

TABLE OF CONTENTS

⚠ WARNING: 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 physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

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

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

GETTING STARTED	2
INTRODUCTION	3
PLAYSTATION®3 CONTROLLER	3
CONTROLS—NEW!	4
THE GAME SCREEN	18
SUPERSTAR SELECTION	18
MAIN MENU	19
WWE UNIVERSE	19
LIMB TARGET SYSTEM—NEW!	21
EXTREME RULES CONTROLS	23
TLC CONTROLS	24
STEEL CAGE MATCH CONTROLS	27
HELL IN A CELL MATCH CONTROLS	28
ELIMINATION CHAMBER CONTROLS	29
TAG TEAM CONTROLS	30
INFERNO MATCH	32
ROYAL RUMBLE CONTROLS	33
PLAYSTATION®NETWORK	34
SUPERSTAR ABILITIES	36
DID YOU KNOW...?	38
LIMITED WARRANTY	39



All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos and copyrights are the exclusive property of WWE and its subsidiaries. All other trademarks, logos and copyrights are the property of their respective owners. © 2011 WWE. All Rights Reserved.

© 2011 THQ Inc. Used under exclusive license by THQ Inc. Developed by YUKE'S Co., Ltd. YUKE'S Co., Ltd. and its logo are trademarks and/or registered trademarks of YUKE'S Co., Ltd. Uses Bink Video. Copyright © 1997-2011 by RAD Game Tools, Inc. Wwise ©2006-2011 Audiokinetic Inc. All rights reserved. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.

Lua 5.1 Copyright © 1994-2008 Lua.org, PUC-Rio.

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.


NOTICES:

Video output in HD requires cables and an HD-compatible display, both sold separately. Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

GETTING STARTED

PLAYSTATION®3 SYSTEM

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *WWE '12* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

SAVED DATA FOR PS3™ FORMAT SOFTWARE

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.



INTRODUCTION

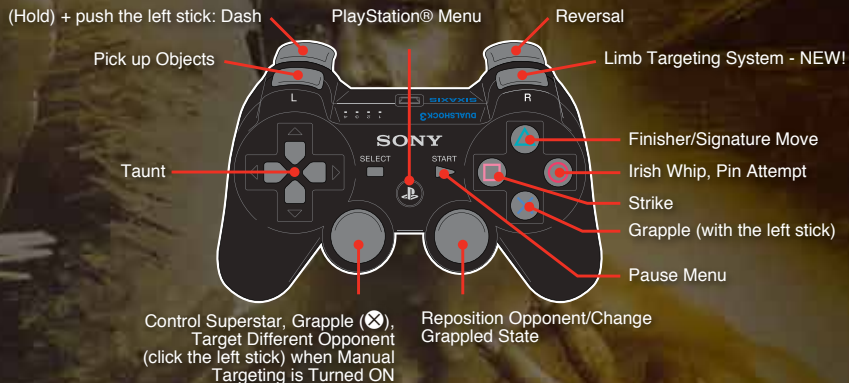
WWE '12 has all the bone-crushing, high-flying, showboating, slobberknocking action you've come to expect—plus a whole lot more.

Use the completely revamped Limb Targeting system to pick apart an opponent and find his breaking point. Or, add insult to injury with a Wake-Up Taunt before putting him down for the count and making him wish he'd never stepped into the ring with you. And speaking of the ring, the all-new Arena Creator lets you customize every aspect of the ring, right down to the logo on the apron.

You've never had this much control over creating the ultimate WWE experience, or so many ways to bring the pain. So what are you waiting for? Lace up your boots and hit the entrance ramp—your journey to WWE immortality begins now!

PLAYSTATION®3 CONTROLLER

Hold  +  and push the left stick: Drag Opponent



Note: These are the commands for Control Type A, the default control type. Control Type B is available in the game options and reverses the commands for the directional buttons and the left stick.

CONTROLS - NEW!



MOVEMENT

Whether you want to walk up to your opponent and smack the taste out of his mouth, slide out of the ring to settle things on the arena floor or climb up onto a turnbuckle to drop a flying elbow on a helpless victim, it all starts with knowing how to navigate.

Most of the time, moving around the environment is as simple as pushing the left stick in the direction that you want to go and pressing **L1** if you need to climb over, under or onto something.

Move Superstar	Push the left stick
Go to apron from ring	Push the left stick toward outside of ring + tap L1
Go outside of ring from inside ring	Push the left stick toward outside of ring + hold L1
Descend from apron to outside of ring	Push the left stick toward outside of ring + press L1
Ascend to apron from outside of ring	Push the left stick toward ring + tap L1
Enter ring from outside of ring	Push the left stick toward ring + hold L1
Enter ring from apron	Push the left stick toward ring + press L1
Dash	Hold L2 + push the left stick
Climb turnbuckle	Hold L1 + push the left stick toward corner post or run toward corner post
Climb corner from outside of ring	Hold L1 + push the left stick toward steep post from outside of ring



STRONG STRIKES AND STRIKE COMBINATIONS

Striking is the quickest way to show your opponent who's in charge. Pressing **□** performs a quick strike against your opponent. Holding **□** unleashes a powerful but slower (and easier to counter) heavy strike. Combining **□** while pushing the left stick in a direction gives you a variety of different strikes.

Pressing **□** as each strike lands creates a strike combination that sends your opponent reeling and builds momentum in a hurry.

Strike Attack	Press □
Alternate Strike Attacks	Press □ + the left stick ←/→/↑/↓/↖/↗
Strong Strike	Hold □
Alternate Strong Strike	Hold □ + the left stick ←/→/↑/↓
2-hit Combo	□ during Strike Attack
3-hit Combo	□ during 2nd combo hit
4-hit Combo	□ during 3rd combo hit
Gut Kick	□ + the left stick ↘ or ↙

Note: A successful strike combination (all four strikes connect) leaves the opponent in a standing groggy state and vulnerable to groggy grapple moves, top rope diving attacks and other devastating attacks.

