



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

Please note that WWE 2K15 online features are scheduled to be available until May 2016, though we reserve the right to modify or discontinue online features on 30-days' notice. Visit www.2ksports.com/serverstatus for more information.

KEYBOARD CONTROLS

ACTION	BUTTON
MOVE UP	
MOVE DOWN	
MOVE LEFT	
MOVE RIGHT	
PAUSE	
BODY INDICATOR	
FRONT FACELOCK / GRAPPLE	
IRISH WHIP/PIN	
SIGNATURE / FINISHER / OMG	
STRIKE	

TOGGLE BETWEEN SIGNATURES AND FINISHERS	
PICK UP OBJECTS / STEP ON APRON / ENTER OR EXIT RING	
REVERSE ATTACKS / LIMB TARGET SYSTEM	
RUN	
TARGET DIFFERENT OPPONENT (WHEN MANUAL TARGETING IS TURNED ON)	
TAUNT 1	
TAUNT 2	
TAUNT 3	
TAUNT 4	
CHAIN WRESTLING UP	
CHAIN WRESTLING DOWN	
CHAIN WRESTLING LEFT	
CHAIN WRESTLING RIGHT	
CHAIN WRESTLING SPECIAL KEY	



GAME CONTROLS

CHAIN WRESTLING

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

GRAPPLING

Normal Grapple: W/S/A/D+

Strong Grapple: W/S/A/D + hold \checkmark

Turn Opponent Around: Spacebar + A / D

FRONT FACELOCK

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

Grapple Attack: ● or (W / S / A / D + ●)

Breaking Point Submission: Hold 🗲

Strike: 🚺

Drag Opponent: Hold L hift + F and move

Irish Whip: 🕩

Release Front Facelock: Q

Limb Target: (hold $F + \clubsuit$ or \clubsuit or \bigstar or \bigstar)

REPOSITION OPPONENT Use <u>Spacebar</u> + (W) / (S) / (A) / (D) to reposition a downed or stunned opponent.

DOWNED OPPONENT

Lift Opponent: Spacebar + W

Turn Opponent: Spacebar + A / D

Lift Opponent and Stand Behind Them: Spacebar + S

OPPONENT STUNNED IN THE CORNER:

Turn Opponent Around: Spacebar + A / D

Lift and Place on Top Of Turnbuckle:

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 / D

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.
- 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.

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2K SHOWCASE

2K Showcase provides an in-depth exploration of some of **WWE's** greatest moments, rivalries and epic in-ring encounters. 2K Showcase contains high-quality cinematics, authentic **WWE** Superstar voiceovers, historic footage from **WWE** programming, a wealth of unlockable content and much more. Players will have the chance to jump into John Cena and CM Punk's furious rivalry spanning from 2011 to 2013 as well as Triple H and Shawn Michaels' bitter battle that raged from 2002 to 2004.

In each match that you compete in, you'll be tasked with completing a set of bonus, historical objectives that you can view at any time in the pause menu. As a reward for completing these bonus objectives you'll be able to unlock new Superstars, Managers and alternate attires that can be used in all of the other game modes, allowing you to stage dream match-ups between **WWE** Superstars of the past and present!



WWE CREATIONS

WWE 2K15's expansive creation suite gives you an incredible wealth of customization options to create your own **WWE** experience.

CUSTOM SUPERSTAR: Either create your own Custom Superstar or customize any **WWE** Superstar or **WWE** Diva on the roster!

CUSTOM ENTRANCE: Give a Superstar a unique and flashy way of entering the arena.

CUSTOM MOVE-SET: Choose from hundreds of moves to give your Superstar a unique arsenal of his own.

COMMUNITY CREATIONS: Upload your creations online and share with the **WWE** Universe!





WWE UNIVERSE MODE

WWE Universe mode returns and is better than ever in **WWE 2K15**. Fill your dynamic calendar with your own shows and pay-per-views. Set rosters for multiple brands, create rivalries and alliances, and assign championships and more as you play through your own **WWE** Universe and experience near endless possibilities.



