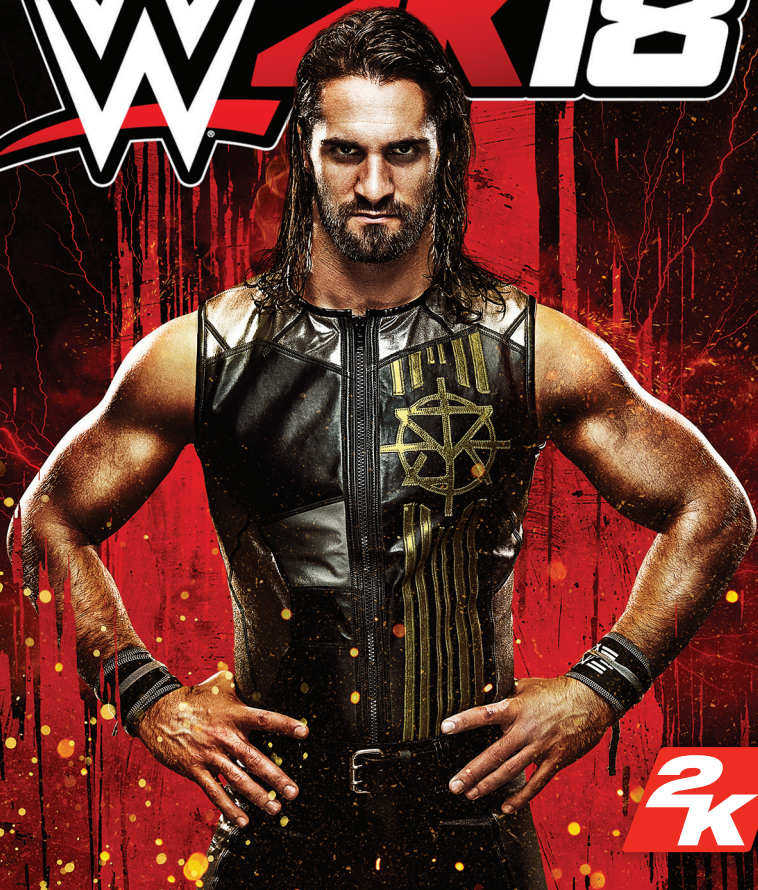


WWE 2K18






See important health and safety warnings in the system Settings menu.


GETTING STARTED

PlayStation®4 system

Starting a game: Before use, carefully read the instructions supplied with the PlayStation®4 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Press the power button on the PlayStation®4 system to turn the system on. The power indicator blinks blue, and then turns white. Insert the WWE 2K18 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 PlayStation®4 system 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: Press the eject button after quitting the game.



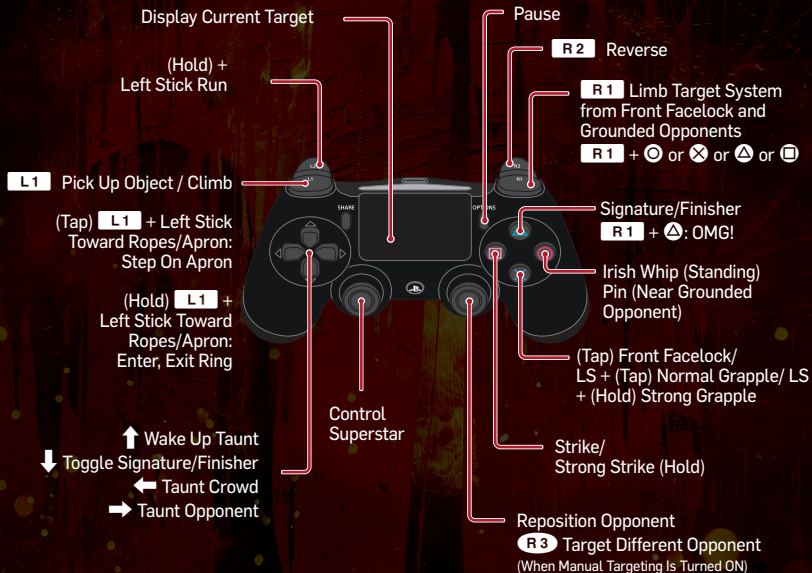
Trophies: Earn, compare and share trophies by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.



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.

CONTROLLER LAYOUT



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 doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

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 PS4™ system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

3D images

Some people may experience discomfort (such as eye strain, eye fatigue, or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides. SCE recommends that all viewers take regular breaks while watching 3D video, or playing stereoscopic 3D games. The length and frequency of necessary breaks may vary from person to person. Please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor. The vision of young children (especially those under six years old) is still under development. SCE recommends that you consult with a doctor (such as a pediatrician or eye doctor) before allowing a young child to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to

ensure they follow the recommendations listed above. When using any 3D enabled device with your PlayStation®4 system you should read the instruction manual for that device and check us.playstation.com/support/3D for updated information.