CHAIN GRAPPLES

All grapple attacks in *WWE '12* start from one of four chain grapple states. To enter a chain grapple state, approach a standing opponent, hold **X** and push the left stick in a direction.



Rear Waist Lock: **X** + the left stick in any direction

Wrist Lock: **X** + the left stick **→** facing opponent

Front Face Lock: **X** + the left stick **↑** facing opponent or **X** by itself

Side Head Lock: **X** + the left stick **←** facing opponent

Once your opponent is locked in a grappled state, you've got them right where you want them. Use the following commands to dish out the punishment or set them up for something even worse:

Grapple Attack (4 different kinds)	X + the left stick ←/→/↑/↓
Breaking Point Submission	Hold X
Strike	Press □
Strong Strike	Hold □
Irish Whip	○
Transition to Front Face Lock	Right stick ↑
Transition to Wrist Lock	Right stick →
Transition to Rear Waist Lock	Right stick ↓
Transition to Side Head Lock	Right stick ←
Walk Opponent Around the Ring	Hold L2 + R2 and push the left stick
Release Chain Grapple Hold	R1

Note: If your opponent tries to lock you into a grappled state, press **R2** as soon as they make the attempt to reverse the grapple.

GROGGY GRAPPLES

There's nothing better than catching an opponent when the lights are on but nobody's home. To perform a groggy grapple, approach an opponent from the front or behind while they're in a groggy state, tap **X** and push the left stick in any direction to execute a strong grapple attack.

To make an opponent groggy, land all four strikes in a strike combination, lift up a downed opponent and reverse attacks from a heavily damaged opponent. The Limb Targeting System (**R1**) can also be utilized (read up on the all-new Limb Targeting System below).



Front Grapple Attack (4 different kinds)	X + the left stick ←/→/↑/↓ facing opponent
Rear Grapple Attack (4 different kinds)	X + the left stick ←/→/↑/↓ behind standing opponent
Front Breaking Point Submission	Hold X facing opponent
Rear Breaking Point Submission	Hold X behind standing opponent
Switch to Front Face Lock/Drag	Hold L2 and R2



IRISH WHIP

Take control of the match by sending your opponent running out of control. Press **○** to send your opponent running into the ropes with an Irish whip. Catch them on the rebound with a strike (**□**) or grapple (**X**).

Irish Whip Opponent	○
Counter Strike	□ when opponent is running at you
Counter Grapple	X when opponent is running at you
Alternate Counter Grapple	Hold X when opponent is running at you
Duck or Leap Frog Running Opponent	L1 when opponent is running at you
Pull Back Grapple	Press X in the midst of performing an Irish whip (before opponent is released)
Pull Back Strike	Press □ in the midst of performing an Irish Whip (before opponent is released)

Note: After you send your opponent running, you have to act fast. After they bounce off of the ropes for the second time, he regains control and can use running attacks against you.



REVERSALS

Just because some jobber throws a punch at you, that doesn't mean you have to stand there and take it! Press **R2** as soon as the opponent's strike is about to land or grapple attack to reverse it.

If you reverse a punch or a kick, you grab hold of your opponent's arm or leg and have a short window of opportunity to counterattack!

Punch Reversals



Strike	
Chain Grapple	or the right stick
Finishing Move	if you have a Finishing Move Icon and your Superstar has a front or rear finisher
Breaking Point Submission	Hold
Reverse the Reversal	R2 as soon as your opponent attempts to reverse your attack

Kick Reversals



Strike	
Chain Grapple	Right stick
Kick Reversal Grapple	
Finishing Move	if you have a Finishing Move Icon and your Superstar has a front or rear finisher
Breaking Point Submission	Hold
Reverse the Reversal	R2 as soon as your opponent attempts to reverse your attack

POSITIONING—NEW!

For the first time, **WWE '12** gives you the power to put your opponent exactly where you want him. Once you have him at your mercy—either in a grappled state, or down on the canvas or groggy—use the right stick to reposition them strategically and hit them with your most powerful attacks.



From a Grappled State:

Front Facelock	Right stick
Side Headlock	Right stick
Waist Lock	Right stick
Wrist Lock	Right stick

While Opponent Is Down:

Lift Opponent	Right stick
Turn Opponent Over	Right stick
Lift Opponent and Get Behind Him	Right stick

Standing In Front Of or Behind a Groggy Opponent:

Turn Opponent Around	Right stick
----------------------	-------------

Opponent Groggy In the Corner:



Turn Opponent Around	Right stick
Lift to Top Of Turnbuckle	Right stick
Place In Tree Of Woe (Hanging Upside Down In Corner)	Right stick

Opponent Groggy Against The Ropes:

Place Opponent On Middle Rope	Right stick
-------------------------------	-------------










*Note: Placing the opponent on the middle rope is a new attack position for **WWE '12**, and it's the perfect setup for Rey Mysterio's 619.*

LOCATION-SPECIFIC ATTACKS

When your opponent is at your mercy in different places around the arena, you've got new attacks that you can hit him with. Generally speaking,  is always a strike and  is always a grapple, but be sure to check out some of these special situational attacks and add them to your arsenal.

Grounded Opponent





Pinfall Attempt	
Ground Strike	
Dash Ground Strike	 while running toward downed opponent
Drag Opponent	Hold L2 + R2 and push the left stick
Release Dragged Opponent	Let go of L2 + R2
Lift Up	Right stick 
Lift Up and Stand Behind	Right stick 
Turn Opponent Over	Right stick  / 
Breaking Point Submission	Hold 
Ground Grapple	

Note: You get different ground grapples depending on if the opponent is face up or face down, as well as if you're standing next to their head, side or legs.













