW brand of WWE (which first appeared with the release of WWE SmackDown vs. Raw 2008) . Also included in every game is the Royal Rumble match , which is based on WWE 's actual Royal Rumble match , in which a player chooses to compete as one superstar , and must wrestle against twenty @-@ nine other superstars . Two recently added matches are the Championship Scramble introduced in the 2010 game and the " I Quit " match from WWE ' 13 . In WWE ' 13 the ' special referee ' match type (which hadn 't been seen since Smackdown vs. Raw 2007) made its return to the series . The exhibition mode was renamed " Play " in SmackDown vs. Raw 2010 to WWE 2K14 and renamed Exhibition in WWE 2K15 before returning as Play mode in WWE 2K16 .

= = = Online gameplay = = =

Starting with the release of WWE SmackDown ! vs. Raw , online gameplay was made available for players who had a Sony Network Adapter and a Sony PlayStation 2 . Online gameplay was kept at a minimum , as online players only had two game modes to compete in : one @-@ on @-@ one

and a Bra and Panties match , in which a player competes as a WWE Diva and strips the opposition of her clothes , until she is left with only her undergarments . When WWE SmackDown ! vs. Raw 2006 was released , the online gameplay was changed , and players were able to compete in more match types , defend the created championships , and compete with up to four players in each match . With the release of WWE SmackDown vs. Raw 2008 on the Xbox 360 console (PS3 would not see this feature until WWE SmackDown vs. Raw 2009) , players were able to select music from their system 's hard disk drive into the video game , where the music can be used in superstars ' ring entrances .

= = = Roster = = =

Every game in the WWE SmackDown vs. Raw series includes a roster of " superstars " and " Divas " based on superstars who compete for WWE . Every year , WWE acquires new superstars and releases old superstars . As a result , every time a WWE SmackDown vs. Raw game is released , the new superstars are added into the game and the old released superstars are removed from the game to reflect the changes in the actual WWE . From the release of WWF SmackDown ! to the release of WWF SmackDown ! Just Bring It , superstars were not divided into brands . In 2002 , the WWE split its entire roster into two brands of wrestling , called Raw and SmackDown ! , which were named after WWE 's television shows . The WWE Brand Extension was first featured in WWE SmackDown ! Shut Your Mouth . In 2006 , WWE launched a new brand , called ECW , which was named after the original Extreme Championship Wrestling promotion . The new ECW brand was first featured in WWE SmackDown vs. Raw 2008 . WWE holds an annual draft lottery , in which WWE superstars switch brands . The games in production when the draft occurs include the changes that take place in the draft . For example , when WWE SmackDown vs. Raw 2008 was in production during June 2007 , the 2007 WWE Draft took place , and the draft changes were included in the video game . Another brand of wrestling included in the series is the legends program , which was first included with the release of WWE SmackDown ! Here Comes the Pain . Popular WWE alumni or members of the WWE Hall of Fame have been included since then under the legends program . This was featured up until the release of WWE SmackDown vs. Raw 2008 , as alumni and Hall of Fame members were not featured in WWE SmackDown vs. Raw 2009 due to production of WWE Legends of WrestleMania . WWE SmackDown vs. Raw 2009 was also the first game to feature characters as downloadable content .

WWE ' 12 has 56 wrestlers and 78 by DLC , WWE 13 with 84 and 107 by DLC , WWE 2K14 with 82 and 103 by DLC , WWE 2K15 with 76 and 113 with DLC , WWE 2K16 with 133 including DLC giving this title " the highest character roster in the video game 's history " with 165 .

= = = Create mode = = =

The series features a create @-@ a @-@ superstar mode , where players are able to create their own wrestler , including their move set and ring entrances . The feature was introduced when WWF SmackDown ! was released in 2000 . As new games were released , the mode was altered ; the first change came with the release of WWF SmackDown ! 2 : Know Your Role , which featured a mode in which wrestler taunts could be created and customized . This was further modified in WWE SmackDown ! Shut Your Mouth , which enabled players to create the walking style of a wrestler . With the release of WWE SmackDown ! vs. RAW 2006 , the game first featured the ability for players to make an entrance for the created superstar . The feature was expanded with the release of WWE SmackDown vs. Raw 2007 , as players could place pyrotechnics and special effects in any part of the superstar 's entrance . As an addition to SmackDown vs. Raw 2009 , a create a finisher mode was introduced where the player chooses up to 10 out of 500 animations combined to make their own personalised finisher . On the 360 and PS3 versions of WWE SmackDown vs. Raw 2010 , it is possible to change the colors of a featured superstar 's attire , this new mode is known as " Superstar Threads " . In this game , there is also a new creation mode giving players the ability to create their designs .

