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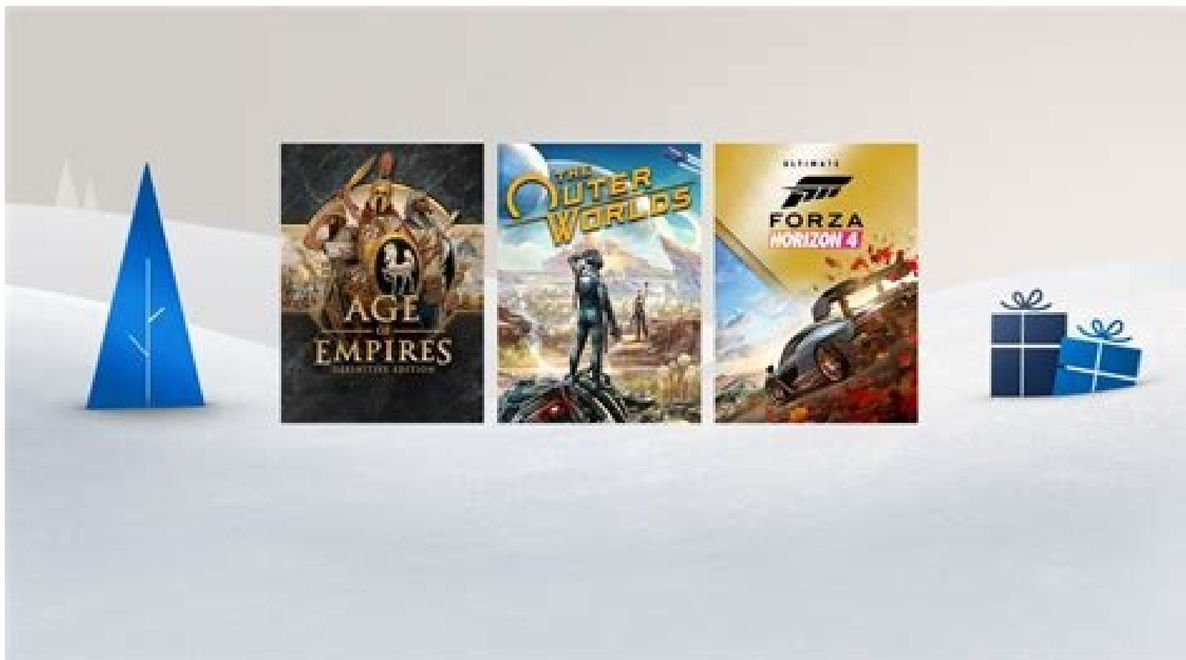

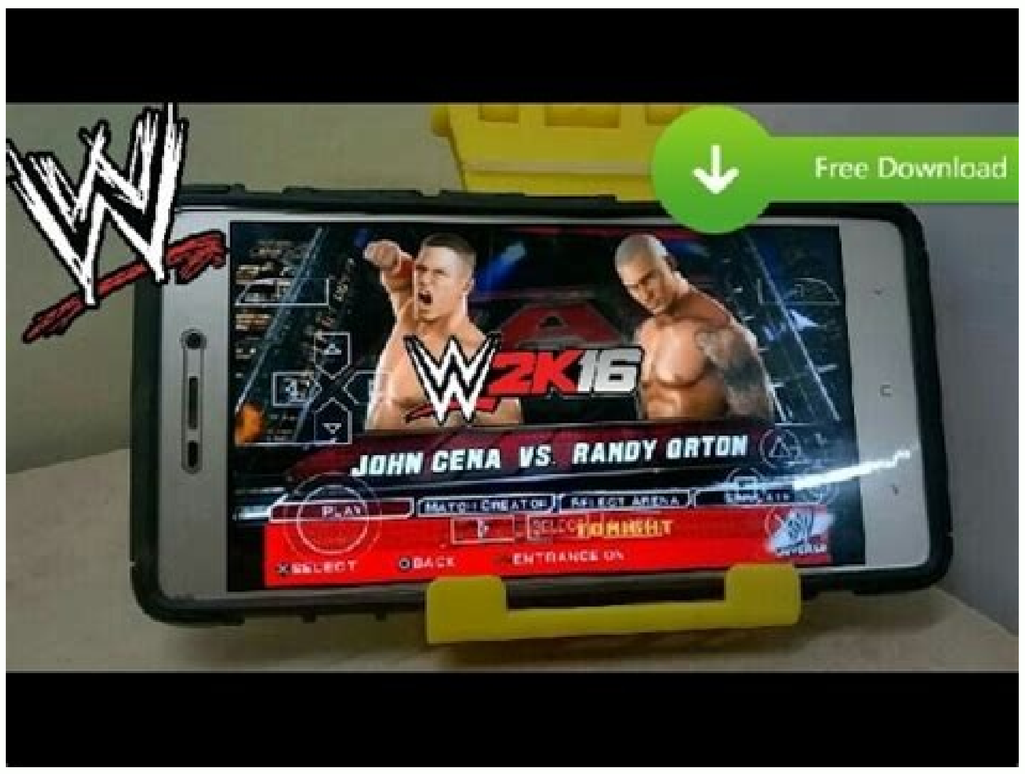

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Video game series This article is about the series as a whole. For the mobile video game, see WWE 2K (video game). Video game seriesWWE 2KGenre(s)SportsSimulationDeveloper(s)Yuke's (2000–2018)Visual Concepts (Supporting developers: 2013–2018; Sole developer: 2019–present)Publisher(s)THQ (2000–2012)2K Sports (2013–present)Platform(s)AndroidiOSMicrosoft WindowsMobileNintendo DSNintendo SwitchPlayStationPlayStation 2PlayStation 3PlayStation 4PlayStation 5PlayStation PortableStadiaWiiXbox 360Xbox OneXbox Series XFirst releaseWWF SmackDown!March 2, 2000Latest releaseWWE 2K22March 11, 2022 WWE 2K (formerly known as WWF/E SmackDown!, SmackDown vs. Raw, or simply WWE), is a series of professional wrestling sports simulation video games that launched in 2000. The premise of the series is to emulate the sport of professional wrestling, and more specifically, that of WWE. The games were originally published by THQ and developed by Yuke's. 2K Sports took over as publisher beginning with 2013's WWE 2K14, and the series was co-developed with Visual Concepts until Yuke's departure in 2018. Visual Concepts would take over lead development of the series beginning with WWE 2K20 in 2019. History and development Main article: List of WWE 2K Games video games Release timelineTHQ games in light green2K games in dark green2000WWF SmackDown!WWF SmackDown! 2: Know Your Role2001WWF SmackDown! Just Bring It2002WWE SmackDown! Shut Your Mouth2003WWE SmackDown! Here Comes the Pain2004WWE SmackDown! vs. Raw2005WWE SmackDown! vs. Raw 20062006WWE SmackDown vs. Raw 20072007WWE SmackDown vs. Raw 20082008WWE SmackDown vs. Raw 20092009WWE SmackDown vs. Raw 20102010WWE SmackDown vs. Raw 20112011WWE '122012WWE '132013WWE 2K142014WWE 2K152015WWE 2K16WWE 2K2016WWE 2K172017WWE 2K182018WWE 2K192019WWE 2K202020WWE 2K Battlegrounds20212022WWE 2K222023WWE 2K23 The inaugural game, WWF SmackDown!, was developed by Yuke's, published by THQ, and released on March 2, 2000; this arrangement would continue until 2012. The series was originally named after one of WWE's weekly television programs, SmackDown, and was initially exclusive to Sony's PlayStation 2 consoles.[1][2] The series engine was originally based on the one used by the Japanese Toukon Retsuden, which was also developed by Yuke's.[3] The series would rebrand with 2004's WWE SmackDown! vs. Raw, following the introduction of the brand extension, which saw WWE's roster divided between the SmackDown and Raw brands; the latter named after WWE's flagship program, Monday Night Raw. After using subtitles in previous installments, voice overs were introduced to the game's "Season Mode". With the exception of 2003's 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 in 2001.[4] Yuke's studios in Yokohama, Japan worked with WWE writers to create storylines for the "Season" modes of each game since 2005's WWE SmackDown! vs. Raw 2006.[5] Up until the release of SmackDown! vs. Raw 2006, Yuke's had released previous entries of the series in Japan under the title of Exciting Pro Wrestling. That year, THQ took over as the Japanese publisher and rebranded the Exciting Pro Wrestling series under the western name.[6] 2006's WWE SmackDown vs. Raw 2007 was the first game in the series to be released for multiple game consoles. The series would continue to expand to various seventh-generation consoles, handhelds, and mobile devices. In an interview with GameSpy, Yuke's revealed they 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 future games, the developers had to create new gaming codes for these features. The developers also had to test the game for any errors.[7] The series would relaunch in 2011 with the release of WWE '12. However, after THQ's bankruptcy, liquidation, and eventual dissolution in January 2013, publishing rights for the WWE video games were acquired by Take-Two Interactive.[8] 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. As a result, the WWE branding would be retired with 2012's WWE '13. 2013's WWE 2K14 was the first game to be released under the 2K Sports branding.[9] In 2015, a mobile-only spin-off was released for Android and iOS. 2K's license of the series would be extended in early 2016.[10] 2018's WWE 2K19 would be the last game in the series to be developed by Yuke's. 2019's WWE 2K20 was the first game in the series to be developed solely by Visual Concepts, who had also worked with Yuke's on previous games under the WWE 2K banner.[11][12] The game received generally negative reviews for various changes seen as a regression from 2K19, and for numerous bugs and technical issues upon its launch. The series would go on a two-year hiatus in response, with WWE 2K Battlegrounds released in 2020 as a replacement for a previously-planned WWE 2K21 game.[13] WWE 2K22, the twenty-second instalment of the series, was released in March 2022 to a generally more favourable reception than its predecessor. 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.[14][15] 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.[16] 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.[17] 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.[18][19] 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.[20][21] This system is disabled by default for WWE SmackDown vs. Raw 2008 and was disabled until 2K took over the series, bringing in a similar system with WWE 2K16.[22] 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 pounding on the ground before RKO finishing maneuver).[23] Players also have the ability to target specific limbs during matches and perform submissions through a "Breaking Point" submission minigame.[24] 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.[25][26] Exhibition mode A screenshot of a ladder match featuring Jeff Hardy and Kurt Angle in WWF SmackDown! 2: Know Your Role 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, Mixed Gender Tag Team matches have been removed in WWE 2K18. These basic matches may also expand into six-man tag team matches or non-elimination type matches, which include four or more superstars.[27] 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,[28] 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).[29] 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.[30] 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.[31] 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.[32] 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.[33] Roster Every game in the WWE 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.[34] The WWE Brand Extension was first featured in WWE SmackDown! Shut Your Mouth.[35] In 2006, WWE launched a new brand, called ECW, which was named after the original Extreme Championship Wrestling promotion.[36] The new ECW brand was first featured in WWE SmackDown vs. Raw 2008.[37] 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.