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[WWE SmackDown! vs. RAW 2007 Hints and Glitches \(PSP\)](#)

There's a bug that allows you to get the green character from Create A Move set into an intermission sequence

[WWE SmackDown vs. RAW 2007](#) enables players to experience the intensity of being a WWE Superstar like never before, with key updates and new game play features. Environmental hotspots let players select and control multiple objects in and around the ring, as well as from crowd members, to inflict **damage** on their opponents. Players can also get closer than ever to WWE fans as they battle in an intense new fighting area outside the ring. New high impact combination moves and an enhanced Season Mode with multiple branching storylines let players take control of Superstars like never before, while a brand new Analog Control System adds intuitive movement and improved handling to deliver competitive game play at the next level. WWE SmackDown vs. RAW 2007 is also packed with significant updates, including incredible high definition graphics, an expanded General Manager Mode, updated rosters for both RAW and SmackDown, online multiplayer game play with voice chat support and much more.

Gameplay Hints

Two table K.O.: Get your opponents' limbs (body) to red. After that, set up a table in the ring then get another one. Once you have the second table, put it on top of the first table (press X + Right-Analog-stick towards the direction of table). Finally, Irish Whip your opponent into the tables. A SmackDown icon should appear. Press L and you should be putting your opponent through both tables.

Interactive grapple from on the cell: Get yourself and your opponent on top of the cell. Then get into any ultimate control move (R + Circle + D-Pad in any cardinal direction). Once you have done that, move over to the edge of the cell. As long as you throw the opponent forward, your move will go into an interactive grapple. It is almost as if you were to do the default Choke Slam and Push Off Cell move.

Easy "Escape From Cage Door" mini0game: Get into the "Escape From Cage Door" mini-game by pressing Circle + D-pad in any direction when your opponent is in the bottom left turnbuckle and you are near him. Afterwards, just keep pressing X. However, if you really want to win, try to get it near the "Max" icon, but still in one turn. The A.I. goes into the middle of "Min" and "Max" in one turn.

Glitches

Enter the crowd: Strong Irish Whip (R + X + D-pad) your opponent into the upper-right corner of the floor. Soon afterwards, your opponent should go over the barricade. You can now fight in the crowd. Note: The fighting in the crowd area needs to be filled with weapons. If it is blank, your opponent will just go into the barricade like any other.

Green character in intermissions: Use the following trick to get the green character from Create A Move set into an intermission sequence. Start the game and play a match. Soon afterwards, pause game play. After that, remove the Memory Stick DUO from the PSP. When you resume the game, you should see a green character when an intermission sequence plays. Here's some gameplay footage below: