



WWE 2K16



⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.



Product Support:
<http://support.2k.com>

Please note that WWE 2K16 online features are scheduled to be available until **May 31, 2017** though we reserve the right to modify or discontinue online features on 30-days' notice. Visit www.2k.com/serverstatus for more information.

XBOX 360 CONTROLLER



GAME CONTROLS

CHAIN GRAPPLES

Standing grapple attacks in WWE 2K16 start from one of four chain grapple states. To enter a chain grapple state, approach a non-stunned, standing opponent and press **A** while pushing **↑**/**↓**/**←**/**→**.

Grapple Attack (5 different kinds):

A + **↑**/**↓**/**←**/**→** or just **A** without **↑**/**↓**/**←**/**→**

Change Holds: **↑**/**↓**/**←**/**→**

Breaking Point Submission: Hold **A**

Strike/Strong Strike: Press or Hold **X**

Drag Opponent Around the Ring: Hold **Y** + **W** and Push **↑**/**↓**/**←**/**→**

Irish Whip: **B**

Release Chain Grapple Hold: **W**

STUN GRAPPLES

To perform a stun grapple, approach an opponent from the front or behind while they're in a stunned state and simply press **A**, or press **A** and push **↑**/**↓**/**←**/**→** in any direction to execute a strong grapple attack.

Grapple Attack (5 different kinds): **A** or **A** + **↑**/**↓**/**←**/**→**

Breaking Point Submission: Hold **A**

Turn Opponent Around: **←** or **→**

Snapmare to Seated Position: **↓**

Chain Grapple Hold: Hold **Y** + **W** and Release

REPOSITION OPPONENT

Use **↑** to reposition a downed or stunned opponent.

DOWNED OPPONENT

Lift Opponent: **↑**

Turn Opponent Over: **←** or **→**

Lift Opponent and Stand Behind Them: **↑** **↓**

OPPONENT STUNNED IN THE CORNER:

Turn Opponent Around: **←** or **→**

Lift and Place on Top Of Turnbuckle: **↑** **↓**

Place In Tree Of Woe (Hanging Upside Down In Corner): **↑** **↓**

OPPONENT STUNNED AGAINST THE ROPES:

Place Opponent On Middle Rope: **↑** Any direction

GAME SCREEN



- 1. Momentum Gauge:** Build momentum by executing attacks and taunts
- 2. Reversal Prompt:** Time **W** correctly to counter the opponent's attack
- 3. Adrenaline Meter:** When it's depleted, you momentarily lose the ability to run
- 4. Signature/Finisher:** Press **Y** when it appears to perform your Signature/Finisher

2K SHOWCASE - NEW!

2K Showcase presents a match-by-match exposition of the famed career of **WWE** Legend Stone Cold Steve Austin. Packed with hard-hitting cinematics, historic **WWE** video packages, authentic **WWE** Superstar voiceovers, and loads of unlockables, there's no shortage of content to explore. Players will experience first-hand the birth of Austin 3:16 at King of the Ring 1996 and follow Stone Cold's hellacious path to glory up through his final match at WrestleMania XIX in 2003.

Each match features optional objectives to complete to earn new Superstars, Managers, alternate attires, and more. The player can access more detail on how to complete a particular objective from the pause menu. Bonus matches featuring key events from Austin's time in WCW and ECW await those skilled enough to unlock them.



WWE CREATIONS

WWE 2K16's creation suite allows you to personalize your **WWE** experience with robust and powerful options.

Custom Superstar/Diva: Create your own Custom Superstar or Diva or customize any WWE Superstar or WWE Diva on the roster!

Superstar Threads: Give your favorite WWE Superstars and Divas a new look with re-coloring options for entrance and ring attires.

Custom Entrance: Choose from numerous entrance options and have your Superstar or Diva come down the ramp in style.

Custom Move-set: Select from hundreds of moves to give your Superstar or Diva the edge to dominate the ring.

Custom Championship: Create championship titles from strap to plate or even customize existing WWE titles.

Custom Arena: Design an arena fit for holding the pulse-pounding action of the WWE.

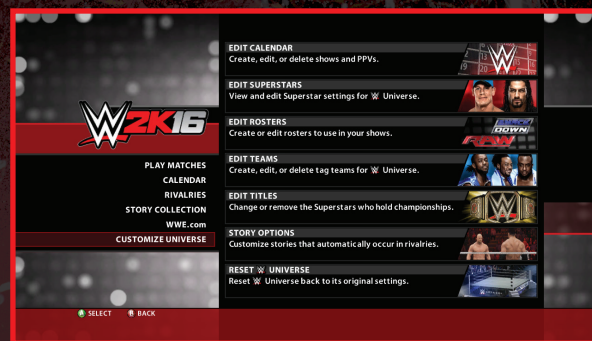
Custom Logo: Indulge your creativity by designing your own custom logos.

