

**Dear 2K Team,**

I hope you're doing well. I am writing to share my thoughts on *WWE 2K24*, including both the issues I encountered and suggestions for how *WWE 2K25* could be improved. While there are parts of the game that I enjoy, I feel there are many areas where changes could make the experience better for players like me.

Firstly, I've noticed several issues with the reversal system. For example, when playing in Simulation mode as Seth Rollins against Omos, reversing an attack caused Seth Rollins to perform a German suplex on Omos. This felt unrealistic for a lightweight facing a heavyweight. Additionally, when performing Seth Rollins' Curb Stomp, if the opponent reverses, they execute an RKO. I believe this animation should be exclusive to Randy Orton. Other characters should have unique reversal animations based on their size and strength. For instance, heavyweights could shrug off moves, like Bobby Lashley did when facing Seth Rollins, and lightweights could dodge or roll away.

In Showcase mode, I found the matches less immersive due to music playing in the background. This was distracting and took away from the atmosphere of a live wrestling match.

Additionally, most matches lacked commentary, which made them feel empty. Including iconic commentators like Jerry Lawler and Jim Ross would have brought more energy, although I understand there could be licensing challenges. A feature allowing players to choose their preferred commentators would also be a great addition.

The Irish whip system also caused frustration. Sometimes, when I Irish whip an opponent without holding the circle button, they still go over the ropes. Even when trying to send them into the turnbuckle, they don't always go in, which disrupts the flow of gameplay.

I also feel disappointed by the limited use of Brock Lesnar in Showcase mode. He is only playable in two matches, and players cannot use him elsewhere. I understand there may be reasons behind this due to the allegations however don't include him in the game if he only is in the game playable only for Showcase.

The number of Showcase matches is also quite low, with only 21 matches compared to the 47 in *WWE 2K14*'s 30 Years of WrestleMania mode. Similarly, the six DLC character packs felt limited. Wrestlers like Jacob Fatu, Tama Tonga, Tonga Loa, the Motor City Machine Guns, and Goldberg would have been great additions.

Lastly, I believe that 2K has moved too far towards fighting game mechanics instead of sticking to wrestling game mechanics. The combo system feels unnecessary and takes away from the unique identity of the WWE games.

Looking ahead to *WWE 2K25*, I have several ideas that could improve the game.

Firstly, include a pack that unlocks everything in Showcase mode, including arenas, to save players like myself spending time completing the mode for specific unlockables.

Secondly, remove the combo system and give us pack grappling mini games like *WWE 2K19*.

Thirdly, replace MyRise mode with a Road to WrestleMania mode where players can use existing superstars. If you have any unlockables in this mode available then combine that with unlocking the unlockables from the unlockables menu and unlockables from Showcase and the Road To Wrestlemania mode.

Another suggestion is to allow players to select between the current character select screen and a classic grid-style layout for better organization.

Additionally, reintroduce OMG moments, such as performing finishers on stairs or near the barricade, to add variety to matches.

Community Creations could also be improved by allowing downloaded attires to be applied to existing superstars instead of creating a separate version of the character. Also, downloaded arenas should appear directly in the arena select screen without requiring additional exporting steps.

It would also be great to offer more match types, such as 12-man tag matches, and bring back Create-a-Story mode for more creativity. Even let us choose how many people we could have on our team.

I have an idea for *WWE 2K25*. Roman Reigns should be on the front cover, and there should be a Showcase mode dedicated to him. Additionally, I think there should be three Showcase modes in total: one for Roman Reigns, another for Cody Rhodes, and an improved Road to WrestleMania mode with more matches to give players a greater experience.

Lastly, make older games like *WWE 2K12*, *WWE 2K13*, *WWE 2K14* and 15 but not the PS4 and Xbox One version but the Xbox 360 and PS3 version of the game and also the *SmackDown vs. Raw franchise* available for modern consoles through backwards compatibility. Including more recent games like *WWE 2K16*, *WWE 2K18*, and *WWE 2K19* with all DLC included would be a fantastic way to celebrate the history of WWE games. I know you may have issues with licensing when it comes to music or the wrestlers that have left the company but it would be a dream come true.

Thank you for taking the time to read my feedback. I hope you will consider these suggestions as you work on future installments of the *WWE 2K* series.

Sincerely,  
Ahmed Raza

