

XBOX ONE

# WWE 2K18





**WARNING** Before playing this game, read the Xbox One system, and accessory manuals for important safety and health information. [www.xbox.com/support](http://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 2K18 online features are scheduled to be available until **May 31, 2019** though we reserve the right to modify or discontinue online features on 30-days' notice.

## Xbox One Wireless Controller



# GAME CONTROLS

## GRAPPLING

### Normal Grapple:

(L) ↑/↓/←/→ + A

### Strong Grapple:

(L) ↑/↓/←/→ + hold A

### Turn Opponent Around:

(R) ← or →

### Snapmare to Seated Position:

(R) ↓

## FRONT FACELOCK

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

### Grapple Attack:

(L) ↑/↓/←/→ + A

### Working Hold:

A while (L) is in neutral position

### Submission: Hold A

### Strike: X

### Irish Whip: B

### Release Front Facelock: LB

**Limb Target:** RB + A or B or X or Y

## Dragging

Grab your opponent in Front Facelock and press RT to drag them. Or, you can drag a Standing or Kneeling opponent by holding RB and pressing RT. Defenders can escape a Standing Drag by rapidly pressing B. Drag a downed opponent by holding RT.

**Environmental Attack:** Left Stick direction + hold X. To throw opponent over the ropes, press Left Stick direction + Hold RB and X.

### Irish Whip: B

### Snapmare: Right Stick ↓

### Front Facelock: A

### Release: LB

## CARRY

Lift a Standing opponent into Carry by holding RB and pressing Right Stick ↑/↓/←/→. You can also interrupt certain grapples to carry your opponent by holding RB as you enter a Carry pose. Defenders can escape Carry by rapidly pressing B.

### Grapple: A

### Environmental Attack:

Left Stick direction + Hold X.

**Switch Position:** Right Stick ↑/↓/←/→



## REPOSITION OPPONENT

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

## DOWNED OPPONENT

**Lift Opponent:** **R** ↑

**Turn Opponent Over:** **R** ←/→

**Lift Opponent to Seated Position:** **R** ↓

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

**Grapple:** **A**

**Strong Strike:** Hold **X**

**Submission:** Hold **A**

**Limb Target:** **RB** + **A**

## 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!

## SUBMISSIONS (ALT.)

An alternate submission mechanic option is also available in **WWE 2K18**. If selected, the attacker and defender must compete

to rapidly press the displayed **A** **B** **X** **Y** button during submissions.

Pay attention because the button to press will keep changing over the course of the submission attempt.

## PINFALLS

Press **A** 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 **B** 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

**RT** icon: Normal reversal. This move has a single reversal. Requires a single reversal stock.

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

**Orange RT** 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:**



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



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

## OPPONENT STUNNED AGAINST THE ROPES

**Place Opponent Stunned on Middle Rope:**



## CHAIN WRESTLING

Chain Wrestling occurs at the beginning of One on One and Tag Team matches if both Superstars attempt to grapple at the same time. You can also trigger Chain Wrestling by holding and pressing .

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

## LADDER

Run up a ladder and perform a diving attack to an opponent at ringside. To lean a ladder against the ropes move towards the ropes, hold , and press .

## ROLL OUT

When you Roll Out, you will remain down at ringside while the Rollout Meter fills. Once the meter is filled, you will recover and receive a Buff. You may press while the meter is orange to recover early, but you will receive a Debuff.

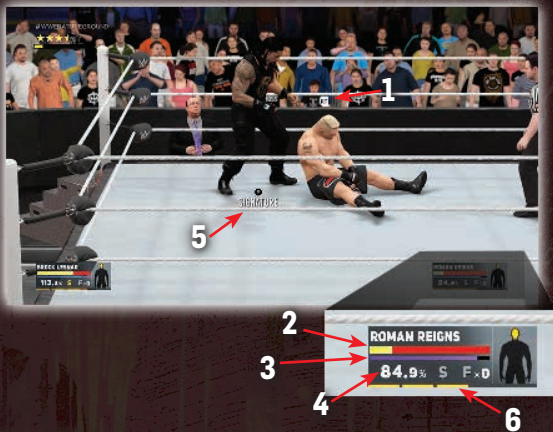
## TABLE

Damage your opponent using tables to fill their Table Break meter. Filling your opponent's meter unlocks Table Grapples, which can put them through a table without the use of a Table Finisher. The Table Break icon indicates when a Table Grapple can be performed by pressing . If the opponent is leaning against a table propped in the corner, a Running Strike can also put them through the table.

## MANUAL TARGETING

In **WWE 2K18**, Manual Targeting is enabled by default. You can switch to another target by pressing . Your new Target's name will briefly appear above your Superstar's head.

# 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 **Y** when it appears to perform your Signature/Finisher.
- 6. Reversals:** Shows the number of reversals you have available. These will regenerate over time.



# WWE CREATIONS

**WWE 2K18's** creation suite allows you to personalize your **WWE** experience with more robust and powerful options than ever before.

**Custom Video:** The user can create their own videos to be used on the Titantron during an entrance.

**Custom Victory:** The user can create their own Face and Heel victory scenes for their Custom Superstar or any **WWE** Superstar.

**Highlight Reel:** During a match, the user can record any part and implement that recording into their Custom Video now with Free Cam support. Save the highlight mid-match without having to encode the file.

**Custom Superstars:** Create your own Custom Superstar with **WWE 2K's** expanded designs and templates. Or customize any **WWE** Superstar on the roster!

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

**Custom Move-set:** Select from hundreds of moves to give your Superstar 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** New stage and ring post designs along with new venue settings.

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

**NEW Custom Match Types:** A new Match Creator system that allows players to customize, and create, new match type. Complete integration into Universe Mode allows players to fully customize their "brand".

