

# **My Fifth Script For My Video Insert On WWE 2K25**

## **Intro**

WWE 2K25 is just around the corner, and there's a lot to talk about! This year's game has some exciting new features, but also some major flaws that need to be addressed. In this video, we'll break down the pros, the cons, and the ideas that could make WWE 2K25 the best wrestling game yet. So, let's get into it!

## **Pros**

One of the most exciting additions in WWE 2K25 is the improved chain wrestling system. This makes matches feel more technical and realistic, giving players greater control over grappling exchanges.

The new submission mini-game is another great feature that has been revamped to make submissions more engaging and skill-based compared to previous years. It closely resembles the submission system from WWE 2K19, which many fans enjoyed. Hopefully, WWE 2K25 will allow players to choose between this system and the one where you press a specific button as quickly as possible to fill the bar, giving players more control over how they want to play.

Backstage Brawl has been improved in WWE 2K25, offering new areas to fight in, such as the NXT parking lot and the WWE archive warehouse. This expansion adds more variety to backstage fights and enhances the immersion of the mode, giving players more locations to create exciting and chaotic brawls. In WWE 2K24, the Backstage Brawl mode felt limited, with not much to do compared to WWE 2K19. WWE 2K25 aims to improve this by providing more interactive elements, weapons, and destructible environments to make backstage fights more engaging.

# Cons

The Intergender match type should be removed in WWE 2K25 for Seeing a man wrestling with a woman and performing wrestling moves on her feels absolutely awkward and wrong. Men and women should have separate divisions and shouldn't be wrestling with the opposite sex for I would personally feel uncomfortable so would other people seeing a man just wrestling around with a woman especially for the woman's sake for what if she is taken advantage of.

MyFaction is another major problem that needs to be addressed. This mode forces players to grind excessively or spend real money, making it a blatant cash grab rather than a fun and rewarding game mode. It should be removed entirely to focus on more substantial gameplay experiences.

The Island, which serves as an online extension of MyRise, is another feature that should not be in WWE 2K25. Online Focused career modes inevitably shut down over time, making the content inaccessible. The Deluxe Edition includes exclusive cosmetics and bonuses for The Island, but once the servers go offline, those purchases become completely useless. This is a major reason why players should avoid investing in the Deluxe Edition, as its extra content will eventually become irrelevant.

A better alternative would be to have a permanent single-player career mode that players can enjoy at any time, rather than an online-dependent mode that has an expiration date.

Showcase mode should strictly focus on real historical matches rather than fantasy or "what-if" scenarios.

We want to relive actual moments from WWE history, not hypothetical dream matches that never happened. By keeping Showcase grounded in reality, the mode would be far more engaging and enjoyable for players. And also, I wish the showcase mode was more focused on Roman Reigns and not other members of the bloodline.

## **How WWE 2K25 Can Improve Over WWE 2K24**

The combo system should be removed in WWE 2k25 for WWE 2k22, 23 and 24 are the only three WWE 2K games as of now that have the combo system and it felt like 2k were leaning into more fighting game mechanics with those games. I have played a bit of WWE 2k23 and 22 over at my cousin's house, however I did not buy those two games for I waited to buy WWE 2k24.

However I can tell you by playing these three games that the combo system feels out of place and shouldn't be in a WWE 2k game for the WWE 2k series is not a fighting game franchise but a wrestling game franchise. It ruins the identity of the 2K franchise and honestly feels like 2K, don't even know the difference between a fighting game and a wrestling game.

Community Creations in WWE 2K24 had major issues where if you downloaded custom attires for wrestlers then it downloaded it as a separate character. Also when it comes to downloading arenas, you have to manually export them through the arena menu which I don't like for I would prefer it to automatically appear in the arena's section where you choose which arena you wanna have a match in.

The Irish whip system in WWE 2K24 was inconsistent. At times, pressing the Irish whip button without holding it would still send opponents out of the ring unexpectedly. This made gameplay feel broken and unpredictable. WWE 2K25 should refine this mechanic to ensure more precise and responsive controls.

Unlimited attire slots should return. WWE 2K24 limited players to just two alternate attires per superstar, which was a step back from older games like WWE 2K19. WWE 2K25 should allow players to have unlimited alternate attires to give more freedom in customization and personalization.

# Ideas

I do have a lot of ideas for WWE 2k25 like Dean Ambrose making his return back to the 2K franchise so that we could play some of Roman's matches when he was alongside the Shield, however it would be unrealistic for the WWE would not want anything to do with him for he has signed over to AEW, or how about an AEW pack containing other wrestlers alongside Jon Moxley and have Dean Ambrose as a unlockable character in showcase with two attires that you unlock for one could his Shield attire and the other be him with the jeans and the black or white tank top.

Road to WrestleMania should return as the primary career mode instead of MyRise. Rather than forcing players to create their own superstar, this mode would allow them to play as an existing WWE superstar like Cody Rhodes, John Cena, Seth Rollins, or Roman Reigns and follow their journey to the grandest stage of them all. This would be a much more immersive experience, letting players relive iconic storylines with their favorite WWE superstars.

Additionally, 2K should bring back quick-time events in Showcase cutscenes, similar to WWE 2K16.

When it comes to Community Creations, we should have a mode where you can create and design your own logos and where you can import other logos that you can use on Arenas and also use as the main picture for your Arena when you select an arena. Also have a mode where you can edit and make your own custom titantrons alongside custom animations for intros, for the arenas for example you can have a custom AEW animated intro for a custom AEW arena.

2K should also bring back popular match types such as Buried Alive, I Quit matches, and Create-a-Story mode. These modes were fan favorites in previous WWE games and should make a return to add more depth to the gameplay. Additionally, new match types like the Strap Match should be introduced, giving players more variety in match stipulations. Another key improvement would be allowing finishers to be performed on steel steps and against the barricade, adding a new level of realism and brutality to matches.

# Outro

WWE 2K25 has the potential to be a great game, but 2K needs to listen to the fans and make these improvements. What do you think? Do you agree with these points? Let me know in the comments below! If you enjoyed this video, don't forget to hit the like button and subscribe.