Opponent Groggy Against The Ropes



Grab Opponent	
Irish Whip	




Facing Opponent Groggy (Standing) In Corner



Corner Front Strike	
Running Corner Front Strike	 while running toward corner
Transition Opponent Into a Seated Corner Position	Hit with Gut Kick the left stick  /  + 
Lift Opponent Into Top Rope Groggy Position	Right stick 
Place Opponent In Tree of Woe	Right stick 
Corner Front Grapple	
Alternate Corner Front Grapple	Left stick + 
Irish Whip	
Turn Opponent Around	Right stick  / 










Facing Opponent Down (Sitting) In Corner



Front Down Corner Strike	
Running Front Down Corner Strike	 while running toward corner
Front Down Corner Grapple	

Behind Opponent Groggy (Standing) In Corner



Corner Rear Strike	
Running Corner Rear Strike	 while running toward corner
Lift Opponent Into Top Rope Groggy Position	Right stick 
Place Opponent In Tree of Woe	Right stick 
Corner Rear Grapple	
Alternate Corner Rear Grapple	Left stick + 
Irish Whip	
Turn Opponent Around	Right stick  / 

Running Attack Against Opponent in Corner



Rear Down Corner Strike	
Running Rear Down Corner Strike	while running toward corner
Rear Down Corner Grapple	
Alternate Rear Down Corner Grapple	Left stick +

Tree of Woe



Tree of Woe Strike	
Running Tree of Woe Strike	while running toward corner
Tree of Woe Grapple	

RUNNING ATTACKS

What's better than walking up to an opponent and smacking them around? Running at them and plowing straight into them! Run at your opponent by holding **L2** and pushing the left stick toward him, and then use or to hit him with a strike or grapple attack.



Dash At Opponent	Hold L2 and push the left stick toward opponent
Dash Strike	Press while running toward standing opponent
Alternate Dash Strike	Hold while running toward standing opponent
Front Grapple	Press while running toward front of standing opponent
Alternate Front Grapple	Hold while running toward front of standing opponent
Rear Grapple	Press while running toward back of standing opponent
Alternate Rear Grapple	Hold while running at back toward standing opponent

DIVING ATTACKS

Ring posts aren't just there to hold the ropes up—you can also climb up onto them and unleash devastating aerial attacks against an unwary opponent. Use diving attacks against standing or downed opponents, but be careful not to let your foes turn them against you. It's a long way down!



Down Diving Attack	when opponent is down
Alternate Down Diving Attack	Left stick + when opponent is down
Standing Diving Attack	when opponent is standing
Alternate Standing Diving Attack	Left stick + when opponent is standing
Outside Ring Diving Move	when opponent is outside of the ring
Get Down From Post Into Ring	L1
Get Down From Post Onto Apron	L1 + the left stick toward apron



FINISHERS AND SIGNATURE MOVES

The best way to pop the crowd and put your opponent down for the count is to hit him with a Signature move or Finishing move, like John Cena's Attitude Adjustment or CM Punk's GTS.

First, you need to completely fill your momentum meter by successfully landing attacks and taunting your opponent. Once it's full, you have 20 seconds to perform your Signature Move.

If you hit your opponent with your Signature Move, you get a Super Finishing Move icon. If you guessed that that lets you execute a Super Finishing Move, then congratulations—you're sharp. Use the Super Finishing Move quickly, or it will turn into a regular Finishing Move icon.

You can also choose not to perform a Signature Move and store a regular Finishing Move icon.

Signature Move	⬆ when momentum is full
Super Finishing Move	⬆ when you have a Super Finishing Move icon
Finishing Move	⬆ when you have a regular Finishing Move icon
Store Signature Move as Finishing Move Icon	Press R3

Note: View the wake-up taunts description on page 16.

You've also got to be in the right position to perform your Superstar's Signature Move or Finishing Move. Each Superstar has different conditions, and you can check them out by viewing them in the Superstar Select Menu, or by having a look at his move-set in the Create modes.

Front	You're standing and facing a standing opponent
Back	You're behind a standing opponent
Irish Whip Rebound	The opponent is coming off the ropes towards you following an Irish whip
Running	You're running toward a standing opponent
Side	You're standing next to the torso of a downed opponent
Lower Body	You're standing next to the legs of a downed opponent
Upper Body	You're standing next to the head of a downed opponent
Corner vs. Grounded Opp	You're standing near a corner, and your opponent is down on the mat
Dive Vs. Ground Opp	You're on the top turnbuckle within leaping range of a downed opponent
Dive Vs. Standing Opponent	You're on the top turnbuckle within leaping range of a standing opponent
Top Rope, Front	The opponent is groggy on the top turnbuckle, and you're standing in front of him
Top Rope, Back	The opponent is groggy on the top turnbuckle, facing away from the ring, and you're standing in the ring behind him
TB Front	You're standing facing an opponent who is on their feet but leaning against the corner turnbuckle
TB Seated	You're standing facing an opponent who is down (seated) on the turnbuckle
Rope Down	The opponent is hanging over the middle ring rope

Note: Your Superstar's Charisma level determines how many different Finishing Moves he can have. If it's 1-79, he can have one Finishing Move. 80-89 gives him two Finishing Moves, and 90-100 gives him three Finishing Moves.

WAKE-UP TAUNTS—NEW!

What's worse than getting jaw-jacked by a devastating Finishing Move? Being humiliated by your opponent with a Wake-Up Taunt before he puts you away!

When you've got a Super Finishing Move icon stored, you can force a downed opponent to his feet with a Wake-Up Taunt. The opponent stumbles to his feet—hit him with your Super Finishing Move quickly, or you'll lose it!



BREAKING POINT SUBMISSION

When your opponent is down, groggy or in a grappled state, hold **X** to lock them in a Breaking Point Submission. Your opponent must quickly struggle free of the submission hold, or they will tap out and lose the match.

