

W 2K19





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 2K19** 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 **X** button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the **PS** 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 **PS** 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.

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 playstation®4 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. SIE 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. SIE 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 playstation.com/helpme 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 [Settings] > [Devices] > [Controllers] and remove the checkmark from [Enable Vibration].
- 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.

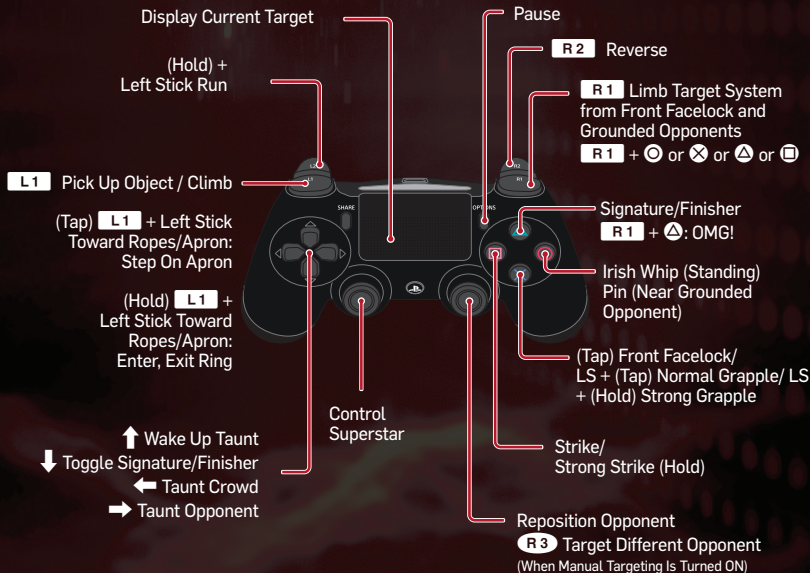
- If the motion controller hits a person or an object, it may cause accidental injury or damage.
- Always wear the strap.
- Hold controller firmly to prevent slipping.
- Tighten strap with strap lock.
- Allow enough space for safe use.
- Hold other controller firmly.



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

Please note that WWE 2K19 online features are scheduled to be available until **May 31, 2020** though we reserve the right to modify or discontinue online features without notice.

CONTROLLER LAYOUT



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:

on downed opponent 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 2K19**. 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 the ○ 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 2K19**, 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.

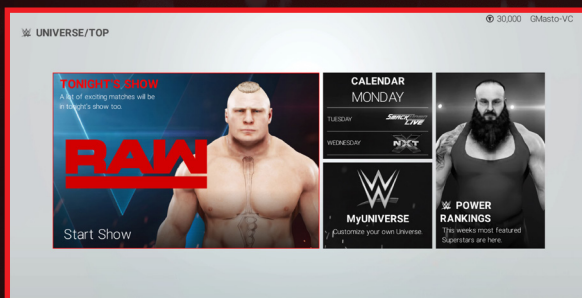
GAME SCREEN



- 1. Reversal Prompt:** Time **R2** correctly to counter the opponent's attack
- 2. Powerups/Payback:** There are two that can be allocated to a superstar.
Yellow indicates Level 1, Red indicates Level 2.
- 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.
- 7. Health Meter:** Track your health as you take damage from your opponent.

WWE UNIVERSE

WWE Universe offers the ultimate **WWE** sandbox experience in **WWE 2K19**. 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.



UPDATED MyPLAYER

MyPLAYER is your portal to several exciting modes in WWE 2K19.

- MyCAREER
- Road to Glory
- MyPLAYER Towers

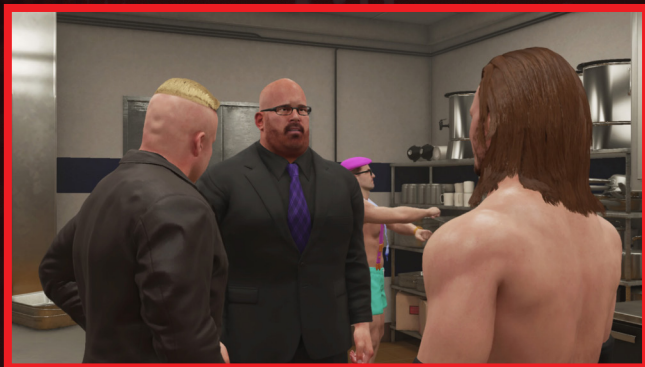
Customize your own unique superstar with brand new parts and take them in an updated MyCAREER and Road to Glory mode. Add skills via the new MyPLAYER tree and complete challenges to unlock new side plates and challenges. Level up your MyPlayer through several challenges and modes.



