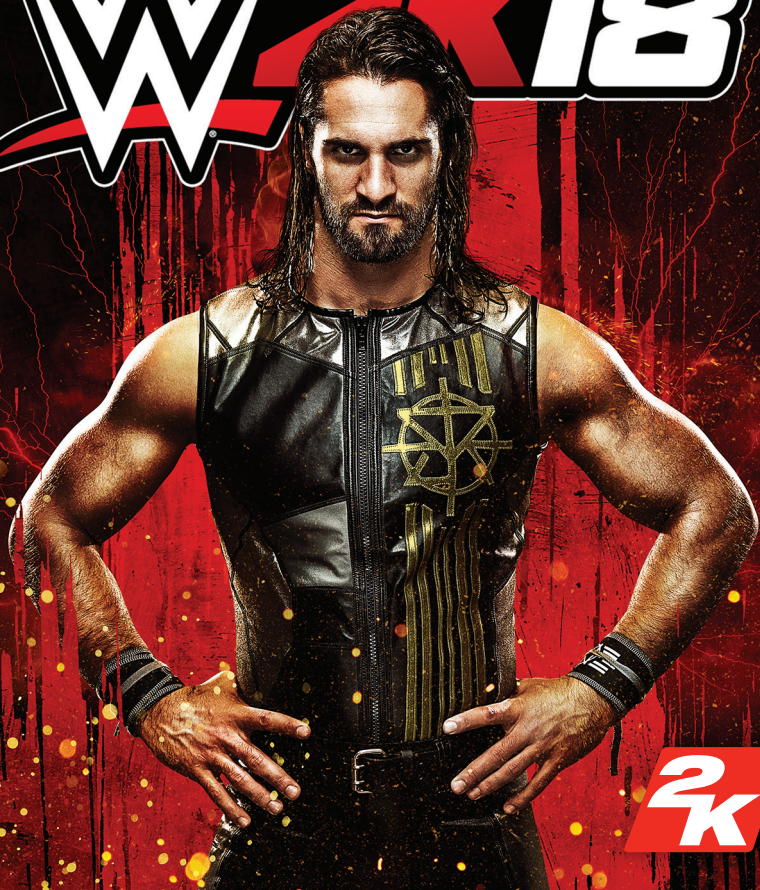


WWE 2K18



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.

KEYBOARD CONTROLS

ACTION	KEY
WAKE UP TAUNT	1
TOGGLE SIGNATURE / FINISHER	2
TAUNT OPPONENT	3
TAUNT CROWD	4
PAUSE	ESC
DISPLAY CURRENT TARGET	C
FRONT FACELOCK / GRAPPLE	DOWN ARROW
IRISH WHIP / PIN	RIGHT ARROW
SIGNATURE / FINISHER / OMG!	UP ARROW
STRIKE	LEFT ARROW
OMG! / LIMB TARGET SPECIAL KEY	E
CLIMB / PICK UP OBJECT / SET UP OBJECT	Q
REVERSE ATTACKS / (HOLD) DRAG OPPONENT	F
(HOLD+MOVE) RUN	LEFT SHIFT

TARGET DIFFERENT OPPONENT (WHEN MANUAL TARGETING IS TURNED ON)	F1
MOVE UP	W
MOVE DOWN	S
MOVE LEFT	A
MOVE RIGHT	D
CHAIN WRESTLING UP	SPACEBAR + W
CHAIN WRESTLING DOWN	SPACEBAR + S
CHAIN WRESTLING LEFT	SPACEBAR + A
CHAIN WRESTLING RIGHT	SPACEBAR + D
CHAIN WRESTLING SPECIAL KEY	SPACEBAR

GAME CONTROLS

GRAPPLING

Normal Grapple: *W/S/A/D + Down Arrow*

Strong Grapple: *W/S/A/D + hold Down Arrow*

Turn Opponent Around:
Spacebar + A/D

Snapmare to Seated Position:
Spacebar + S

FRONT FACELOCK

Lock Up: To grab an opponent in the Front Facelock press **Down Arrow** without holding a direction

Grapple Attack:
W/S/A/D + Down Arrow

Working Hold:
Down Arrow without holding a direction

Submission: *Hold Down Arrow*

Strike: *Left Arrow*

Irish Whip: *Right Arrow*

Release Front Facelock: *Q*

Limb Target: *E + Right Arrow/Down Arrow/
Up Arrow/Left Arrow*

DRAWING

Grab your opponent in Front Facelock and press **F** to drag them. Or, you can drag a Standing or Kneeling opponent by holding **E** and pressing **F**. Defenders can escape a Standing Drag by rapidly pressing **Right Arrow**. Drag a downed opponent by holding **F**.