You and your opponent must mash **X**/**O**/**□**/**△** to increase the pressure or escape, respectively. But watch out—you can exhaust yourself if you try to get a strong opponent to tap out! To break the submission hold before this happens, press **L1**. However, be aware that doing so will cost you a sizable amount of momentum.

Wake-Up Taunt	Directional buttons ↑ when opponent is down and you have a Super Finishing Move icon
---------------	---

Note: There are three situations where you can perform a Wake-Up Taunt: standing next to a downed opponent, standing on the apron near a downed opponent, or standing on the top turnbuckle above a downed opponent.

PINNING AN OPPONENT

Once you're sure that your opponent has had enough, it's time to hook the leg and go for the three-count.

When your opponent is down on the mat, approach him and press **O** to go for the pin. To kick out, the opponent must hold **X** to fill the kick-out meter and release the button once the meter reaches the target zone.

If you are the pinning Superstar and want to toy with your opponent a little longer, you can cancel the pin at any time by pressing **L1**.



Attempt Pin	O when opponent is down
Kick Out of Pin	Hold X to fill kick-out meter and release in the target zone
Release Pin (Attacker Only)	L1

Breaking Point Submission	Hold X when opponent is grappled, down or groggy
Increase Pressure (Attacker)	X / O / □ / △ repeatedly
Release Submission (Attacker)	L1
Break Free (Defender)	X / O / □ / △ repeatedly
Crawl Toward Ropes (Defender)	Push the left stick toward ropes to crawl and initiate a rope break (when prompted)

MENU CONTROLS

Use the left stick or the directional buttons to navigate the in-game menus. Press **X** to confirm your selection. Press **O** to go back to the previous screen.

THE GAME SCREEN

Reversal Icon



Momentum Meter

MAIN MENU



SUPERSTAR SELECTION



When you're at the Superstar Selection screen, use the left stick or the directional buttons to highlight a Superstar. Press **L1** or **R1** to view the Superstar's finishers and attributes. Press **X** to confirm your selection. To change the Superstar's attire, add a manager or access other advanced options, press **□** after confirming.

By default the Superstar Selection screen shows all of the WWE Superstars that you have unlocked or purchased through PlayStation®Network Store. To view Created Superstars or Divas, highlight the appropriate button on the screen.

Press **START** at the Title Screen to bring up the Main Menu, which features the following options:

PLAY

Create a one-off exhibition match using any and all available match types and Superstars. Select the match type, then the sub-type, and then select the Superstars that will compete. **WWE '12** has over 70 different kinds of match variations that your Superstars can compete in.

WWE UNIVERSE

Making its return to **WWE '12** is WWE Universe, an ongoing game mode that generates an actual, dynamic WWE calendar for you to enjoy. Edit the Superstar rosters for multiple brands, create and disband tag teams, assign championships and allies to Superstars and much, much more!

WWE Universe will automatically set up matches for you to play, or you can add your own custom matches. You'll also run into over 100 new story-driven cinematics throughout your gameplay that are set up by the Universe. You can check out the Universe hub through the game's Main Menu at any time.

There's an entire Universe of possibility out there waiting for you!



ROAD TO WRESTLEMANIA

WrestleMania: the Showcase of the Immortals! Earn WWE immortality along the *Road to WrestleMania XXVII* and unlock additional features as you secure your favorite Superstars' place in the WWE history books.

LIMB TARGET SYSTEM—NEW!



WWE CREATIONS

WWE '12's eight Create Modes let you customize virtually every aspect of your WWE experience!

- **Superstar:** Define a new Superstar's appearance
- **Entrance:** Give a Superstar a unique and flashy way of entering the arena
- **Move-Set:** Choose from hundreds of moves to establish a created Superstar's arsenal
- **Finisher Move:** Design a unique finishing move for your Superstar
- **Story:** Book your own WWE storyline
- **Arena:** Customize your own WWE arena to do battle in
- **Logo:** Design a graphic that you can use in other create modes
- **WWE Highlight Reel:** Edit together the best moments of your greatest matches

Any rookie can step between the ropes and throw wild punches and kicks, but the truly elite WWE Superstars come into every match with a game plan to pick their opponent apart and have him begging for mercy.

WWE '12's all-new Limb Target System gives you the power to zero in on specific body parts and work them over until your opponent can't do anything except watch the ref raise your arm in victory.

You can target the limbs of a standing groggy opponent, a grappled opponent or a downed opponent.

PLAYSTATION®NETWORK

Go online through the PlayStation®Network and compete head-to-head against the best of the best—participate in Ranked Matches to earn prestige and fame, head into Player Matches for friendly competition, or take on 39 other Superstars from around the world in a PlayStation®Network *Royal Rumble* mode that supports up to 12 players!

PlayStation®Network also lets you share everything you've made in Create Modes by uploading them to WWE Community Creations. Browse, view, rate, comment, and download the creations of thousands of players from all over the world to add to your game—and upload creations of your very own to share back.

And if that's not enough, check out the WWE Shop for the latest offers in premium downloadable content for *WWE '12*!

OPTIONS

From here, you can check out the in-game manual, set the options for Match Creator, define gameplay settings (like control scheme and the visual presentation), determine how data is saved and loaded and view the credits and unlockable items available in *WWE '12*.

Target Standing Groggy/ Grappled Opponent's Head	Hold R1 + press △
Target Standing Groggy/ Grappled Opponent's Arm	Hold R1 + press ○ or □
Target Standing Groggy/ Grappled Opponent's Leg	Hold R1 + press ×
Target Downed Groggy/ Grappled Opponent's Head	Hold R1 + press × while standing near opponent's head
Target Downed Groggy/ Grappled Opponent's Arm	Hold R1 + press × while standing near opponent's side
Target Downed Groggy/ Grappled Opponent's Legs	Hold R1 + press × while standing near opponent's legs

EXTREME RULES CONTROLS

You'll know that your attacks are taking their toll when your opponent holds that part of their body in agony. Once you see that, victory is close at hand!

