

Introduction

Welcome, ladies and gentlemen, to the Ahmed Raza Podcast. I am Ahmed Raza, and today I am going to talk about and give my review on *WWE 2K24*. Just know that it's my opinion, and my opinion may not be the right opinion.

Pros of WWE 2K24

Firstly, I will talk about the pros of the game. *WWE 2K24* offers good mechanics, like when you grab your opponent and press square or X, you can actually perform a move like a front suplex. This is an improvement over *WWE 2K19*, where grabbing your opponent and pressing square or X would just result in a simple strike.

The game also looks graphically realistic, which makes the experience feel immersive.

Another thing I liked about *WWE 2K24* is the Supercharger Pack and the Forty Years of WrestleMania pack. The Supercharger Pack allows you to unlock all unlockables, such as superstars, championships, and arenas, saving me the hassle of earning VC through matches or buying VC, which is the in-game currency. The Forty Years of WrestleMania pack lets you unlock all the characters and attires without playing Showcase mode and also allows you to defeat the opponents anyway.

I like that the game has both the arcade and simulation modes. The arcade option allows for lighter superstars to lift heavyweights easily, whilst the simulation option offers more realistic gameplay, only allowing lightweights to lift heavyweights during a finisher.

Another feature I appreciate in *WWE 2K24* is the option for unlimited stamina. This means your character won't get tired, which I personally like.

The game also gives you the option to have numbers show up on the screen during a pinfall or when the referee performs a countdown outside the ring. It's a nice touch that adds to the overall experience.

One of my favourite additions to the game is the trading blows feature. This feature allows two superstars to exchange punches, mimicking real-life fights and adding more intensity to the match. It helps make the action feel more realistic and immersive.

I like how performing a comeback move on your opponent is a payback feature.

I also enjoy the variety of match types in the game, such as Ambulance, Special Guest Referee, and Casket matches.

The pin system in WWE 2K24 is something I prefer over WWE 2K19 for you use the right stick to place the pointer over the red bar for a kick-out.

Lastly, I really do like the super finishers mechanic in WWE 2k24, which is where when your bars are full, you can perform a special finisher to your opponent.

Cons of WWE 2K24

Now, let's move on to the cons, and trust me, WWE 2K24 has a lot of problems and issues.

In terms of Showcase, if you bought the Forty Years of WrestleMania Edition of the game or the pack, you might be disappointed to learn that it does not unlock everything in Showcase. You do unlock all characters and attires but not the arenas. To unlock all the arenas in Showcase, you have to play through the entire mode. I didn't have to follow the instructions because I purchased the Forty Years of WrestleMania Edition of the game, which included the pack. This allowed me to defeat the opponents anyway.

I also wish the cutscenes didn't switch from animated to real-life footage due to the use of slingshot tech, which disrupts the immersion. The transition from animation to real-life feels jarring and pulls you out of the experience.

Another issue I have with Showcase is that music plays during the matches. I don't like it because it takes away from the immersion and is irritating.

Another issue I have is that while Brock Lesnar appears in Showcase and is playable in two matches, one against the Undertaker at WrestleMania 30 and another against Roman Reigns at WrestleMania 31, you can't use him in any other matches. In MyRise, he does make a small appearance teaming up with the Bloodline, but he still isn't an official playable character. I understand that WWE might not want Brock Lesnar as an official playable character due to certain allegations, but including him only for Showcase feels pointless. Sure, you can download a Brock Lesnar model from Community Creations, but I feel it was an unwise decision by 2K to include him in such a limited capacity.

Another thing I don't like about Showcase is that there's mostly no commentary during the matches, which makes them feel empty. They could have added Jerry Lawler and Jim Ross to bring more energy, but I understand there could be problems with using their likenesses, like licensing issues. Even so, having an option to choose commentators would have players not have to listen to the likes of Michael Cole, Corey Graves, and Byron Saxton every time.

Another issue I've noticed with the commentary is that sometimes the commentators mistakenly refer to the character as Roman Reigns, even when he's not in the match.

Another issue is the limited number of matches in Showcase. There are only 21 matches, which is quite low compared to WWE 2K14's 30 Years of WrestleMania mode, which had 47 matches.

Additionally, I feel there should have been more DLC character packs. Instead of just six, 2K could have added more characters, such as Jacob Fatu, Tama Tonga, Tonga Loa, the Motor City Machine Guns, and Goldberg.

Another problem I have is reversals. There are times when I've played matches in Simulation mode with lightweights against heavyweights. For example, I played a match as Seth Rollins against Omos, and when I reversed one of Omos's attacks, Seth Rollins performed a German suplex on him. This doesn't feel realistic, and it takes away from the authenticity of the simulation mode and makes the gameplay feel a bit more arcadey. Also, when playing as Seth Rollins and attempting his Curb Stomp, if the opponent reverses, they hit an RKO. I feel that this animation should be exclusive to Randy Orton. Other characters should have different reversal animations. For example, heavyweights should shrug off the Curb Stomp, like how Bobby Lashley did when facing Seth Rollins in a match. Lightweights should either roll away or dodge the move, which would make the game feel more realistic by matching the reversal animation to the size and strength of the character.