Environmental Attack: Press **A** and hold **Left Arrow**. To throw opponent over the ropes, press **A + Hold E** and **Left Arrow**.

Irish Whip: *Right Arrow*

Snapmare: *Spacebar + S*

Front Facelock: *Down Arrow*

Release: *Q*

CARRY

Lift a Standing opponent into Carry by holding **E** and pressing **Spacebar + W/S/A/D**. You can also interrupt certain grapples to carry your opponent by holding **E** as you enter a Carry pose. Defenders can escape Carry by rapidly pressing **Right Arrow**.

Grapple: *Down Arrow*

Environmental Attack: *A + Left Arrow*

Switch Position: *Spacebar + W/S/A/D*

REPOSITION OPPONENT

Use the **Spacebar + W/S/A/D** to reposition a downed or stunned opponent.

DOWNED OPPONENT

Lift Opponent: **Spacebar + W**

Turn Opponent Over: **Spacebar + A/D**

Lift Opponent to Seated Position:
Spacebar + S

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

Grapple: **Down Arrow**

Strong Strike: **Hold Left Arrow**

Submission: **Hold Down Arrow**

Limb Target: **E + Right Arrow/Down Arrow/Up Arrow/Left Arrow**

SUBMISSIONS

Use **Spacebar + W/S/A/D** 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 **Down Arrow/Left Arrow/Up Arrow/Right Arrow** keys during submissions. Pay attention because the key to press will keep changing over the course of the submission attempt.

PINFALLS

Press the **Down Arrow** 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 **Right Arrow** 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 **Right Arrow** to perform a dirty pin!

REVERSALS

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

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

Orange F 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:
Spacebar + A/D

Lift and Place on Top Of Turnbuckle:
Spacebar + W

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

OPPONENT STUNNED AGAINST THE ROPES

Place Opponent Stunned on Middle Rope:
Spacebar + A or D

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 **E** and pressing **Down Arrow**.

When you Lock Up in Chain Wrestling, try to gain the upper hand by choosing a chain hold (**Left Arrow**, **Up Arrow**, or **Right Arrow**). While in a chain hold, use the **Spacebar + W/S/A/D** to find the hot spot. The aggressor can also Strike (**Left Arrow**) or Wrench (**Down Arrow**) their opponent.

LADDER

Run up a ladder and perform a diving attack to an opponent at ringside. To lean a ladder against the ropes use **W/S/A/D** to move towards the ropes, hold **E**, and press **Q**.

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 **Down Arrow** while the meter is orange to recover early, but you will receive a Debuff.

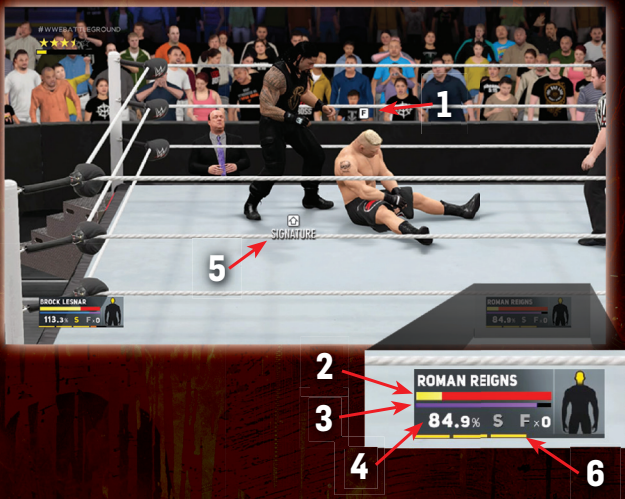
TABLE

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 **Down Arrow**. 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 **F1**. Your new Target's name will briefly appear above your Superstar's head.

GAME SCREEN



- 1. Reversal Prompt:** Time F 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 Up Arrow 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

30,000

PG UP

FACE

BODY

ATTIRE

NAME
INFORMATION

PERSONAL
INFORMATION

MENU SCREEN
POSE

SPACE

ACCEPT

PG DN

FACE

HEAVYWEIGHT

HEIGHT 6'3"