Community Creations: Upload your creations online and share with the WWE Universe!



WWE UNIVERSE

WWE Universe mode offers the ultimate **WWE** sandbox experience in **WWE 2K16**. Book matches, assign Superstars and Divas to shows and pay-per-views, create rivalries and alliances or watch them transpire on their own. The choices are yours to influence and control in this mode of near endless possibilities.



[illegible]

LICENSE



警告

在您開始玩遊戲之前，請詳讀 Xbox 360® 主機說明、Xbox 360 Kinect® 感應器手冊，以及其他任何周邊裝置手冊上的重要安全與健康須知。請妥善保留所有手冊，以供日後參考之用。如需替換硬體手冊，請前往 www.xbox.com/support。

進行視訊遊戲的重要健康警告

光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作，這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀，這類未經診斷的症狀稱為「光刺激誘發癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀，相較於成人，兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險，可以進行下列預防措施：

- 待在距離螢幕較遠的地方
- 使用較小的螢幕
- 在照明充足的室內進行遊戲
- 不要在感覺疲累或倦怠時進行遊戲

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。



產品支援:

<http://support.2k.com>

請注意，「WWE 2K16」線上功能預計開放到 **2017 年 5 月 31 日**

為止，然而我們將保留修改或中斷線上功能的權利 (30 天前通知)。

如需詳細資訊，請至 www.2k.com/serverstatus。

XBOX 360 CONTROLLER (XBOX 360 控制器)



GAME CONTROLS (遊戲控制)

連鎖扭打

WWE 2K16 中的站立擒拿攻擊的起手為四種連鎖擒拿狀態之一。如要進入連鎖扭打狀態，請靠近一名尚未暈眩並且站著的對手，然後同時按下 **A** 和推動 **↑/↓/←/→**。

擒拿攻擊 (5 種):

按下 **A** + **↑/↓/←/→** 或是只按 **A** 不按 **↑/↓/←/→**。

變更固定: **↑/↓/←/→**

驚爆點鎖技: 按住 **A**

攻擊/重擊: 按下或按住 **X**

拖著對手繞擂台: 按住 **LT** + **RT** 並推動 **↑/↓/←/→**

甩人: **B**

放開連鎖擒拿固定: **RT**

擊暈技

要使出擊暈擒拿，要在對手進入暈眩狀態時接近對手的前方或後方然後按下 **A**，或是按 **A** 並向任意方向推動 **↑/↓/←/→**，就能施展出強力的擒拿攻擊。

擒拿攻擊 (5 種): **A** 或 **A** + **↑/↓/←/→**

驚爆點鎖技: 按住 **A**

讓對手轉身: **←** 或 **→**

抱頭摔成坐姿: **↓**

放開連鎖擒拿固定: 按住 **LT** + **RT** 並放開

改變對手位置

使用 **↑/↓/←/→** 可改變倒下或暈眩的對手的位置。

倒下的對手

抬起對手: **↑**

讓對手轉身: **←** 或 **→**

抬起對手並站到後面: **↓**

對手在角落暈倒時:

讓對手轉身: **←** 或 **→**

抬起對手並放到角柱頂端上: **↑**

放到受難樹中 (倒吊在角落): **↓**

對手靠在繩索上暈眩時:

將對手擺到中間繩索上: **←** 往任一方向

GAME SCREEN (遊戲畫面)



1. **動力計量表:** 透過進行攻擊和嘲諷對手即可累積動力
2. **逆轉提示:** 抓準時機按下 **RT** 即可反擊對手的攻擊
3. **腎上腺素計量表:** 一旦腎上腺用盡，你在短時間內就無法奔跑
4. **招牌技巧/終結技:** 出現相關圖示時按下 **Y**，即可施展你的招牌技巧/終結技

2K SHOWCASE - NEW! (2K 展示區) - 新功能!