Another issue is with Community Creations. Unlike WWE 2K19, where you could download a custom attire for an existing superstar, in WWE 2K24, downloading a custom attire creates a separate character, which I find frustrating. For example, if I want to download a custom attire for John Cena, I would have to download a completely new version of the character instead of simply applying the attire to the existing John Cena model. This creates unnecessary clutter and makes it harder to keep track of downloaded creations. Additionally, when it comes to downloading custom arenas, you need to export them through the arena menu, which feels tedious and time-consuming. This process should be more streamlined and user-friendly to improve the overall experience with Community Creations.

I find that the Irish whip system in WWE 2K24 is really annoying. There are times when I've Irish whipped my opponent without holding the circle button, and they still go over the ropes, which shouldn't happen. Even when I sometimes try to Irish whip my opponent into the turnbuckle, they just won't go in.

Plus, I believe that 2K has leaned too heavily into fighting game mechanics, like the combo system, instead of focusing on wrestling game mechanics. The combos feel unnecessary and take away from the unique identity of the WWE games.

"An unpopular mode that I think 2K should exclude from WWE 2K25 is MyFaction. In this mode, you unlock or buy different cards, which are different variations of wrestlers. It feels like 2K is trying to cash-grab by locking these alternate versions of wrestlers behind MyFaction, forcing players to buy more VC to open packs. To make matters worse, some of these variations can only be used in MyFaction matches, not regular gameplay. For example, I spent a lot of VC to unlock a John Cena card from the Alter Ego lineup, only to find out I couldn't use him outside MyFaction. It's frustrating and reminds me of live-service games like *Avengers* or *Suicide Squad: Kill the Justice League*, which push in-game purchases for things such as skins."

Ideas for WWE 2K25

I have got a lot of ideas for WWE 2K25.

Firstly, Roman Reigns should be on the front cover, and there should be a Showcase mode dedicated to him. Additionally, there could be three Showcase modes: one for Roman Reigns, another for Cody Rhodes, and a mode where players can experience popular historic matches. These matches could include events not just from WrestleMania but also other pay-per-views like SummerSlam, Survivor Series, Royal Rumble, Backlash, and No Mercy.

Secondly, 2K should bring back Create-a-Story mode and allow players to create their own storylines with multiple matches. This feature would bring more creativity to the game.

Another suggestion also is to include a pack that unlocks all the unlockables in the unlockables menu and all the Showcase unlockables so players don't have to complete the entire mode for specific unlockables.

I would like 2K to remove the combo system and bring back grappling mini games from 2k19.

Additionally, 2K should reintroduce OMG moments and let players perform finishers on stairs or near the barricade.

Community Creations should also see significant improvements. Downloaded custom attires should be applied directly to existing superstars instead of creating a separate character, and downloaded arenas should automatically appear in the arena select screen without requiring manual exporting.

MyRise should be replaced with a Road to WrestleMania mode, where you play as an existing WWE superstar like Cody Rhodes.

When it comes to DLC, WWE 2K should bring back some old WWE wrestlers like Mark Henry, the Big Show, Daniel Bryan, and more. There could also be DLC packs with wrestlers from other wrestling brands like TNA and AEW.

There should be more matches like a strap match, buried alive match and an iron man match.

In WWE 2K25, it would be great if they gave players the option to choose between the current select screen and the classic grid layout. The grid layout from previous games felt more organized and allowed you to quickly see all the superstars. Some players might prefer the current select screen for its modern look, but having the option to switch between both would cater to different preferences and improve the overall user experience.

There should be a mode called defeat the tribal chief where you try to defeat Roman Reigns but it will be very hard for you might have Jimmy and Jey Uso, Solo Sikoa and Paul Heyman interfere in the match.

More slots for alternate attires.

Being able to change the portrait for each attire of a wrestler.

Lastly, I'd love to see more content in WWE 2K25, including larger match types like 12-man tags, and the ability to play with more wrestlers on a single team. Also, having the ability to import other music tracks like how WWE 2K14 did.

Backwards Compatibility

It would be fantastic if 2K could bring back all the classic WWE games to the PlayStation and Xbox stores. This includes the *SmackDown vs. Raw* franchise and WWE games developed by THQ, such as *WWE 2K12*, *WWE 2K13*, *WWE 2K14*, and *WWE 2K15* but only the Xbox 360 and PS3 version of the game and not the PS4 and Xbox One version of the game for that is considered the worst version of *WWE 2K15*.

Additionally, it would be great to see more modern games like *WWE 2K16*, *WWE 2K18*, and *WWE 2K19*, with all DLC content included. While there may be challenges with licensing copyrighted music, this could be addressed by replacing those tracks with WWE wrestler themes, similar to what was done in *WWE 2K13*.

Closing Off

That's all for today's podcast! Thank you for listening, and I hope you enjoyed my thoughts on *WWE 2K24*.