From WWE 2K14 alongside the " Superstar Threads " feature , in the " Create a Superstar " mode there was a new part of it called " Superstar Heads " . This feature allowed players to take certain in game models and modify or create a new attire for that model and use it as an alternative attire for the superstar that they have done it for . This was only available for very limited superstars and players couldn 't any headgear or masks to the superstar . A DLC was soon released which featured vintage versions of some of the existing models as well as few new models .

From WWE 2K15 , on next generation consoles a new feature was available to players which was similar to the " Superstar Heads " feature that had previously featured on WWE games but this new feature was called the " Superstar Studio " . This new " Superstar Studio " allowed players to take any existing in game model and modify their attires into anything that the player desired . Whilst this was exclusive to next generation consoles , players playing on last generation consoles had the returning " Superstar Heads " mode which featured all of the models from 2K14 as well as a new Brock Lesnar model .

= = Development = =

Every game in the WWE 2K series is developed by Yuke 's and Visual Concepts , and published by 2K Sports . From 1999 - 2013 the publisher was THQ . The game engine was originally based on the one used by the Japanese professional wrestling video game series Toukon Retsuden , which was also developed by Yuke 's . Before the release of WWE SmackDown ! vs. Raw , the only communication possible in season mode was through subtitles . Voice over , however , was included in season mode with the release of WWE SmackDown ! vs. RAW . WWE superstars record a script , which is then assigned to the voice of the corresponding superstar in the game . With the exception of WWE SmackDown ! Here Comes the Pain , pre @-@ recorded commentary by WWE commentators has been included in each game since the release of WWF SmackDown ! Just Bring It .

Yuke 's studios in Yokohama , Japan worked with WWE writers to create storylines for the season modes of each game . When WWE SmackDown vs. Raw 2007 was released for more than one console , Yuke 's had to port their original game codes that make up each game mode and graphic designs to a new game engine that supported the new consoles . When new features are added to WWE 2K games , developers have to create new gaming codes for the features . Along with the features , the developers have to test the game for any errors . An improvement done yearly by Yuke 's with each release of a WWE 2K game is the polygon count for the 3D models of the superstars in each game .

= = Reception = =

The original WWF SmackDown ! was one of the most popular games for the PlayStation console in 2000 , selling over 975 @, @ 000 units for the PlayStation , and selling over one million copies in the United States . The game lost appeal due to the failing of a well @-@ established season mode that was deemed " disappointing . " The season mode was criticized for the lack of in @-@ depth storylines and the way superstars spoke in season mode , through " putrid lines " and " blocked text . " WWF SmackDown ! 2 : Know Your Role received a better reception than the first WWE SmackDown game , as IGN stated that season mode " actually works properly " , though the audio of the game was lacking as there was no commentary , and only generic music was included in the game . WWF SmackDown ! Just Bring It , according to IGN , did little to improve the season mode of the game , while GameSpot stated that the addition of audio commentary detracted from the playing experience .

WWE SmackDown ! Shut Your Mouth and WWE SmackDown ! Here Comes the Pain received more positive reviews from both IGN and GameSpot , both of whom cited the expanded season mode as an improvement , although flaws were still visible in the mode . It improved from the previous three WWF SmackDown ! games , as it was written by actual WWE storyline writers . Both games also featured generic music , though the quality of it had improved . Shut Your Mouth

featured little improvement to the commentary , which was then removed completely from Here Comes the Pain . WWE SmackDown ! vs. RAW received a more positive review than previous games , as GameShark stated that it was " a wonderful new edition to the SmackDown ! family , serving up slick graphics , vastly enhanced gameplay , and lots of other bells and whistles that make the whole package shine . " WWE SmackDown ! vs. RAW 2006 received a positive review and a 9 @. @ 2 / 10 rating by IGN due to the additions of matches , the General Manager mode , and the ability to defend championships in exhibition mode . WWE SmackDown vs. Raw 2008 received more negative reviews due to lack of an appealing season mode and little improvement of features , with the exceptions of the " Ultimate Control moves , " " Struggle system , " and the ECW Extreme Rules matches .