Targeting different body parts has different effects on your opponent:



Head:

- Striking or grappling their head is more likely to force them into a standing groggy state.
- Attempting a submission against their head increases the odds that they'll tap out



Arm:

- Opponent's Breaking Point Submission strength is reduced
- Attempting a submission against their arms increases the odds that they'll tap out



Leg:

- Opponent's walking speed is reduced
- Running is impaired, and the opponent may randomly collapse while running
- Attempting a submission against their legs increases the odds that they'll tap out



Torso:

- Opponent's adrenaline meter is reduced
- Standing groggy grapples can now be executed following a Gut Kick (the left stick \leftarrow or \leftarrow + \square). While the opponent is bent over from the kick, push the left stick $\uparrow/\downarrow/\leftarrow/\rightarrow$ + \otimes to perform one of four different groggy grapple moves.
- Attempting a submission against their torso increases the odds that they'll tap out



In an Extreme Rules Match, the only rule is that there are no rules! Brawl outside of the ring, smash your opponent with a steel chair.

All of these moves apply to any match where you can use objects against your opponent—though if you try to use them in non-Extreme Rules Matches, you might wind up disqualified.

Object Strike	\square while holding object
Object Grapple	\otimes while holding object
Grab Object	L1
Set Table On Fire	\triangle when standing next to a set-up table while in possession of a stored finishing move icon (Extreme Rules Match only)
Running Object Strike	\square while holding object and dashing toward opponent
Throw Object At Downed Opponent	Push the left stick toward downed opponent and press L1
Drop Object	\odot or L1
Slide Object Into Ring	While outside of ring, push the left stick toward ring and press L1
Run Into Ring With Object	Dash toward ring while holding object
Slide Object Out of Ring	While in ring, push the left stick toward ring rope and press L1
Run Out of Ring With Object	Dash toward ring rope while standing near ring rope and holding object
Look For Object Under Ring	L1 while standing outside of ring near middle of ring apron

Note: Disqualifications can be set to OFF in the Match Rules.

TLC CONTROLS



TLC stands for “tables, ladders and chairs,” and that’s exactly what these moves are meant to use. These moves can be used in any match types where tables, ladders and chairs are part of the action!

Table Moves



Table Attack	Ⓚ while holding table
Set-Up Table	L1 while holding table
Drag Set-Up Table	Hold L1 standing near table + push the left stick
Lean Table/Ladder In Corner	Left stick toward corner + Ⓚ while holding table/ladder near corner
Lean Table/Ladder Against Ropes, Barricade, Apron, etc.	Left stick toward object + Ⓚ while holding table/ladder
Table Grapple	Press X while holding a table to set defender against table in a groggy state
Lay Opponent On Top Of Table	Press X or Ⓚ when facing a table leaning groggy opponent to lay them on top of the table.

Ladder Moves



Pick Up Ladder	X
Set Up Ladder (While Holding Ladder)	L1
Move a Set-Up Ladder or Table	Hold L1 while standing near the side of a ladder or table
Release Ladder	Release L1 while dragging ladder

Ladder Moves Continued



Climb Ladder (With No Opponents On Ladder)	Left stick toward ladder + press L1
Climb Ladder (With One Opponent On Ladder)	L1 near ladder
Assume dive position on ladder	Press L1 when perched in default ladder position (press L1 to return to default position)
Lean Ladder in Corner, Against Ropes, Ring Apron or Barricade	Left stick toward corner, etc. + Ⓚ
Run Up Leaning Ladder	Hold L2 + the left stick toward leaning ladder
Run Up Ladder & Strike	Hold L2 + the left stick toward ladder + Ⓚ
Run Up Ladder & Grapple	Hold L2 + the left stick toward ladder + X
Run Up Ladder & Jump to Another Ladder	Hold L2 + the left stick toward ladder + press L1 at top of ladder
Push Ladder Over	Ⓚ when near ladder
Climb Down From Ladder	Ⓚ while on ladder
Grab Suspended Object	Hold the right stick ↑ to grab the object, and then move the right stick ↓ when prompted by the HUD
Weak Strike	Press Ⓚ when on ladder with opponent
Strong Strike	Hold Ⓚ when on ladder with opponent
Ladder Grapple	X when on ladder with opponent
Groggy Ladder Grapple	X when on ladder facing a groggy opponent
Ladder Finishing Move	△ when on ladder with opponent (must be in possession of a Finishing move icon)
Alternate Ladder Finishing Move	Left stick + △ when on ladder with opponent (must be in possession of a finishing move icon)
Dodge Opponent's Ladder Attack	Left stick ↓ when opponent attacks you on ladder
Hanging Diving Attack	Ⓚ when you are on the top turnbuckle and your opponent is hanging from the suspended object
Hanging Grapple	X when you are near an opponent hanging from the suspended object
Hanging Springboard Attack	Left stick toward opponent + Ⓚ when you are standing on the ring apron and your opponent is hanging from the suspended object

STEEL CAGE MATCH CONTROLS

To win a Ladder Match, TLC Match or Money In the Bank Match, you must climb a ladder to get within range of an object suspended over the ring (usually a Championship). Use the shadow under the suspended object to line up the ladder, and then climb all the way up the ladder.

When you reach the top, hold the right stick **↑** to grab the object. When the Superstar has grabbed hold of the object you will be prompted to PULL the item by moving the right stick **↓**. Time it correctly to receive another opportunity to pull the item down. And time your move carefully—if your timing is off, you'll be forced to start over.