MyCAREER MODE

MyCAREER mode puts you in the shoes of an independent star trying to make it to the big time. You will start small in your own independent promotion while working across the globe to achieve the dream of performing in the WWE.

Voice over has been provided from your favorite WWE Superstars as you will interact and challenge them as you take your MyPLAYER on a journey through the entire wrestling world.

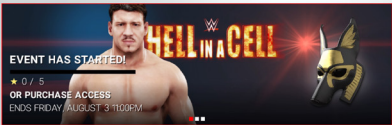


ROAD TO GLORY

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.

NEWS MyPLAYER MyCAREER **ROAD TO GLORY** MyPLAYER TOWERS MySTATS

50,000 GMasto-VC




EVENT HAS STARTED!
★ 0 / 5
OR PURCHASE ACCESS
ENDS FRIDAY AUGUST 3 11:00PM

ONE ON ONE
NORMAL
HELL IN A CELL
TONIGHT'S MATCH

Bálor Club
Lvl 1
FACTION

End match with 60 percent Health remaining
FACTION CHALLENGE



SUPERSTAR TECHNICIAN 47
ROOKIE Lvl 1 0/3,950
3,000 500
BOOST 3 PAYBACK
BALOR CLUB
WWE

13

WWE TOWERS

In this new mode, players choose WWE Superstars or their MyPLAYERS to compete against a string of WWE Superstar opponents. Each Tower features its own unique theme and is filled by a roster of WWE Superstars across a variety of challenging matches, including different win conditions and fun stipulations.

Tower Types

Gauntlet Tower

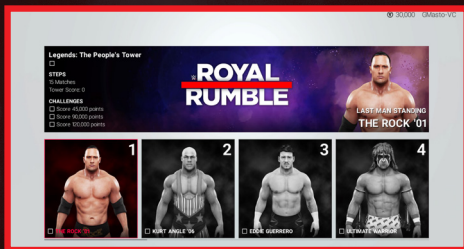
In a Gauntlet Tower, players need to complete the Gauntlet entirely in one session. Quitting early or losing a match resets progress back to zero.

Steps Tower

In a Steps Tower, players climb their way through a Tower – one match at a time and at their own pace. Tower Goals.

2K Towers

In 2K Towers, players choose a WWE Superstar to compete against a wide range of WWE Superstar opponents across a number of challenging Towers. Each Tower has a unique theme focused on showcasing the Roster it includes or pays homage to a specific Match Type.



MyPLAYER Towers

In MyPLAYER Towers, players will use their MyPLAYERS to battle through Towers crafted to challenge both new and experienced players: In addition to a set of permanent Towers, players will find unique Daily, Weekly and even PPV-based Towers. Every single day, a new Tower will appear for players to take on, while every week, there will be a new weekly Tower that is a bit longer than the Daily Tower, so be sure to start early; Stars earned from these Towers count toward all PPV event and Road to Glory qualifications, so it's a good idea to tackle these as often as possible; Finally, PPV Towers are active alongside WWE's PPV schedule. To qualify for these Towers, players will need to meet a specific star requirement. Completing PPV Towers will unlock exclusive Superstar Parts for MyPLAYERS.

SHOWCASE: THE RETURN OF DANIEL BRYAN

Showcase returns and this time **WWE 2K19** is focusing on the return of Daniel Bryan. With stories told by Daniel himself, you will play through his WWE career that started early as an underground darling to his emotional win at WrestleMania 30. Relive his greatest matches as well as some hidden gems as Daniel and 2K take you through this showcase.