[38] 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.[39] WWE SmackDown vs. Raw 2009 was also the first game to feature characters as downloadable content.[40] 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. WWE 2K17 carries 145 for the physical disc versions for PS3 and Xbox 360; 150 for the NXT Edition made for PS4 and Xbox One with DLC at 172. WWE 2K18 contains 197 for the standard version (202 via Deluxe and Collector's Edition) with DLC announced at a later date. An update on the WWE 2K18 roster revealed on September 25, 2017, the final roster is 220 (197 on disc virtually reading 204 by attires counted). WWE 2K19 has 217 characters on disc (224 via Woo Edition) and 236 with DLC counted as final. WWE 2K20 has 217 characters on disc (221 via SmackDown 20th Anniversary Edition) with DLC yet to be finalized.[41][42][43][44][45][46][47][48][49][50][51][52][53][54][55] WWE 2K22 has 173 in its base roster with the DLC pushing the full character list to 214 (10 less than 2k19) Create mode The create-a-wrestler feature as seen on WWE Smackdown vs. Raw 2008 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.[56] 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.[57] 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.[58] Reception Aggregate review scores Game Metacritic WWF SmackDown! (PS1) 86%[59][a] WWF SmackDown! 2: Know Your Role (PS1) 90/100[60] WWF SmackDown! Just Bring It (PS2) 76/100[61] WWE SmackDown! Shut Your Mouth (PS2) 82/100[62] WWE SmackDown! Here Comes the Pain (PS2) 85/100[63] WWE SmackDown! vs. Raw (PS2) 80/100[64] WWE SmackDown! vs. Raw 2006 (PS2) 84/100[65](PSP) 81/100[66] WWE SmackDown vs. Raw 2007 (PS2) 80/100[67](PSP) 78/100[68](X360) 81/100[69] WWE SmackDown vs. Raw 2008 (NDS) 61/100[70](PS2) 71/100[71](PS3) 74/100[72](PSP) 68/100[73](Wii) 59/100[74](X360) 71/100[75] WWE SmackDown vs. Raw 2009 (NDS) 58/100[76](PS2) 78/100[77](PS3) 78/100[78](PSP) 72/100[79](Wii) 79/100[80](X360) 79/100[81] WWE SmackDown vs. Raw 2010 (NDS) 75/100[82](PS3) 81/100[83](Wii) 78/100[84](X360) 80/100[85] WWE SmackDown vs. Raw 2011 (PS3) 74/100[86](Wii) 72/100[87](X360) 75/100[88] WWE '12 (PS3) 72/100[89](Wii) 74/100[90](X360) 71/100[91] WWE '13 (PS3) 76/100[92](Wii) 74/100[93](X360) 78/100[94] WWE 2K14 (PS3) 74/100[95](X360) 75/100[96] WWE 2K15 (PC) 70/100[97](PS3) 55/100[98](PS4) 62/100[99](X360) 50/100[100](XONE) 56/100[101] WWE 2K16 (PC) 74/100[102](PS4) 73/100[103](XONE) 72/100[104] WWE 2K (iOS) 73/100[105] WWE 2K17 (PC) 61/100[106](PS4) 69/100[107](XONE) 68/100[108] WWE 2K18 (NS) 35/100[109](PC) 64/100[110](PS4) 66/100[111](XONE) 67/100[112] WWE 2K19 (PS4) 77/100[113](XONE) 77/100[114] WWE 2K20 (PC) 43/100[115](PS4) 43/100[116](XONE) 45/100[117] WWE 2K Battlegrounds (NS) 56/100[118](PS4) 60/100[119](XONE) 58/100[120] WWE 2K22 (PC) 72/100[121](PS4) 76/100[122](PS5) 77/100[123](XSX) 78/100[124] The original WWF SmackDown! sold over 975,000 units for the PlayStation,[125] and selling over one million copies in the United States.[126] By 2003, the series had sold more than 4.7 million units for the PlayStation and PlayStation 2 in the United States.[127] The series as a whole initially received generally positive reviews, however, overall reception would began to decline in the late 2000s, as later games were criticized for their lack of innovations or improvements from previous installments.[128][129] Notes ^ GameRankings score References ^ "Yuke's Future Media Creators game developing list". 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