Note: When you want to knock over a ladder without picking it up, striking it (□) is the quickest way to do it. But if there are one or more Superstars on it, the fastest and most effective way to topple it (and the opponents on it) is to approach it and press (X).



Climb the ladder and push the right stick **↑** to grab the suspended object above the ring.

When the prompt to remove the object appears, push the right stick **↓** to pull it down.

Steel Cage Matches are among the most brutal matches in *WWE '12*. Superstars are surrounded by four unforgiving walls of chain link fence. Not only does the cage keep the action in the ring, it can also be used to damage your opponent.



Chair Moves



Downed Chair Grapple	(X) when standing near downed opponent and holding a chair
Chair Downed Corner Attack	While holding a chair, run toward opponent downed (seated) in corner and press (□)
Sandwich Chair in Corner	Push the left stick toward corner while holding a chair and press (○)

Note: During Table, Ladder and TLC matches, Breaking Point Submission moves are replaced with Directional Grapple moves that you can use to smash your opponent into and against objects. Enjoy!

Climb Up Cage	Left stick toward cage wall + (L1)
Escape From Cage	(X) at the top of the cage
Diving Attack From Top of Cage	(□) at the top of the cage vs standing or downed opponent
Pull Opponent Off Cage	(X) or (□) below opponent trying to climb the cage
Cancel Climb Attempt	(L1)
Escape Through Door	Press (X) near groggy opponent in the lower left corner of the ring
Smash Opponent Into Cage Wall	Hold (○) and push the left stick toward cage; must have the Hammer Throw ability
Skewer Attack	(X) while opponent is groggy in the corner of the ring
Throw Opponent into Cage Wall	(X) near opponent who is groggy against the ropes

HELL IN A CELL MATCH CONTROLS ELIMINATION CHAMBER CONTROLS



Six Superstars enter the Elimination Chamber, but only one will leave with the victory! Two Superstars begin the match, and additional Superstars enter, one at a time. When a Superstar is pinned, they're removed from the match, which continues until only one remains.

Use the Steel Cage Match controls in the Elimination Chamber, as well as these special actions:

Climb Onto Top of Chamber	Left stick + L1 while on turnbuckle
Climb Up Chamber Wall	Left stick toward Chamber wall + L1
Pull Opponent Down from Chamber Wall	Left stick + X near climbing opponent

Steel Cage Matches are dangerous, but Hell In a Cell Matches are potential career enders! All of the Steel Cage Match controls apply to Hell In a Cell, but there are some particularly vicious moves that can only be executed in WWE's most dangerous match type.

Throw Opponent Off Top Edge of Cell	O or X near opponent at edge of Cell
Environmental Grapple	X when near a Cell wall.
Cell Destruction Finisher	A inside of the cell on the same side as the commentary tables with a Finishing Move icon



TAG TEAM MATCH CONTROLS



Illegal Tag Partner Controls

The tag partner waiting for a tag can freely walk along the apron or sneakily attack opponents who get too close.

Double the mayhem of a regular WWE match by teaming up with a partner and taking on a pair of opponents! In regular Tag Team matches and Tornado Tag Team matches, the objective is to win by either pinfall or submission.

In a regular match, each teammate must tag in and out of the match, and the legal member of one team must beat the legal member of the other team. In Tornado matches, all Superstars are in the ring simultaneously, and any member of one team can defeat any member of the other team.

Punch	
Pull Down Rope (To Cause Irish Whipped Opponent To Fall To Ringside)	
Call For Tag	L1
Grapple In-Ring Opponent	
Enter Ring	Left stick + L1
Tell Ref That Opponents Are Cheating/Distract Referee	Directional buttons
Climb Turnbuckle	L2 + the left stick toward corner

Tag	Left stick toward partner + L1
Corner Double Team Grapple Moves	Irish whip an opponent toward your corner and push the left stick + ; your waiting partner must be positioned near the turnbuckle where a tag would normally occur.
Standing Double Team Grapple Moves	Approach your partner while they are grappling an opponent and push the left stick +
Tag Team Finisher	With a stored Finishing move icon, Irish whip an opponent toward your corner (and your waiting partner), approach the opponent and press
Call In Tag Partner	R1 + the directional buttons

INFERNO MATCH MOVES



In an Inferno Match, the ring is surrounded with searing flames, and the only way to win is to set your opponent on fire!

The temperature increases as successful attacks are performed. Once it reaches its maximum and the flames become a blazing inferno, drag the opponent toward the flames. If you have inflicted enough damage on them, they will not be able to resist your infernal efforts!

Note: Perform a finisher to increase the ring temperature to maximum instantly. For a brief time, you can try to throw the opponent through the fire and out of the ring for the victory!

ROYAL RUMBLE CONTROLS

The 40-man *Royal Rumble* over-the-top-rope elimination match is one of the most famous annual events in WWE. Anything goes, as long as you don't leave the ring once you enter!

Royal Rumble Finisher	Ⓐ when opponent is groggy against ropes or corner
Eliminate Opponent	⊗ when the opponent is groggy against the ropes, under the ropes, or in the corner, and then follow the on-screen button prompts
Change Character (after being eliminated)	Press ↑ or ↓ on the directional buttons or ⊗ to scroll through Superstars, and press ⊗ to select a Superstar.
Cancel Elimination	L1
Instantly Escape Elimination	L1 with a Finishing Move icon

PLAYSTATION®NETWORK

RANKED MATCHES

Compete in a ranked match against a PlayStation®Network opponent. Your performance affects your record and PlayStation®Network ranking. Make sure you're at the top of your game before you step into the ring for one of these ultra-competitive matches. With each amazing match you perform in, you'll earn prestige toward advancing through the ranks and titles.

