



**MARNING** Before playing this game, read the Xbox One<sup>™</sup> system, 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.

## **CONTROLLER LAYOUT**

**Xbox One Wireless Controller** 







## **GAME CONTROLS**

## **CHAIN WRESTLING**

When you Lock Up in Chain Wrestling, try to gain the upper hand by choosing a chain hold (X, Y) or B). While in a chain hold, use the ® to find the hot spot. The aggressor can also Strike (X) or Wrench (A) their opponent.

## **GRAPPLING**

Normal Grapple:

① ★/♣/♠/→ + A

Strong Grapple:

(a) ♠/♣/♠/➡ + hold (A)

### FRONT FACELOCK

**Lock Up:** To grab an opponent in the Front Facelock press A without holding a direction on the (1)

Grapple Attack:

① ★/♣/♠/➡ + A

**Working Hold:** 

A while (1) is in neutral position

Submission: Hold (A)

Strike: 🗴

Drag Opponent: Hold + RT and move the in any direction

Irish Whip: B

Release Front Facelock: (13)

Limb Target:

(hold RT + A or B or X or Y)

## **REPOSITION OPPONENT**

Use ® to reposition a downed or stunned opponent.

## **DOWNED OPPONENT**

Turn Opponent Over: ® ←/⇒

From Head, Side or Feet you can perform the following actions:

Grapple: A

Strong Strike: Hold 🗷

Submission: Hold (A)

Limb Target: RT + A or B or X or Y

### **SUBMISSIONS**

Rotate the right stick in a circular motion to move your slider around the submission mini-game.

As the defender (blue), avoid the attacker's (red) slider!

Grab the glowing orb to help put your opponent away or escape!

### PINFALLS

Press the A button when the meter lands in the target zone to escape.

If you have the Rope Break ability, and you're near the ropes, you can press <sup>®</sup> button when prompted to perform a manual rope break.

### **Dirty Pins**

If you have the Dirty Pin ability, and your opponent is lying parallel near the ropes, hold a) to perform a dirty pin!

### REVERSALS

con: Normal reversal. This move has a single reversal. Requires a single reversal stock.

**Green T icon:** Minor reversal. This move has a Major reversal. Requires a single reversal stock.

Red (Ticon: Major reversal. Last reversal opportunity for this move. Requires two reversal stock.

Major Reversals require more reversal stock but will temporarily weaken your opponent.

# OPPONENT STUNNED IN THE CORNER:

® **↑** 

Lift and Place on Top Of Turnbuckle:

# OPPONENT STUNNED AGAINST THE ROPES

Place Opponent Stunned on Middle Rope:

② ← or →

## GAME SCREEN





- 1. Reversal Prompt: Time RT correctly to counter the opponent's attack.
- 2. Health Meter: Track your health as you take damage from your opponent.
- 3. Stamina Meter: When it's depleted, you navigate and recover slower, and temporarily lose the ability to run.
- **4. Momentum Gauge:** Build momentum by executing attacks and taunts. Reach 100% to earn a Signature and 150% to gain a Finisher.
- **5. Signature/Finisher:** Press when it appears to perform your Signature/Finisher.
- **6. Reversals:** Shows the number of reversals you have available. These will regenerate over time

## **2K SHOWCASE**

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 more robust and powerful options than ever before.

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

**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 Show: Create your own show brand for play in Exhibition and WWE Universe modes.

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





## WWE UNIVERSE MODE

**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. For the first time, characters now have personality traits that can affect their decisions in gameplay and storylines. And with the new status effect system, the outcomes of these matches and stories can result in temporary boosts or penalties for those involved. The choices are yours to influence and control in this mode of near endless possibilities.



## MYCAREER MODE

MyCareer mode has returned in **WWE 2K16** bigger and bolder. You can still create or import a Custom Superstar and dive into the rankings of NXT to learn the ropes from your trainer, Jason Albert, and progress to earning a spot on the main roster. Delivering great matches will earn you points and salary to spend on improving your skills, learning new moves, hiring managers, and other boosts. Challenge renowned **WWE** Superstars and even face your friend's Custom Superstars as rivals through the Career Invasion feature.



