WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
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.

**GAME CONTROLS**

- (Hold) + Left Stick Run
- Pick Up Objects
- Tap L1 + Left Stick Toward Ropes: Step On Apron
- Hold L1 + Left Stick Toward Ropes: Enter/Exit Ring, Pick Up Object
- Taunt
- Control Superstar L3: Target Different Opponent (When Manual Targeting Is Turned ON)
- Reverse (Hold) w/ \[\] \[\] \[\] \[\] Limb Target System
- Signature/Finisher ▲
- Irish Whip (Standing)/Pin (Near Grounded Opponent) ○
- Grapple □
- Strike/Strong Strike (Hold) □
- Change Grapple Position, Reposition Opponent Pause
CHAIN GRAPPLIES
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 ☐ while pushing Left Stick ↑/↓/←/→.

Grapple Attack (5 different kinds): ☐ + Left Stick ↑/↓/←/→ or just ☐ without Left Stick
Change Holds: Right Stick ↑/↓/←/→
Breaking Point Submission: Hold ☐
Strike/Strong Strike: ☐/Hold ☐
Drag Opponent Around the Ring: Hold L2 + R2 and push Left Stick
Irish Whip: ☐
Release Chain Grapple Hold: L1

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

Grapple Attack (5 different kinds): ☐ or ☐ + Left Stick ↑/↓/←/→
Breaking Point Submission: Hold ☐
Turn Opponent Around: Right Stick ← or →
Snapmare to Seated Position: Right Stick ↓
Chain Grapple Hold: Hold L2 + R2 and release

REPOSITION OPPONENT
Use Right Stick to reposition a downed or stunned opponent.

DOWNED OPPONENT
Lift Opponent: Right Stick ↑
Turn Opponent Over: Right Stick → or ←
Lift Opponent and Stand Behind Them:
Right Stick ↓

OPPONENT STUNNED IN CORNER
Turn Opponent Around: Right Stick → or ←
Lift and Place on Top Of Turnbuckle: Right Stick ↑
Place In Tree Of Woe (Hanging Upside Down In Corner): Right Stick ↓

OPPONENT STUNNED AGAINST THE ROPES
Place Opponent On Middle Rope: Right Stick (Any Direction)
1. **Momentum Gauge**: Build momentum by executing attacks and taunts

2. **Reversal Prompt**: Time **R2** 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 **O** when it appears to perform your Signature/Finisher

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**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.
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CATCH YOUR BREATH
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WRITTEN AND PERFORMED BY JIMMY HART AND JOHN J. MAGUIRE
PUBLISHED BY BMG SILVER SONGS (SESAC) O/B/O PILEDRIVER MUSIC (SESAC)
COURTESY OF WWE MUSIC GROUP

CRANK IT UP
PERFORMED BY BRAND NEW SIN
WRITTEN BY JIM JOHNSTON
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CRAZED
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)

EYES POPPED OUT
WRITTEN AND PERFORMED BY CHRISTOPHER GOULSTONE
PUBLISHED BY CARBERT MUSIC INC (BMI)
COURTESY OF APM MUSIC

GLASS SHATTERS
PERFORMED BY DISTURBED
WRITTEN BY JIM JOHNSTON, DAN DONEGAN, DAVID MICHAEL DRAIMAN, STEVE KMAK, MICHAEL WENGREN
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HELLFIRE
CFO$ A WWE AND WIND-UP SONGS PRODUCTION

HERE TO SHOW THE WORLD
PERFORMED BY DOWNSTAIRT
WRITTEN BY JIM JOHNSTON
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I CAME TO PLAY
PERFORMED BY DOWNSTAIRT
WRITTEN BY JIM JOHNSTON
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COURTESY OF WWE MUSIC GROUP

I WALK ALONE
PERFORMED BY SALIVA
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JUST CLOSE YOUR EYES
PERFORMED BY STORY OF THE YEAR
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PERFORMED BY MOTÖRHEAD
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LUCHA LUCHA
CFO$ A WWE AND WIND-UP SONGS PRODUCTION

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PERFORMED BY SUGAR TONGUE SLIM
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METALINGUS
PERFORMED BY ALTER BRIDGE
WRITTEN BY MARK TREMONTI, THOMAS PHILLIPS, BRIAN MARSHALL AND MYLES KENNEDY
PUBLISHED BY REVERSO 416 (BMI) O/B/O ITSELF, MARK TREMONTI MUSIC, OPEN WATER MUSIC, BASS GROOVE MUSIC, AND SMART PIGGY MUSIC
COURTESY OF THE CYCLE MUSIC COMPANY

NOBLE OCCASION
WRITTEN AND PERFORMED BY STEVE HODGES
COURTESY OF 5 ALARM MUSIC
PUBLISHED BY OCEAN RIDGE MUSIC 1 (SOCAN) / CYPRESS CREEK MUSIC (ASCAP)

OPENING CEREMONY
WRITTEN BY DAUM GERHARD, HEINZ NEU
PUBLISHED BY SONOTON APM (BMI)
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RAP SHEET
“WRITTEN BY RENN DE WAEL, DIDIER GILBERT LEGLISE
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REBEL SON
CFO$ A WWE AND WIND-UP SONGS PRODUCTION

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CFO$ A WWE AND WIND-UP SONGS PRODUCTION

RETAILIATION
CFO$ A WWE AND WIND-UP SONGS PRODUCTION
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)
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WHAT’S UP?
PERFORMED BY R-TRUE
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
CFO$
A WWE AND WIND-UP SONGS PRODUCTION

YOU CAN LOOK (BUT YOU CAN’T TOUCH) (FEAT. KIM SOZZI)
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BHIMAHANIE! (ROAR OF THE LION)
CFO$
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
AVELANCHE
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 ARCHAIO
CIRCUS MAXIMUS
COLD SWEAT
CRUSADER
DAY OF JUDGMENT
DEATH MARCH FANTASY 6
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
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
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OCTANE HIGH
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PACECAR
PARANOID SUICIDE

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PIZZA DANCE
POMPOSER EMPFANG
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PUSHING THE CHAINS
RISE OF THE DRAGON
ROCKSTEP
ROUGH TIME
RULE BRITANNIA
SANCTUARY
SAMURAI SIGH
SCAPE SHIFT
SCARS AND BRUISES
SCIEN
SILENCE
STAR TRIPPER
STORM MACHINE
SWITCHED OFF BACH
TAMURE
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TOO TOUGH TO DIE
U.S.A.
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WRATH

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