2K Showcase (2K 展示區) 展示了 **WWE** 傳奇巨星 Stone Cold Steve Austin 著名生涯中的每一場演出。內含多段熱血動作影片、歷史性的 **WWE** 記錄片段、**WWE** 超級巨星真實旁白及許多可解鎖的內容，豐富的內容可供你盡情探索。玩家可以直接體驗 Austin 3:16 在 1996 年於 King of the Ring 的誕生之路，並追隨 Stone Cold's 充滿考驗的道路，直到他在 2003 年於 WrestleMania XIX 進行的最後一次對決。

每場對決都有選擇性的目標，完成後可得到新的超級巨星、經理及替換的服裝等項目。玩家可以從暫停選單中獲得完成特定目標的詳細說明。獎勵對決包括了 Austin 在 WCW 及 ECW 時的各項重要活動，只要技巧夠純熟，您就能解開這些內容。



WWE CREATIONS (WWE 創意工具)

WWE 2K16's 的創意工具套件提供健全且強大的選項，讓你量身打造屬於自己的 **WWE** 體驗。

Custom Superstar/Diva (自訂超級巨星/超級女星): 創造自訂超級巨星或超級女星，或改造名單上任何一位 **WWE** 超級巨星或 **WWE** 超級女星！

Superstar Threads (超級巨星服裝): 運用重新上色選項改造入場服及擂台服，讓最喜愛的 **WWE** 超級巨星及超級女星擁有新風貌。

Custom Entrance (自訂入場): 多種入場選項讓超級巨星或超級女星以獨特風格風光進場。

Custom Move-set (自訂招式組合): 提供成千上百種招式供你選擇，讓自己的超級巨星或超級女星占盡制霸擂臺的優勢。

Custom Championship (自訂冠軍腰帶): 從冠軍腰帶到獎盃，創造您特有的冠軍錦標，或自訂現有的 **WWE** 錦標。

Custom Arena (自訂比賽場): 自行設計舉辦 **WWE** 刺激競賽的比賽場。

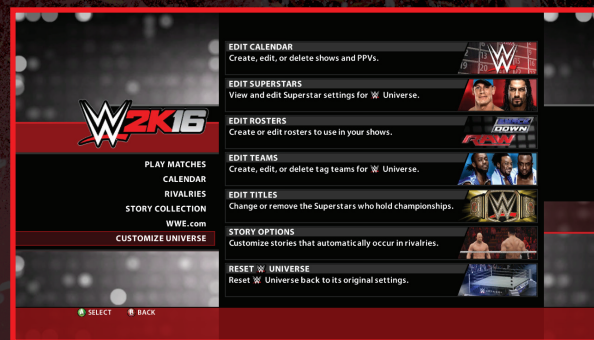
Custom Logo (自訂標誌): 發揮您的創意，設計自訂標誌。

Community Creations (創意樂園): 將您的創意上傳到網路，與 **WWE** Universe (**WWE** 世界) 分享！



WWE UNIVERSE (WWE 世界)

WWE Universe (**WWE** 世界) 模式為 **WWE 2K16** 提供終極 **WWE** 沙箱體驗。預訂對決、將超級巨星與超級女星指定至節目與每次付費收看節目中、創造巨星之間的競爭並締結同盟，或看著他們自行發展。如何左右與控制此模式中近乎無限種的可能，決定權操之在你。



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KING OF KINGS

PERFORMED BY MOTÖRHEAD
WRITTEN BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

LIVE IN FEAR

WRITTEN AND PERFORMED BY MARK CRONIN
PUBLISHED BY BMG GOLD SONGS (ASCAP) O/B/O SCREECH MUSIC (ASCAP)
COURTESY OF WWE MUSIC GROUP

LUCHA LUCHA

CFOS
A WWE AND WIND-UP SONGS PRODUCTION

MAKING MOVES

PERFORMED BY SUGAR TONGUE SLIM
WRITTEN BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

METALINGUS

PERFORMED BY ALTER BRIDGE
WRITTEN BY MARK TREMONTI, THOMAS PHILLIPS, BRIAN MARSHALL, AND MYLES KENNEDY
PUBLISHED BY RESERVOIR, A16 (BMI) O/B/O ITSELF, MARK TREMONTI MUSIC, OPEN WATER MUSIC, BASS GROOVE MUSIC, AND SIGGY PIGGY MUSIC
COURTESY OF THE BICYCLE MUSIC COMPANY

NOBLE OCCASION

WRITTEN AND PERFORMED BY STEVE MOORE
COURTESY OF 5 ALARM MUSIC
PUBLISHED BY ORANGE RIDGE MUSIC 1 (SOCAN) / CYPRESS CREEK MUSIC (ASCAP)