Along the way, your character will earn the attention of The Authority and has the choice to follow or defy their wishes at your own risk. Your decisions, whether in your own matches or interfering in the events of others, combined with post-match interviews with Renee Young, all shape how the rest of the roster views you. Strong allies and dangerous enemies lie along the road to winning the **WWE** Championship. Even with the strap around your character's waist, only through pushing to new heights of accomplishments and sustaining your glory will you gain entry into the **WWE** Hall of Fame.









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▲ 警告 在您開始玩遊戲之前‧請詳讀 Xbox One™ 以及其他任何配件說明書內重要的安全及健康資訊。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「光測激誘發癲癇症」。

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·可以推行下列帮防措施:

- 待在距離螢墓較遠的地方
- 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中、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** , 我們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

## CONTROLLER LAYOUT (遊戲控制)

MA

Xbox One Wireless Controller (Xbox One 無線控制器)







## GAME CONTROLS (遊戲控制)

## 連鎖扭打

在你鎖定於連鎖扭打時,試著選擇連鎖扣壓 (多、學或。)。藉此爭取優勢。進行連鎖 扣壓時,使®用來尋找熱點。挑釁者也可 以打擊(②)或猛扭(④)對手。

## 僧拿

強力擒拿: **① ↑**/**↓**/**♦**/**→** + 按住 **A** 

讓對手轉身: ® ← 或 ➡

抱頭摔成坐姿:

®♥

## 正面鎖頭

鎖定:抓住對手,請按 🛕 但不要按住 🛈 的方向

擒拿攻擊:

① **1**/**1**/**4**/**4**/**4** 

壓制固定:

A 處於 (L) 自然姿勢時

鎖技:按住 🗛

打擊: 🗴

**拖拉對手:** 按住 「」 + RT 並將 (1) 往任一方向移動

甩人: B

放開下面鎖頭: (B

四肢瞄準系統:

(按住 □ + A 或 B 或 X 或 Y)

## 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: ® ←/→

抬起對手成坐姿: ® ₹

從頭部、身側或腳的部位可以使出以下動作:

擒拿: A

猛烈打擊:按住 🗴

鎖技: 按住 A

四肢瞄準系統: 图 + A 或 B 或 X 或 Y

### 賞技

以繞圈的方式轉動右搖桿,在鎖技小遊戲中 移動滑動的物體。

擔任防守者 (藍色) 時,要避開攻擊者 (紅色) 滑動的物體!

抓住發光的球可幫你擊敗對手或躲避!

777

### 壓倒

計量表到目標區後按下 A 按鈕來躲避。

如果你具備碰繩的能力又同時接近繩子時,可以在出現使出手動碰繩的提示時按下 B 按鈕。

### 骯髒壓制

如果你具備骯髒壓制的能力,當對手躺下的 地方靠近繩子且與繩子平行時, 按住 ® 即 可使出骯髒壓制!

### 逆轉

**圆示:** 普通逆轉。這個動作有單次逆轉。 需累積一次單次逆轉。

**綠色 <sup>□ </sup>圖示:** 次要逆轉。這個動作有主要逆 <u>轉。需累積</u>一次單次逆轉。

紅色 图 圖示: 主要逆轉。這個動作最後的逆轉機會。需累積兩次逆轉。

主要逆轉需要累積更多的逆轉,但會暫時讓對手變弱。

## 對手在角落量倒時:

讓對手轉身: ® ◆/⇒ 抬起對手並放到角柱頂端上: ® ◆

放到受難樹中 (倒吊在角落): ® ▶

### 對手靠在繩索上量眩時

將暈眩的對手擺到中間繩索上: ® ← 或 →

## GAME SCREEN (遊戲畫面)





- 1. 逆轉提示: 抓準時機 图 即可反擊對手的攻擊。
- 2. 生命值: 記錄你受到對手攻擊時所受的傷害程度。
- 3. 精力值: 一旦精力值用盡,你的觀察力與恢復力就會減退,同時短時間內無法奔跑。
- 4.動力計量表: 透過進行攻撃和嘲諷對手即可累積動力。計量表達到 100% 時可獲得 招牌技巧: 如達到 150% 則可獲得終結技。
- **5. 招牌技巧/終結技:** 出現相關圖示時按下 **火**,即可施展你的招牌技巧/終結技。
- 6. 逆轉: 顯示你可使用的逆轉次數, 這些次數會隨著時間而重新產生。

## 2K SHOWCASE (2K 展示區)

100

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's 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** 的創意工具提供更多前所未有、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!