MYCAREER MODE

MyCAREER mode allows you to create or import a Custom Superstar and plunge into a prestigious career in **WWE**. Win matches to upgrade your Superstar with attributes, abilities and skills. Spend your in-game salary to purchase managers and other boosts. Rise through the ranks of **WWE** from NXT all the way up to Raw, facing **WWE's** top Superstars and your friends' Custom Superstars as rivals. Challenge them in matches with branching storylines with the goal of attaining the **WWE** World Heavyweight Championship.

Begin your career by taking your Custom Superstar to the **WWE** Performance Center where Bill DeMott serves as your trainer. If you're up to the challenge and deemed worthy, you'll be offered a **WWE** contract and a spot on the NXT roster.



Matches and challenges continue at the NXT level, as well as the development of rivalries, social media interactions and your character's personality. The decisions you make in, and outside of the ring, will influence the path of your career. So choose wisely as you try to make your way to the main **WWE** roster!

WWE 2K15 IS DEDICATED TO CONNOR "THE CRUSHER" MICHALEK

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"HEART OF A WARRIOR" (FEAT. TEDDY SKY) PERFORMED BY DIZZEE RASCAL

WRITTEN BY GERALDO JACOP SANDELL, JIMMY PAUL THORNFELDT, NADIR KHAYAT, DYLAN KWABENA MILLS PUBLISHED BY SONY/ATV SONGS LLC (BMI), 2101 SONGS (BMI), SONGS OF REDONE (BMI); BMG PLATINUM SONGS (BMI) ON BEHALF OF BMG RIGHTS MANAGEMENT (UK) LTD. CARE OF BMG RIGHTS MANAGEMENT (US) LLC COURTESY OF UNIVERSAL-ISLAND RECORDS LTD. UNDER LICENSE FROM UNIVERSAL MUSIC ENTERPRISES

"WILD ONES" (FEAT. SIA) [WWE VERSION] PERFORMED BY FLO RIDA

WRITTEN BY RAPHAEL JUDRIN PIERRE-ANTOINE MELKI, JACOB ELISHA LUTTRELL. MARCUS COOPER, BEN MADDAHI, TRAMAR DILLARD, AXEL CHRISTOFER HEDFORS, SIA KATE FURLER PUBLISHED BY WB MUSIC CORP (ASCAP) ON BEHALF OF ITSELF, ARTIST PUBLISHING GROUP WEST (ASCAP), RAPHAEL JUDRIN ASCAP PUB DESIGNEE (ASCAP) AND PIERRE-ANTOINE MELKI ASCAP PUB DESIGNEE (ASCAP); W.B.M. MUSIC CORP. (SESAC) ON BEHALF OF ITSELF, ARTIST PUBLISHING GROUP EAST (SESAC) AND LSLX MUSIC (SESAC) WARNER-TAMERLANE PUBLISHING CORP. (BMI); SONY/ ATV TUNES LLC (ASCAP); EMI AIV TUNES LLC (ASCAP); EMI BLACKWOOD MUSIC INC. (BMI); UNIVERSAL - SONGS OF POLYGRAM INTERNATIONAL, INC. (BMI) ON BEHALF OF UNIVERSAL MUSIC PUBLISHING AB (BMI) COURTESY OF ATLANTIC RECORDING CORP. BY ARRANGEMENT WITH WARNER MUSIC GROUP VIDEO GAME LICENSING(P) 2012 ATLANTIC RECORDING CORP.

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BRYAN, TYLER REED HUBBARD BRIAN KELLEY, COLE SWINDELL PUBLISHED BY SONY/ATV TREE PUBLISHING (BMI); PEANUT MILL SONGS (BMI); BIG LOUD MOUNTAIN (BMI) (ADMIN, BY BIG LOUD BUCKS) COURTESY OF UNIVERSAL REPUBLIC NASHVILLE RECORDS UNDER LICENSE FROM UNIVERSAL MUSIC ENTERPRISES LUKE BRYAN APPEARS COURTESY OF CAPITOL NASHVILLE RECORDS

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