WEIGHT 262 lbs

STRONG STYLE



FACE CUSTOMIZE

FACE PHOTO CAPTURE

FACE DEFORMATION

FACE TEMPLATE

DEFAULT

RING ATTIRE

ENTER

SELECT

ESC BACK

INSERT INFO

F2 CAMERA OPTIONS

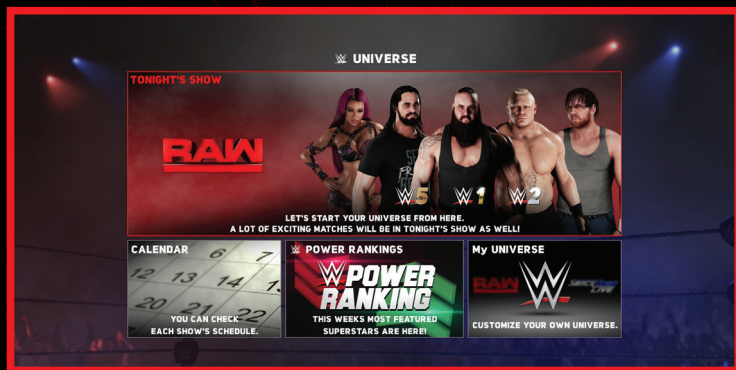
J L ROTATE

HOME ZOOM OUT

END ZOOM IN

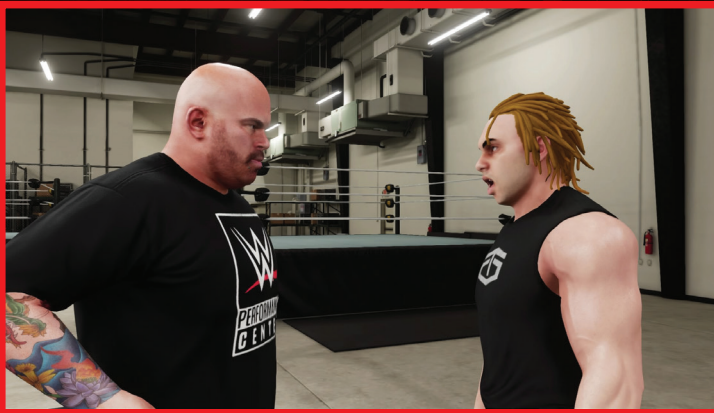
WWE UNIVERSE MODE

WWE Universe mode 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 mode 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.



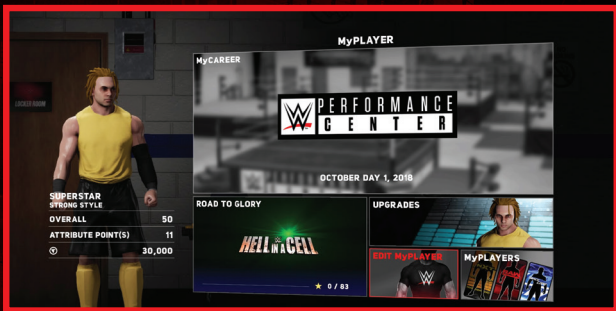
You'll run into an assortment of personalities backstage. Align yourself with an assortment of General Managers and WWE Superstars backstage, all in the hope of reaching WrestleMania. Perform side-quests for popular WWE Superstars, Legends, and corporate heads. As you gain notoriety with WWE corporate, 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.



ROAD TO GLORY

ROAD TO GLORY is a completely new online experience where MyPLAYERS from all over the world battle against each other. Play daily in your favorite match types to gain boosts, Superstar parts, and VC! Increase your level, then customize your MyPLAYER to gain the advantage over others. See if you have what it takes to secure your entry into real-life PPV Events and challenge your favorite WWE Superstars to earn the special reward.



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using the same User Account, then you may still have access to your prior User Account information, including any VC and VG associated with your User Account. However except as otherwise prohibited by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and/or VG associated with your User Account will also be deleted, and you will no longer be available for use the Software or any VC or VG associated with your User Account. If this Agreement terminates due to your violation of this Agreement, Licensor may prohibit you from re-registering or re-accessing the Software. Upon any termination of this Agreement, you must destroy or return the physical copy of Software to Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control, including from any client server, computer, gaming unit, or mobile device on which it has been installed. Upon termination of this Agreement, your rights to use the Software, including any VC or VG associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

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EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

TAXES AND EXPENSES

You shall be responsible and liable to Licensor and any and all of its affiliates, officers, directors, and employees for all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

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All access to and use of the Software is subject to this Agreement, the applicable Software documentation, Licensor's Terms of Service, and Licensor's Privacy Policy, and all terms and conditions of the Terms of Service are hereby incorporated into this Agreement by this reference. These agreements represent the complete agreement between you and Licensor relating to use of the Software and related services and products and supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

MISCELLANEOUS

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.

GOVERNING LAW

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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