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 Show (自訂表演):** 創造自己在 Exhibition (表演賽) 與 **WWE** Universe (**WWE** 世界) 模式中的表演品牌。

**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 MODE (WWE 世界模式)

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。這是角色 首度其備可影響遊戲與劇情決策的個性特徵。如今加上新的狀態影響系統,對決與劇情 的結果會導致相關角色在短時間內得到強化,或是出現不利的影響。如何左右與控制此模式中近乎無限 種的可能,決定權樂之在你。



## MYCAREER MODE (MYCAREER 模式)

MyCareer模式重新回歸「**WWE 2K16**」,風貌也更為豐富精彩了。你可以創造或匯入 Custom Superstar (自訂超級巨星) 然後進入 NXT等級,並向訓練員 Jason Albert 學習格門場上的一切,慢慢成為主要陣容名單上的一員。對決時取得優異成績,就可以獲得點數與薪資,用來加強自己的技巧、學習新招式、雇用經理以及其他強化項目。你可以挑戰著名 **WWE** 超級巨星,甚至透過 Career Invasion (生涯侵略) 功能與好友的 Custom Superstars (自訂超級巨星) 相互較量。



你的角色會隨進度獲得「當局」的注意,要聽從或是抗拒他們的要求,決定權在你的手中。不論在自己的對決或是牽涉到其他角色的活動中,你的決定會和與 Renee Young 的賽後訪談相結合,影響其他角色對你的看法。在你爭取 **WWE** 冠軍的路上,會有強大的盟友及危險的敵人等著你,即便冠軍腰帶入手,只有不斷翻新成績並維持自身榮耀,才是讓你進入「**WWE** 名人堂」的唯一機會。









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### AUSIC

## WWE 2K16 SOUNDTRACK MUSIC

A LITTLE MORE
PERFORMED BY MACHINE GUN
KELLY FEATURING VICTORIA
MONET
WRITTEN BY RICHARD COLSON
BAKER, THOMAS LEE BROWN,
THOMAS WESLLY LUMPKINS, AND
VICTORIA MCCANTS
PUBLISHED BY FOR CASIE
PUBLISHING, LLC (BMI)
ADMINISTERED BY SONGS OF
KOBALT MUSIC PUBLISHING;
EMI APRIL MUSIC INC. (ASCAP);
DARKCHILD SONGS (ASCAP); TBHITS
(ASCAP): MAGIC SOUL MUSIC
(ASCAP): WAGIC SOUL MUSIC
(ASCAP): WICTORIA MCCANTS
MUSIC PUBLISHING (SACAP).

DEEP SIX
PERFORMED BY MARILYN MANSON
WRITTEN BY YVLER LEE BATES AND
BRIAN HIGH WARNER
PUBLISHED BY FIGS. D MUSIC (BMI)
C/O THE BLOYCLE MUSIC COMPANY
ON BEHALF OF SONGS OF GOLGOTHA
(BMI) AND BOX CUTTER MUSIC (BMI)
COURTESY OF LOMA VISTA
RECORDINGS BY ARRANGEMENT
WITH CONCORD MUSIC GROUP, INC.

HEAVYDIRTYSOUL
PERFORMED BY TWENTY ONE
PILOTS
WRITTEN BY TYLER JOSEPH
PUBLISHED BY WARNERTAMERLANE PUBLISHING CORP.
(BMI) ON BEHALF OF ITSELF AND
STRYKER JOSEPH MUSIC
COURTESY OF ATLANTIC
RECORDING CORP.
BY ARRANGEMENT WITH WARNER
MUSIC GROUP YIDEO GAME
LICENSING
(P) 2015 FUELED BY RAMEN LLC

