



MARNING Before playing this game, read the Xbox One[™] 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 (⊗, ♥ or ③). While in a chain hold, use the ⑥ to find the hot spot. The aggressor can also Strike (⊗) or Wrench (♠) their opponent.

GRAPPLING

Normal Grapple:

① ★/♣/♠/➡ + ♠

Strong Grapple:

① ★/♣/♠/ + hold A

FRONT FACELOCK

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

Grapple Attack:

(1) **1**/**4**/**4**/**4** + (A)

Working Hold:A while **(**) is in neutral position

Submission: Hold (A)

Strike: 🗴

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

Irish Whip: B

Release Front Facelock: 48

Limb Target: (hold RT + A or B or X or Y)

REPOSITION OPPONENT

Use ® to reposition a downed or stunned opponent.

DOWNED OPPONENT

Lift 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 ³ 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 B to perform a dirty pin!

REVERSALS

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

Green con: Minor reversal. This move has a Major reversal. Requires a single reversal stock.

Red [1] icon: 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:

OPPONENT STUNNED AGAINST THE ROPES

Place Opponent Stunned on Middle Rope:

(R) ← 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.
- 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 **Y** 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

Mark

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!

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

 $\textbf{Custom Move-set:} \ \ \text{Select from hundreds of moves to give your Superstar or Diva the edge to dominate the ring.}$

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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WWE 2K16 SOUNDTRACK MUSIC

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WRITTEN BY RICHARD COLSON
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THOMAS WESLLY LUMPKINS, AND
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PERFORMED BY TWENTY ONE
PLOTS
PERFORMED BY TWENTY ONE
PLOTS
WITTIEN BY TYLER JOSEPH
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WRITTEN BY ZAC BROWN, JIMMY DE
MARTINI, WYATT DURRETTE, JOHN
DRISKELL HOPKINS, NIKO MOON
AND JAMES DARRELL SCOTT
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BRIAN COLLINS, GEORGES
FRANCOIS LOUIS GRANIER, JOE
KHAJADOURIAN, ALEX SCHWARTZ
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WRITTEN BY ALESSIA PATRIZIA
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THE SECOND COMING CFOS

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THE TIME IS NOW

PERFORMED BY JOHN CENA & THA TRADEMARC

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VOICES (FEAT. RICH LUZZI OF REV THEORY)

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A WWE AND WIND-UP SONGS PRODUCTION

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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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