PLAYER MATCHES

Similar to Ranked Matches, these put you head-to-head against an online opponent, but the result does not affect your PlayStation®Network ranking. Compete in a custom match (you select the match type) or create a session where you play matches exclusively with a single opponent.

ROYAL RUMBLE

Enter a Ranked or Player Match *Royal Rumble* to go up against other players to see who the most tenacious competitor is! *Royal Rumble* PlayStation®Network lobbies allow up to 12 players to compete against each other. Each player selects their Superstar that they'll begin the match with. When the match is first loaded, each player is randomly assigned one of the first entry numbers available – depending on the number of players in the match. As players get eliminated from the match and wait for their next Superstar to enter the Rumble, they'll have the opportunity to score points by correctly guessing which Superstars will be eliminated next or which Superstar will enter the Rumble next. The last player to be standing alone in the ring after 39 Superstars have been eliminated will be declared the winner.

In Ranked *Royal Rumble* Matches, you'll earn a number of prestige points based on how many Superstars you eliminate, how long you last without being eliminated, consecutively eliminating Superstars, escaping eliminations and more. The number of players in a Ranked Match determines the overall amount of prestige toward PlayStation®Network ranking that each player can earn for participating in the match – the more players in the match, the more points each player can earn. In Player *Royal Rumble* Matches, prestige and PlayStation®Network ranking will not be affected.

COMMUNITY CREATIONS

WWE Community Creations allows you to access player-made content uploaded from other players from all over the world. You can also upload any of your creations made from Create Modes for the world to see. With the WWE Community Creations browser, you'll be able to browse uploads sorted by most recent contributions, the most downloaded contributions, or the highest rated uploads. You'll have access to a number of filters to sort uploaded content by type. If you find an upload you like, be sure to comment and rate it, or even add it to your list of favorite uploads.

MY INFO

You'll be able to see your PlayStation®Network stats, prestige, and ranked match records broken down by match types here.

RANKINGS

See how you stack up against other PlayStation®Network players in the PlayStation®Network ranking board. As you win more ranked matches, you move up the ladder. Do you have what it takes to reach the top of the mountain in WWE? Test your skills on PlayStation®Network and find out!

SUPERSTAR ABILITIES



Dirty Pin

When your opponent is down near the ropes, stand next to the ropes and execute a pinfall with both of your legs propped up on the ropes, giving you unfair leverage to increase your chances of getting the three-count.



Move Thief

Steal your opponent's Finisher and use it against them by holding **R1** and pressing the directional buttons **↑** to enter the Move Thief state. You have 20 seconds to execute the Finisher from the time you enter the Move Thief state.



Comeback

If you have this ability, you will be prompted to press **△** when your Superstar has sustained moderate limb damage. Pressing **△** at the correct time will let you perform a dramatic comeback. This cannot be used when you have a Finisher or Signature Move available.



Hammer Throw

When Irish whipping an opponent, hold **○** to send an opponent smashing into a turnbuckle or flying over the ropes and down to the arena floor.



Resiliency

Superstars and Divas with this ability can use it once per match to dramatically improve the odds of kicking out of a pin attempt. While being pinned, press **L1** to increase the target zone on the pin meter.



Outside Dives

Press **□** while moving into the ropes, or run across the ring and press **□** near the ropes to execute a diving attack or running diving attack against an opponent outside of the ring.



Springboard Dives

While near the ropes or running toward the ropes, hold the left stick toward the ropes and press **□** to execute a springboard attack from the ring apron.



Leverage Pin

Superstars with this ability can counter running attacks and groggy grapple attempts from a heavily damaged opponent into pin attempts called "leverage pins." In a leverage pin, the defending Superstar can try to escape normally by reaching the blue target area of the kick-out meter, or they can reverse the leverage pin into a pin of their own by reaching the yellow area of the meter.



Ring Escape

When down near the ropes, press **L1** to slide under them to ringside and escape your opponent. You can use this ability up to three times per match.



DID YOU KNOW...?

... when your opponent attempts to grapple you, you can press **X** to lock into a collar-and-elbow tie-up. Press **X** repeatedly to win the battle and gain the advantage!

...that you can remove turnbuckle pads from the corners of the ring? Move the left stick toward the turnbuckle and press **X** or **○**.

...that a damage multiplier is added to your strike and grapple attacks if you run off of the ropes before hitting the move?

...that you can choose which direction that you want to send an opponent running by pushing the left stick in that direction as you're Irish whipping them?

...that you can recover from being groggy more quickly by hitting **X** repeatedly?

...that there's only one way to escape the Hell in a Cell structure? You must destroy one of the wall panels on the same side of the structure as the announcer tables by using a special move.

...that strong strikes can be performed from front-facing chain grapple holds (front facelock, side headlock and wrist lock) and after blocking a punch or catching a kick?

...that the announcer table must be cleared before you can put an opponent through it? Approach the announcer table, push the left stick toward it and press **L1** to remove the cover. Once the cover has been removed, Irish whip the opponent toward the table, and then grapple them to place them on top of the table.

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your software product (the "Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Our Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **96335**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days beginning on the purchase date of the applicable sales slip or similar proof-of-purchase. Except where prohibited by applicable law, this limited warranty is nontransferable and is limited to the original purchaser. If an implied warranty or condition is created by your state/jurisdiction and federal or state/provincial law prohibits disclaimer of it, you also have an implied warranty or condition, BUT ONLY AS TO DEFECTS DISCOVERED DURING THE PERIOD OF THIS LIMITED WARRANTY (I.E., WITHIN THIS NINETY (90) DAY LIMITED WARRANTY PERIOD). AS TO ANY DEFECTS DISCOVERED AFTER THIS NINETY (90) DAY LIMITED WARRANTY PERIOD, THERE IS NO WARRANTY OR CONDITION OF ANY KIND. Some states/jurisdictions do not allow limitations on how long an implied warranty or condition may not apply to you. Any supplements, updates and/or fixes to the Product provided to you after the expiration of the ninety (90) day limited warranty period are not covered by any warranty or condition, express, implied or statutory. This limited warranty gives you specific legal rights, and you may also have other rights which vary from state/jurisdiction to state/jurisdiction. No THQ supplier, dealer, agent or employee is authorized to make any modification, extension and/or addition to this limited warranty.