HEAVY IS THE HEAD PERFORMED BY ZAC BROWN BAND FEATURING CHRIS CORNELL WRITTEN BY ZAC BROWN, JIMMY DE MARTINI, WYATT DURRETTE, JOHN DRISKELL HOPKINS, NIKO MOON AND JAMES DARRELL SCOTT PUBLISHED BY BRIGHTER SHADE PUBLISHING (BMI); I IMAGINE MUSIC (ASCAP): DAY FOR THE DEAD PUBLISHING (SESAC); SOUTHERN GROUNDED (SESAC); SLAND SOUTH

MUSIC/ROSEST MUSIC (SESAC); JIMMY DEMARTINI PUBLISHING (BMI). COURTESY OF UNIVERSAL REPUBLIC NASHVILLE RECORDS UNDER LICENSE FROM UNIVERSAL MUSIC ENTERPRISES

**HELLO WORLD** PERFORMED BY KID INK WRITTEN BY RINALDO CERRI. BRIAN COLLINS, GEORGES FRANCOIS LOUIS GRANIER, JOE KHAJADOURIAN, ALEX SCHWARTZ PUBLISHED BY WB MUSIC CORP. (ASCAP) ON BEHALF OF ARTIST PUBLISHING GROUP WEST, SCHWEEZY BEATS AND PANIC ATTACK PUBLISHING: ALUMNI INK PUBLISHING (ASCAP); SONY/ ATV MUSIC PUBLISHING (ASCAP): CHICAGO 2000 DU GROUPE CRC (SACEM)\* "HELLO WORLD" INTERPOLATES "SWEET MELODIE" WRITTEN BY RINALDO CERRI (SACEM) AND GEORGES GRANIER (SACEM). PUBLISHED BY CHICAGO 2000 DU

"SWEET MEJODIE" WILTTEN BY
RINALDO CERRI (SACEM), AND
GEORGES GRANIER (SACEM),
PUBLISHED BY CHICAGO 2000 DU
GROUPE CRO (SACEM),
COURTESY OF THA ALUMMI MUSIC
GROUPP, BC (LASSIC)/CR A RECORDS
BY ARRANGEMENT WITH SONY
MUSIC ENTERTAINMENT

IT'S TRICKY
PERFORMED BY RUN-DMC
WRITTEN BY JASON WILLTAM
MIZELL DARRYL MATTHEWS
MCDANIELS, JOSEPH WARD
SIMMONS AND RICK RUBIN
PUBLISHED BY UNIVERSAL MUSIC
CORP. (ASCAP) ON BEHALF OF
PROTOONS, INC.
COURTESY OF RCA RECORDS, A UNIT
OF SONY MUSIC ENTERTAINMENT
BY ARRANGEMENT WITH SONY
MUSIC LICENSTING

REBEL YELL
PERFORMED BY BILLY IDOL
WRITTEN BY BILLY IDOL AND STEVE
STEVENS
PUBLISHED BY BMG MONARCH

SIEVENS
PUBLISHED BY BMG MONARCH
(ASCAP), BONETDOL MUSIC (ASCAP)
AND WB MUSIC CORP (ASCAP)
COURTESY OF CAPITOL RECORDS
UNDER LICENSE FROM UNIVERSAL
MUSIC CHERPRISES

REVOLUTION (FEAT. FAUSTIX & IMANOS AND KAI)
PERFORMED BY DIPLO
WRITTEN BY ALESSIA PATRIZIA
DEGASPERIS, MORTEN BRANGSTRUP

OLSEN, THOMAS WESLEY PENTZ AND HUSSAIN SOMANI PUBLISHED BY I LIKE TURTLES MUSIC (ASCAP); SONGS OF SMP (ASCAP); DISCO WAX PUBLISHING (KODA); HUSSAIN SOMANI (BMI) COURTESY OF MAN DECENT

SOMETHING TO BELIEVE IN PERFORMED BY FASHAWN FEATURING NAS AND ALOE BLACC WRITTEN BY SANTIAGO LEVA, ALOE BLACC NASIR JONES, MARCELLOUS DEMITRIUS BERRY AND RASHID HADEE PUBLISHED BY WB MUSIC CORP (ASCAP) ON BEHALF OF ITSELF AND ALOE BLACC PUBLISHING (ASCAP); SHIELDS AVE (ASCAP); UNIVERSAL MUSIC - Z SONGS (BMI) ON BEHALF OF ITSELF AND SUN SHINING, INC. COURTESY OF MASS APPEAL RECORDS

