GETTING STARTED

PlayStation®4 system

Starting a game: Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the WWE 2K16 disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system’s home screen, and then press the button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the button. To resume playing the game, select it from the content area.

Removing a disc: Touch the [eject] button after quitting the game.

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.
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

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

Control Superstar \(L_3\):
- Target Different Opponent (When Manual Targeting Is Turned ON)

(Tap) \(L_1\) + Left Stick Toward Ropes/Apron: Step On Apron, Pick Up Object

(Hold) \(L_1\) + Left Stick Toward Ropes/Apron: Enter, Exit Ring

Pause

Reverse/Limb Target System from Front Facelock and Grounded Opponents

Toggle between Signature and Finishers

Signature/Finisher/OMG

Irish Whip (Standing)
- Pin (Near Grounded Opponent)

(Tap) Front Facelock/
- LS + (Tap) Normal Grapple/
- LS + (Hold) Strong Grapple

Strike/
- Strong Strike (Hold)

Reposition Opponent

Body Indicator

(Tap) \(Q\) + Left Stick Toward Ropes/Apron: Step On Apron, Pick Up Object

(Hold) \(Q\) + Left Stick Run

Taunt

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GAME CONTROLS

CHAIN WRESTLING
When you Lock Up in Chain Wrestling, try to gain the upper hand by choosing a chain hold (ируют, 頭, or 体). While in a chain hold, use the Right Stick to find the hot spot. The aggressor can also Strike (.Shoulder) or Wrench (X) their opponent.

GRAPPLING
Normal Grapple:
Left Stick ▲/▼/←/→ + ×

Strong Grapple:
Left Stick ▲/▼/←/→ + hold ×

Turn Opponent Around:
Right Stick ← or →

Snapmare to Seated Position:
Right Stick ↓

FRONT FACELOCK
Lock Up: To grab an opponent in the Front Facelock press × without holding a direction on the Left Stick

Grapple Attack:
Left Stick ▲/▼/←/→ + ×

Working Hold:
× while Left Stick is in neutral position

Submission: Hold ×

Strike: ☮

Drag Opponent: Hold L2 + R2 and move the Left Stick in any direction

Irish Whip: ☮

Release Front Facelock: L1

Limb Target:
( hold R2 + ○ or × or ▶ or ▼)

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

DOWNED OPPONENT
Lift Opponent: Right Stick ↑

Turn Opponent Over: Right Stick ←/→

Lift Opponent to Seated Position:
Right Stick ↓

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

Grapple: ×

Strong Strike: Hold ◇

Submission: Hold ×

Limb Target: R2 + <○ or × or ▶ or ▼>

SUBMISSIONS
Rotate the Right Analog 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 ✗ 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 ◀ 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 ◀ to perform a dirty pin!

**REVERSALS**

- **R2 Icon:** Normal reversal. This move has a single reversal. Requires a single reversal stock.

- **Green R2 icon:** Minor reversal. This move has a Major reversal. Requires a single reversal stock.

- **Red R2 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**

- **Turn Opponent Around:** Right Stick ◄/►

- **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 Stunned on Middle Rope:** Right Stick ◄ or ►
1. **Reversal Prompt:** Time **R2** 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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Music

WWE 2K16 Soundtrack

Music

A Little More
Performed by Machine Gun Kelly
Featuring Victoria Monet
Written by Richard Colson Baker, Thomas Lee Brown, Thomas Wesley 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); Victoria McCants Music Publishing (ASCAP).

Deep Six
Performed by Marilyn Manson
Written by Tyler Lee Bates and Brian Hugh Warner
Published by Figs. D Music (BMI)
C/O The Bicycle Music Company
On Behalf Of Songs of Golgotha
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

SAY'S 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 PILEDRIVER 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 (BMI)/SONO MUSIC (BMI)
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 TEFNOiSE PUBLISHiNG LLC (BMI) C/O BMG RIGHTS MANAGEMENT (US) LLC

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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)
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THE SECOND COMING
CFOS
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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) COURTESY OF WWE MUSIC GROUP

TIME TO ROCK & ROLL (FeAT. LIL KIM)
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TIME TO RISE
CFOS
A WWE AND WIND-UP SONGS PRODUCTION

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

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
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YOU CAN LOOK (BuT YOU CAN’T TOUCH) (FeAT. KiM SOZZi)
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PEB HА LЪВЪT (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 ADvANCENG DISCOVErY AMETEa (No RISE) AGENT 54 AND NO WAr ANNIHILATiON ANOTHER TRAGIC STORy ANTIoCHUS (PERCUSSION MIX) ARCTURUS CALLS
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