OPENING CEREMONY

WRITTEN BY DAUM GERHARD, HEINZ NEU
PUBLISHED BY SONOTON APM (BMI)

COURTESY OF APM MUSIC

PATRIOT
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

RAP SHEET
WRITTEN BY RENE DE WAELE, DIDIER
GILBERT LEGLISE
COURTESY OF APM MUSIC

REAL DEAL
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

REBEL SON
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

REBELLION
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

REBORN
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

RETALIATION
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

RETRO DRUMROLL
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

RIGHT HERE, RIGHT NOW
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

ROLLIN'
PERFORMED BY LIMP BIZKIT
WRITTEN BY SAMUEL ROBERT
RIVERS, CLIFFORD SMITH,
KASSEEM DEAN, EARL SIMMONS,
LEOR DIMANT, JOHN EVERETT
OTTO, REGGIE NOBLE, WILLIAM
FREDERICK DURST, WESLEY LOUDEN
BORLAND
PUBLISHED BY UNIVERSAL MUSIC
Z-SONGS (BMI), LETHAL DOSE MUSIC
(BMI), BIG BEATZ MUSIC (ASCAP),
SWIZZ BEATZ (ASCAP), UNIVERSAL
MUSIC Z-TUNES LLC (ASCAP),
UNIVERSAL MUSIC CORPORATION
(ASCAP) COURTESY OF INTERSCOPE
RECORDS

RULE BRITANNIA
WRITTEN BY DE WILDE, GRAHAM
FRANCIS DE WILDE (PRS) (C)
PUBLISHED BY KPM APM (ASCAP)
COURTESY OF APM MUSIC

RUSH OF POWER
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

SATAN'S SISTER
WRITTEN AND PERFORMED BY
CHRISTOPHER GOULSTONE
PUBLISHED BY SOHO PRODUCTION
MUSIC USA (BMI)
COURTESY OF APM MUSIC

**SAWFT IS A SIN (FEAT. ENZO
AMORE)**
CFOS

A WWE AND WIND-UP SONGS
PRODUCTION

SCATTERED
WRITTEN BY CHRIS MANY AND
GEOFF LEVIN
PUBLISHED BY ZFC MUSIC (ASCAP)
COURTESY OF FIRSTCOM MUSIC

SEXY BOY (FEAT. SHAWN MICHAELS)
WRITTEN AND PERFORMED BY
JIMMY HART AND JOHN J. MAGUIRE
PUBLISHED BY BMG SILVER SONGS
(SESAC) O/B/O PTL DRIVER MUSIC
(SESAC) COURTESY OF WWE MUSIC
GROUP

SHOOT FOR THE STARS
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

SKANK
WRITTEN AND PERFORMED BY
WILLIAM ALLAN BOOKHEIM
PUBLISHED BY BRIAN PAUL
PUBLISHING COURTESY OF
AIRCRAFT MUSIC LIBRARY

SLAMMER
WRITTEN AND PERFORMED BY D.
TODD SORENSEN
COURTESY OF WARNER CHAPPELL
PRODUCTION MUSIC O/B/O NON-
STOP MUSIC
PUBLISHED BY NON-STOP
OUTRAGEOUS PUBLISHING (ASCAP)

SO CLOSE NOW
PERFORMED BY DAVID DALLAS
WRITTEN BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

SOME BODIES GONNA GET IT
WRITTEN BY JIM JOHNSTON,
JORDAN HOUSTON AND PAUL D.
BEAUREGARD
PERFORMED BY THREE 6 MAFIA
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI) AND
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RECORDS, A UNIT OF SONY MUSIC
ENTERTAINMENT
BY ARRANGEMENT WITH SONY
MUSIC LICENSING

STARS IN THE NIGHT
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

STING THEME
WRITTEN AND PERFORMED BY
JIMMY HART AND HOWARD HELM
PUBLISHED BY RET MUSIC, INC.
(ASCAP)

SUPERHUMAN
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

SWISS MADE
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

**TERMINATOR 2 JUDGMENT DAY
MAIN THEME**
COMPOSED BY BRAD FIEDEL (ASCAP)
1991 © 1 P STUDIOCANAL (CAROLCO)

THE GAME
PERFORMED BY MOTÖRHEAD
WRITTEN BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