TILL IT'S GONE (DAM HEATH REMIX)
PEFFORMED BY YELAWOLF
WRITTEN BY MICHAEL ATHA,
WILLIAM BOOKER WASHINGTON,
MATT HAYES AND MICHAEL D
HARTNET
PUBLISHED BY BMG BUMBLEBEE
(BMI); ARCHIBALD HIGHWATTER
(BMI); BMG CICADA (SESAC); MY
INHERITANCE (SESAC); MIKE
HARTNETT MUSIC PUBLISHING
(BMI); SONGS OF KOBALT MUSIC
PUBLISHING; MILK MONEY
CONSULTING, INC.
COURTESY OF INTERSCOPE
RECORDS UNDER LICENSE FROM
UNIVERSAL MUSIC ENTERPRISES

TRANSMISSION
PERFORMED BY ZEDD FEATURING
LOGIC AND X AMBASSADORS
WRITTEN BY ROBERT HALL, ANTON
ZASLAVSKI, SAMUEL NELSON
HARRIS, TIM JAMES AND ANTONINA
ARMATO

PUBLISHED BY WARNERTAMERLANE PUBLISHING CORP.
(BMI) OBO TISELF AND THREE
OH ONE PRODUCTIONS: AKASHIC
FIELD MUSIC (BMI), ANTONINA
SONGS (ASCAP); SONGS MP (BMI),
ZEDD MUSIC EMPIRE (ASCAP),
ADMINISTERED BY KOBALT MUSIC
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COURTESY OF INTERSCOPE
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LOGIC APPEARS COURTESY OF DEF
JAM RECORDINGS

YOUTH GONE WILD PERFORMED BY SKID ROW WRITTEN BY DAVID MICHAEL SABO AND RACHEL BOLAN SOUTHWORTH PUBLISHED BY NEW JERSEY UNDERGROUND MUSIC (ASCAP) AND WORDIKS MUSIC (ASCAP) COURTESY OF ATLANTIC RECORDING CORP. BY ARRANGEMENT WITH WARNER MUSIC GROUP VIDEO GAME LICENSING (P) 1989 ATLANTIC RECORDING CORP.

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PRODUCTION

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WRITTEN AND PERFORMED BY WILLIAM ALLAN BOOKHEIM PUBLISHED BY BRIAN-PAUL PUBLISHING COURTESY OF

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SUPERHUMAN A WWE AND WIND-UP SONGS

PRODUCTION **SWISS MADE** 

**CFO**\$ 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

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**CFO**\$ 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) 0/B/0 PREDKA MUSIC PUBLISHING (ASCAP) AND PIX-RUSS MUSIC (ASCAP) COURTESY OF WWE MUSIC GROUP

TIME TO RISE **CFO**\$ 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) CFO\$ 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** CFO\$ 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) 0/B/0 STEPHANIE MUSIC PUBLISHING INC. (BMI) COURTESY OF WWE MUSIC GROUP

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**WORLDS APART CFOS** A WWE AND WIND-UP SONGS PRODUCTION

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Рев на дъвът (ROAR OF THE LION) A WWE AND WIND-UP SONGS PRODUCTION

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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 BTG MUSCLE **BLOOD OF THE HYDRA BORN A HERO** BREAKAWAY **BROKEN SYNTAX BUILDING ACTION** BULLFIGHT CAME TO PLAY CATACLYSM CELLO ENCHANTMENT CHANT ARCHATOS 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)** FRA **EVE OF BATTLE** EXTERMINATE EXTREME BRUTALITY FEVER PITCH 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 II S A **VELVET KISS** WAR MONGER WRATH