Notes on safety when using the DUALSHOCK®4 Wireless Controller

- Stop using the system immediately if you begin to feel tired or if you experience discomfort or pain in your hands or arms while operating the DUALSHOCK®4 Wireless Controller. If the condition persists, consult a doctor.
- The vibration function of the DUALSHOCK®4 Wireless Controller can aggravate injuries. Do not use the vibration function if you have any ailment or injury to the bones, joints or muscles of your hands or arms. If you have an ailment or an injury, do not play software titles that contain the vibration function using the DUALSHOCK®4 Wireless Controller unless you have set the vibration function to [Off].
- Avoid prolonged use of the DUALSHOCK®4 Wireless Controller. Take a break at about 30-minute intervals.
- Note that some software titles set the vibration function to [On] by default. To disable the vibration function, press the PS button of the controller, and then select [Controller Settings]>[Vibration Function]>[Off].
- If you experience any of the following health problems, discontinue use of the system immediately. If symptoms persist, consult with your doctor.
 - Dizziness, nausea, fatigue or symptoms similar to motion sickness
 - Discomfort or pain in a part of the body, such as eyes, ears, hands or arms

Motion Controller Safety Notice

When using the motion controller, avoid holding the controller closer than 8 inches from the face or eyes.

When using the motion controller, be aware of the following points.

- If the motion controller hits a person or an object, it may cause accidental injury or damage.
- Always wear the strap.
- Hold controller firmly to prevent slipping.
- Tighten strap with strap lock.
- Allow enough space for safe use.
- Hold other controller firmly.

GAME CONTROLS

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: Use and move the Left Stick in any direction

Irish Whip:

Release Front Facelock:

Limb Target: + or or or >

DRAWING

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

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

Irish Whip:

Snapmare: Right Stick

Front Facelock:

Release:

CARRY

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

Grapple:

Environmental Attack: Left Stick direction + Hold .

Switch Position: Right Stick ///

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: R1 + ⊗

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 ⊗/⊙/⊞/△ button during submissions.

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

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.

Orange 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 ▶

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 **R1** and pressing **X**.

When you Lock Up in Chain Wrestling, try to gain the upper hand by choosing a chain hold (**□**, **△**, **○**). While in a chain hold, use the Right Stick to find the hot spot. The aggressor can also Strike (**□**) or Wrench (**X**) 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 Left Stick towards the ropes, hold **R1**, and press **L1**.

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 **X** 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 **X**. 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 **R3**. Your new Target's name will briefly appear above your Superstar's head.

GAME SCREEN



- 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 **A** 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

U1

FACE

BODY

ATTIRE

NAME
INFORMATION

PERSONAL
INFORMATION

MENU SCREEN
POSE

0

ACCEPT

U1

FACE

HEAVYWEIGHT

HEIGHT 6'4"

WEIGHT 262 lbs

STRONG STYLE



RING ATTIRE

FACE CUSTOMIZE

FACE PHOTO CAPTURE

FACE DEFORMATION

FACE TEMPLATE

DEFAULT



SELECT



BACK



INFO



CAMERA OPTIONS



ROTATE



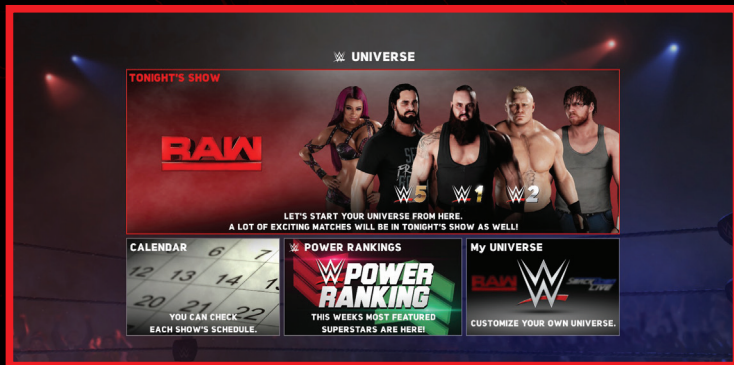
ZOOM OUT



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.



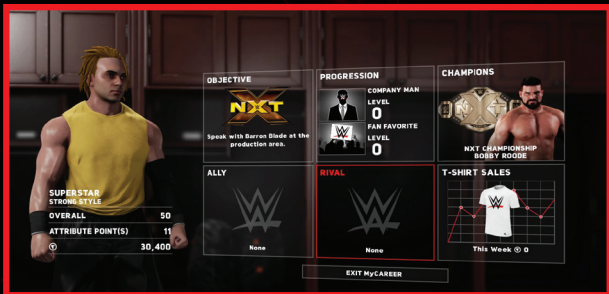
MYCAREER

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.



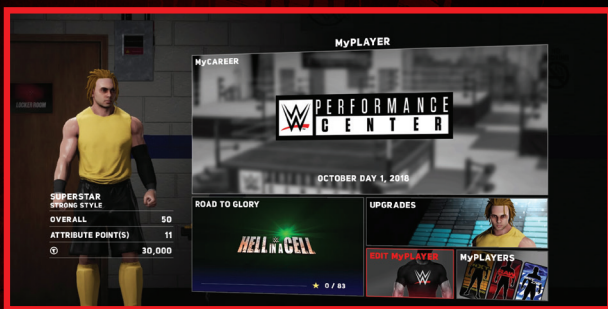
You'll run into an assortment of personalities backstage. Align yourself with an assortment of General Managers and WWE Superstars backstage, all in the hope of reaching WrestleMania. Perform side-quests for popular WWE Superstars, Legends, and corporate heads. As you gain notoriety with WWE corporate,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