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



# CUSTOM SUPERSTAR/MALE

90,000



FACE

BODY

ATTIRE

NAME  
INFORMATION

PERSONAL  
INFORMATION

MEMORY SCREEN  
POSE



ACCEPT



FACE

HEAVYWEIGHT

HEIGHT 8'3"

WEIGHT 262 lbs

STRONG STYLE



FACE CUSTOMIZE

FACE PHOTO CAPTURE

FACE DEFORMATION

FACE TEMPLATE

DEFAULT

RING ATTIRE



SELECT



BACK



INFO

CAMERA OPTIONS



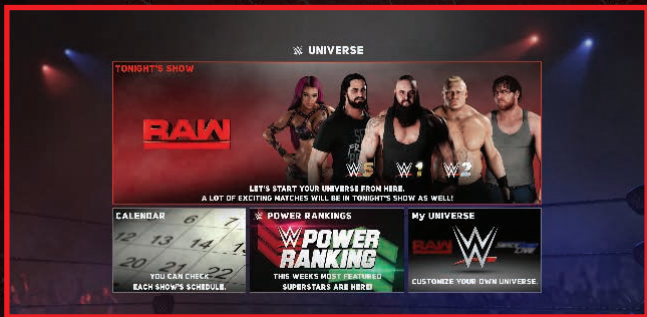
ROTATE

LT ZOOM OUT

RT ZOOM IN

# WWE UNIVERSE

**WWE** Universe offers the ultimate **WWE** sandbox experience in **WWE 2K18**. Book matches, assign Superstars to shows and pay-per-views, create rivalries and alliances or watch them transpire on their own. Promos and run-ins are now available to the mode, giving Superstars exciting new possibilities to perform during shows. An updated interface highlights what's happening for each show, allowing players to find information about their favorite Superstars and champions. Our new show presentation creates an authentic **WWE** experience, letting you play through shows in **WWE** Universe just as you would watch them unfold on TV.



## MyCAREER

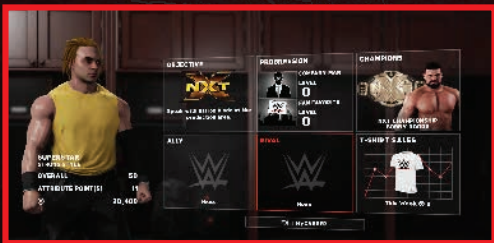
MyCAREER puts you in the shoes of a **WWE** Superstar, where your decisions out of the squared-circle will matter just as much as the ones inside. In an expanded MyCAREER you'll be able to free-roam backstage and strategize how to become successful in the **WWE**. Make tough decisions talking with **WWE** executives and colleagues behind-the-scenes. Ambush other **WWE** Superstars backstage. Demand an interview with Renee Young to gain popularity. It's up to you how you want to build your legacy in the **WWE**.



You'll run into an assortment of personalities backstage. Align yourself with an assortment of General Managers and **WWE** Superstars backstage, all in the hope of reaching WrestleMania. Perform side-quests for popular **WWE** Superstars, Legends, and corporate heads. As you gain notoriety with **WWE** corporate, unlock unique rewards such as access to Vince McMahon's office to manipulate the show you're on. Put on great matches and engaging promos and you'll have access to your own one-of-a-kind custom Championship like Stone Cold Steve Austin and John Cena.

Enjoy an expanded MyCAREER Invasion. You'll now run into your friends backstage. Start a tag-team with them, or ambush them making them your worst enemies. All of these choices and much more are yours to make. Through it all, you'll dictate how your own WrestleMania moment will play out.





## MyPLAYER

Create your MyPLAYER to compete in MyCAREER and ROAD TO GLORY. Every MyPLAYER chooses one of these eight fighting styles: High Flyer, Showboat, Striker, Technician, Brawler, Strong Style, Powerhouse and Giant. Each fighting style has its own strengths and weaknesses. Upgrade your MyPlayer by progressing in MyCAREER and ROAD TO GLORY, earning attribute points, and unlocking new Superstar parts and moves.



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If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

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This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). You and Licensor consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement. However, if you are a resident of a European Union member state, you will benefit from any mandatory provisions of consumer protection law in the member state in which you are resident, and you can bring legal proceedings in relation to this Agreement in the courts of the member state in which you are resident.

**IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.**

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## NOTICE FOR AUSTRALIAN CONSUMERS

**IMPORTANT: THE WARRANTY FOR THIS PRODUCT HAS BEEN UPDATED FOR AUSTRALIA.**

**THIS NOTICE SHOULD BE READ IN CONJUNCTION WITH THE WARRANTY TERMS SET OUT ABOVE.**

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Goods presented for repair may be replaced by refurbished goods of the same type rather than being repaired. Refurbished parts may be used to repair the goods.

Any benefits to you given by the Licensor's warranty are in addition to other rights and remedies of the consumer in relation to the goods and services to which the warranty relates.

All claims under the warranty for this product should be made to:

Take-Two Interactive Software Pty Ltd, Suites 12 & 16, Upper Deck, Jones Bay Wharf, 26-32 Pirrama Road, Pyrmont Point, NSW 2009

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

The procedure for claims under the warranty for this product is outlined within the warranty terms set out above.

Licensor will cover all costs associated with a successful claim under this warranty. Proof of any reasonable costs you incur in making a claim under this warranty should be sent to the Licensor address specified above for reimbursement.

For the avoidance of doubt, none of the limitations contained in this warranty in any way exclude or limit your rights under the Australian Consumer Law.

To the extent that this notice is inconsistent with any of the provisions of the warranty terms set out above, this notice supersedes those provisions.