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您同意不會:將本教體用於商業用途;未取得投權人專先的書面同意或依本合的明示規定能布、相撲、叛奮、出租、免現為可轉換之貨幣,或以其他方式移轉或轉讓本軟體或本軟體的任何拷貝,包括但不限於整擬商品或整鎖幣(定義如下),複製本 数数点本数数许可混分(IB所规定名外)。R本数数4目产品的独上以中规则,组中多层使用者下降。从存弃有血体数数3本台外用模式。它原始上使用组合模本数数(通行对主体),使用组合模本数数,通信在一部以上的电路互通模面中同时使用组变模本数数,并被数数数10%更有其他的存储。以来是使用现象。由于现象。在数数:R本数数数据或其实数据的设计,在电路运输中或多用数数据运输器数数数。此外,按键人可能会另处理 CATHER COMMING CANDES SO DE LA RECORDE AT EL COMPANION DE MANAGEMENT DE MANAGEMENT PROPRIÉTATION DE SECRETARISMENT PROPRIÉTATION DE LA COMPANION DE LA COMPANI 能過程的,可能性支持性利,但可能分別時間之,以下數,但上述和他的時代,解除的成功能以下分解。特殊的,以不可以特殊的,就不可以特殊的一种可能的,这些的,但特别地之可能不明明,而是一個,例如 他一個表面,所以之前就是一点正是的好多的比较,但是不可能被否则不让我,我就是这些的过去分子之里的情况,**可能是这些人的时**况,是这个可能的时候,他们对你我们之时的时间,也是还不让我 我一点是我就是这些的一直是的特殊人,因在这些人的我们可以把我们就被把他的大型的大型的数据的大型的特殊人,但我们就是我们就是一些的效力和特别,是否允许不是不可能的人,就不能 A CART ACMENT ELYMPOLITICS OF COUNTRY OF THE CARMAN CANDING A PROSPECT OF THE CARMAN CANDING AS A CARMA CANDING AS A CARMAN CA - William Indicate the strong and the second 用者帳戶登入可能與協力廠資帳戶互有連結。您對用來存取和使用數體的使用者帳戶及任何協力廠資帳戶的所有使用情况及安全性,負有全責

質然可以透過授權而使用虛擬貨幣及虛擬商品,但若軟體允許您購買及或獲得虛擬貨幣及虛擬商品,則下列額外條款與條件適用之 **建設貨幣及建設商品**:軟體保護使用者()使用虛構的整凝貨幣做為軟體力再屬之兌換條介(以下稱「虚裂貨幣」或「VC」),以及(ii) 取得軟體內度發商品的存取權(供同特定受限使用權和(以下稱「虛報商品」或「VG」)。無益使用何條底語・Vic 和 VG bi 件而終止。授權人得自行決定保留對存取或使用 VC 或 VG 之權利收取費用之權利,及函數布 VC 或 VG 是否需進行收費。

**獲得及職員查對貨幣已查數頁品**。您得為了完成教體中之某些活動組織發而的授權人議員(以直獲得)に於統力,例如,授權人可能在完成施務內活動持提供。此或"以"例如直到新容報。完成任務這並立使用者內容"以及城"以一旦取得,便會不入您的 使用老帳戶。您只是在軟體內藏員"以及"以,或透過參與協力順兩政主商店,應用程式商店或機權人將找職之其他商店(以下合稱為「就職商店」的平台議員,透過數額店店購買及使用施商內運用或貨幣需受數額商店之規定文件將拘束。包括但不限於緩 務條款及使用者合約。本線上服務已由軟體電店轉換電子®。CF 授權人可以針對 VC 之職買提供折扣或投稿,且授權人得關時未超過知便修改或中止此等折扣及促稿。於應用程式商店完成經授權之 VC 購買後,所購買的 VC 全額將存入您的使用者帳戶。授 機人應訂定台筆交易及成毎日您可以購買之、VC全額上限。其可能因相關藥之數體而有所差異。授權人得自行決定針對您可以購買或使用之、VC全額、您使用、VC的方式,以及得以存入您的使用者帳戶之 VC的額上限設定額外的限制。您對透過您的使用者

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位置:VC 僅供某些位置之客戶使用。若您所在位置未經核准,則不得購買或使用 VC

《 Name (1994年) 1995年 19 口對像 (Denied Person) 名單或實體清單 (Entity List) 中。軟體商店是本合約之第三方受益人,可能對您執行本合約。

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等的人,一种的种种的现在分词,这种是一种的种种的人,也可能是一种的人,也可能是一种的人,但是一种的人

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