THE GRAND OPENING
WRITTEN BY RALF WEIGAND
PUBLISHED BY SONOTON APM (BMI)
COURTESY OF APM MUSIC

THE SECOND COMING
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

THE TIME IS NOW
PERFORMED BY JOHN CENA & THA
TRADEMARC
WRITTEN BY JOHN CENA, MARC
JOSEPH PREDKA, BOBBY RUSSELL
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI);
BMG GOLD SONGS (ASCAP) O/B/O
PREDKA MUSIC PUBLISHING
(ASCAP) AND PIX-RUSS MUSIC
(ASCAP)
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TIME TO RISE
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

**TIME TO ROCK & ROLL (FEAT. LIL
KIM)**
WRITTEN AND PERFORMED BY JIM
JOHNSTON
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

TOKIWAKITA (TIME HAS COME)
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

TURBO CHARGED
WRITTEN BY PETER HINTON (PRS)
PUBLISHED BY ZFC MUSIC (ASCAP)
COURTESY OF FIRSTCOM MUSIC

VAU DE VIRE
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

**VOICES (FEAT. RICH LUZZI OF REV
THEORY)**
WRITTEN AND PERFORMED BY JIM
JOHNSTON
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

WHAT'S UP?
PERFORMED BY R-TRUTH
WRITTEN BY RON KILLINGS
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

WHOLE LOTTA GROOVE
WRITTEN BY OLIVER MAUNICK
(SACEM)
PUBLISHED BY FIRSTCOM
MUSIC O/B/O MUSIQUE CINEMA
TELEVISION SARL (SACEM)
COURTESY OF FIRSTCOM MUSIC

WORLDS APART
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

**YOU CAN LOOK (BUT YOU CAN'T
TOUCH) (FEAT. KIM SOZZI)**
WRITTEN AND PERFORMED BY JIM
JOHNSTON
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

BHMMAHWEI (ROAR OF THE LION)
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

ADDITIONAL MUSIC

**THE FOLLOWING SONGS ARE
COURTESY OF APM MUSIC.**

A PERFECT STORM
ACT OF WAR
ADVANCING DISCOVERY
AETEMA (NO RISE)
AGENT 54
AND NOW WAR
ANNIHILATION
ANOTHER TRAGIC STORY
ANTIOCHUS (PERCUSSION MIX)
ARCTURUS CALLS
AS ONE
AVALANCHE
BAREKNUCKLED
BATTLE ACTION
BATTLE FOR IMMORTALITY
BATTLE PULSE
BIG MUSCLE
BLOOD OF THE HYDRA
BORN A HERO
BREAKAWAY
BROKEN SYNTAX
BUILDING ACTION
BULLFIGHT
CAME TO PLAY
CATACLYSM
CELLO ENCHANTMENT
CHANT ARCHAÏOS
CIRCUS MAXIMUS
COLD SWEAT
CRUSADER
DAY OF JUDGMENT
DEATH MARCH FANTASY G
DESTINED FOR VICTORY
DETERMINED
DIRT
DONE AND DUSTED
DRIVER
END OF THE RAINBOW
ENTER THE COMBAT
EPIC POWERS

EPICENTRE (BED VERSION)
ERA
EVE OF BATTLE
EXTERMINATE
EXTREME BRUTALITY
EVER BITCH
FIGHT TO THE DEATH
FORTITUDE
FRENCH NATIONAL ANTHEM
FULL ARMOR FULL FORCE
FUNERAL MARCH
GORILLA
GREAT CHAMPIONS
GRIND LOW
HAIL TO THE CHIEF
HAMMER
HEART OF DARKNESS
HELL'S ARMY
HEROIC MODERN TRAILER
HIDE OUT
HOPE WILL RISE
HUMOURS OF GLEN DART
HYBRID SCORE
IN THE LIGHT
INTO THE VOID
JUBILATION
LEGENDS REMEMBERED
LEGION OF FIRE
LOADED
MILITARY X
MISTER UNSTOPPABLE
MORTAL VENDETTA
MY MONEY
MYSTERIOUS FORCE
NASTY GIRL
OCTANE HIGH
OTHER WORLDS
OUTBREAK
PACECAR
PARANOID SUICIDE
PHANTOM
PIZZA DANCE
POMPOSER EMPFANG
PURE COURAGE
PUSHING THE CHAINS
RISE OF THE DRAGON
ROCKSTEP
ROUGH TIME
RULE BRITANNIA
SALVATION
SAMURAI SIGH
SCAPE SHIFT
SCARS AND BRUISES
SCION
SILENCE
STAR TRIPPER
STORM MACHINE
SWITCHED OFF BACH
TAMURE
THIS ENDS NOW
TOO TOUGH TO DIE
U.S.A.
VELVET KISS
WAR MONGER
WRATH

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