POWER-UPS & PAYBACK

There are two that can be allocated to a superstar. Level 1 abilities are weaker and can be earned more frequently than level 2 abilities. Using a Payback ability will reset all Payback meters. Some Level 2 abilities have restrictions on the number of times they can be used in a match, or cannot be used in certain match types. Payback abilities can be customized before entering a match

Types of Payback

Level 1



Possum – Play possum and catch your opponent off guard with a pin or attack. Hold **R1** + **L1** to enter a possum state while supine, leaning against the ropes or cornered. Press **X** or **O** while supine and holding possum to perform a pin.



Speed Buff – This buff enhances your speed and agility. Additionally it improves the rate at which you regenerate Stamina and Reversals. To activate – hold **R1** and press **L1**.



Fists of Fury – This increases your striking power attributes! It also gives you a minor speed boost & improves striking reversals. To activate, hold **R1** and press **L1**.



Instant Recovery – Use this ability to instantly recover. This includes a minor speed buff. Hold **R1** and press **L1**.



Auto-Reverse – Use this ability to automatically perform a Minor Reversal. You cannot use this ability to perform Major Reversals or reverse Signature and Finisher attacks. This does not consume a Reversal stock. Hold **R2** before the attack is performed.



Reversal – Earn a Reversal. To activate, hold **R1** and press **L1**.

Level 2



Finisher + – Earn a Finisher. To activate, hold **R1** and press **L1**.



Resiliency – Escape a pin, submission, or elimination mini-game with ease. Press **△** during the mini-game to escape.



Adrenaline Buff – Provides a modest boost to Adrenaline, allowing you to lift more weight while simultaneously increasing the amount of Momentum earned for performing lifting grapples. To activate hold **R1** and press **L1**.



Tank Buff – Greatly increases Defense while simultaneously reducing your overall mobility. To activate hold **R1** and press **L1**.



Low Blow – Slow your opponent down with a Low Blow. Be careful to not get yourself disqualified! To activate hold **R1** and press **L1**. Press **△** to perform a Low Blow.



Poison Mist – Spray Poison Mist in your opponent's eyes. Be careful not to get yourself disqualified. To activate hold **R1** and press **L1**. Press **△** to spray Poison Mist.



Power of the Punch – Hit your opponent with brass knuckles. Be careful not to get yourself disqualified. To activate hold **R1** and press **L1**. Press **△** to perform Power of the Punch.



Run-In – Summon an ally down to ringside to help turn the tide. This ability is only valid in most 1 on 1 matches. To activate hold **R1** and press **L1** while in a downed state inside the ring.



Move Thief – Use your opponents own move-set to finish them off. How humiliating! To activate hold **R1** and press **L1**.



Blackout – Teleport behind your opponent to gain an advantage. Only valid in 1 vs 1 matches. To activate hold **R1** and press **L1** while both superstars are inside the ring.

WWE CREATIONS

NEW! Custom Money in the Bank: The user can create their own Money in the Bank to be cashed in on any **WWE** Championship.

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.

Custom Superstars: Create your own Custom Superstar 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.

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!

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BALANCE CALCULATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which VC is credited and debited from your User Account in connection with your purchase of VG or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

USING VIRTUAL CURRENCY AND VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. The authorized uses and purposes of VC and VG may change at any time. Your available VC and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand against and withdrawal from your

available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and/or VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software. For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account, regardless of whether or not authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at www.take2games.com/support or, for Social Point products, at www.socialpoint.es/community/#support.

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NO REFUND: All purchases of VC and VG are final and under no circumstances will such purchases be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensor has the absolute right to manage, regulate, control, modify, suspend, and/or eliminate such VC and/or VG as it sees fit in its sole discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

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LOCATION: VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location.

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This Agreement and the provision of the Software through any Software Store (including the purchase of VC or VG) is subject to the additional terms and conditions set forth on or in or required by the applicable Software Store and all such applicable terms and conditions are incorporated herein by this reference. Licensor is not responsible or liable to you for any credit card or bank-related charges or other charges or fees related to your purchase transactions within the Software or through a Software Store. All such transactions are administered by the Software Store, not Licensor. Licensor expressly disclaims any liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through such Software Store.

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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 to 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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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.

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