Exclusive Remedy

THQ and its suppliers' entire liability and your exclusive remedy for any breach of this limited warranty shall be, at THQ's option from time to time exercised subject to applicable law, (a) return of the amount that you paid (if any) for the Product or (b) repair or replace, at THQ's option, the Product free of charge, provided you return the Product to THQ with a copy of your receipt for the Product. The original purchaser is entitled to this remedy only if the date of purchase is registered at point of sale or the purchaser can demonstrate to THQ's satisfaction that the Product was purchased within the last ninety (90) days. You will receive the remedy elected by THQ without charge, except that you are responsible for any expenses you may incur (e.g. cost of shipping the Product to THQ). Shipping and handling charges from THQ to you also may apply except where prohibited by applicable law. THQ may, at its option, use new or refurbished or used parts in good working condition to repair or replace the Product. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a product of comparable value. Any replacement software product will be warranted for the remainder of the original limited warranty period, or thirty (30) days, whichever is longer or for any additional period of time that may be applicable in your jurisdiction.

Limited Warranty Limitations

The provisions of this limited warranty are valid only in the United States and Canada. Except to the extent prohibited by applicable law, this limited warranty shall not be applicable and shall be void if: (a) the Product in the Product has arisen through abuse, an unreasonable use, mismanagement or neglect; (b) the Product is used with products not sold or licensed by Sony or THQ (including but not limited to, but not restricted to, game add-ons, game expansion packs, adapters and power supplies); (c) the Product is used for commercial purposes (including retail); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

How to Obtain Limited Warranty Support

To receive warranty service, notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of the Product and reserves the right to send such unauthorized returns back to customers.

Repairs after Expiration of Limited Warranty

After the ninety (90) day limited warranty period, the original purchaser of the Product in the United States and Canada is entitled to the replacement of defective Product for the following fees provided that: (a) THQ receives the defective Product during the one (1) year period beginning on the purchase date of the sales slip or similar proof-of-purchase; (b) the dated sales slip or similar proof-of-purchase is provided to THQ with the defective Product; and (c) the original purchaser returns the Product at their own risk of damage, freight and insurance prepaid. A defective Product may be so replaced for US\$25.00. Make checks payable to THQ Inc. and return the Product along with the original proof of purchase to the address listed above.

Disclaimer of Warranties

THE LIMITED WARRANTY THAT APPEARS ABOVE IS THE ONLY EXPRESS WARRANTY MADE TO YOU AND IS PROVIDED IN LIEU OF ANY OTHER EXPRESS WARRANTIES OR SIMILAR OBLIGATIONS (IF ANY) CREATED BY ANY ADVERTISING, DOCUMENTATION, PACKAGING, OR OTHER COMMUNICATIONS, EXCEPT FOR THIS LIMITED WARRANTY AND TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, THQ AND ITS SUPPLIERS PROVIDE THE PRODUCT "AS IS" AND WITH ALL FAULTS, AND HEREBY DISCLAIM ALL OTHER WARRANTIES AND CONDITIONS, WHETHER EXPRESS, IMPLIED OR STATUTORY, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES, QUIET ENJOYMENT, QUIET POSSESSION, CORRESPONDENCE TO DESCRIPTION OR NON-INFRINGEMENT WITH REGARD TO THE PRODUCT, RELIABILITY OR AVAILABILITY, OF ACCURACY OR COMPLETENESS OF RESPONSES, OF RESULTS, OF LACK OF VIRUSES, AND OF LACK OF NEGLIGENCE, ALL WITH REGARD TO THE PRODUCT, ALSO, THERE IS NO WARRANTY OR CONDITION OF TITLE, QUIET ENJOYMENT, QUIET POSSESSION, CORRESPONDENCE TO DESCRIPTION OR NON-INFRINGEMENT WITH REGARD TO THE PRODUCT.

Limitation of Liability

TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL THQ OR ITS SUPPLIERS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT, OR CONSEQUENTIAL DAMAGES WHATSOEVER (INCLUDING, BUT NOT LIMITED TO, DAMAGES FOR LOSS OF PROFITS OR CONFIDENTIAL OR OTHER INFORMATION, FOR BUSINESS INTERRUPTION, FOR PERSONAL INJURY, FOR LOSS OF PRIVACY, FOR FAILURE TO MEET ANY DUTY INCLUDING OF GOOD FAITH OR OF REASONABLE CARE, FOR NEGLIGENCE, AND FOR ANY OTHER PECUNIARY OR OTHER LOSS WHATSOEVER) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OF OR INABILITY TO USE THE PRODUCT, EVEN IN THE EVENT OF THE FAILURE, TORT (INCLUDING NEGLIGENCE), MISREPRESENTATION, STRICT LIABILITY, BREACH OF CONTRACT OR BREACH OF WARRANTY OF THQ OR ANY SUPPLIER, AND EVEN IF THQ OR ANY SUPPLIER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. Some jurisdictions do not allow the exclusion or limitation of special, indirect, incidental, or consequential damages, so the above limitation or exclusion may not apply to you.

Warning

Copying of the Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of the Product or any of its contents or elements are not authorized and are not necessary to protect your copy of the software Product. United States and international copyright laws also protect this manual and other printed matter accompanying the Product. Violators will be prosecuted.

"PlayStation", "DUALSHOCK" and "SIXAXIS" are registered trademarks and "PS3" and the PlayStation Network logo are trademarks of Sony Computer Entertainment Inc.