

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



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⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.



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GETTING STARTED

Set up your Wii™ console according to the directions in the Wii™ console Operations Manual. Press the POWER Button and the POWER LED will light up Green. Place the **WWE '13** Game Disc into the disc slot. Follow all on-screen instructions and refer to this manual for more information about playing **WWE '13**.



SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii™ console, the Wii™ will check if you have the latest system menu, and if necessary a Wii™ system update screen will appear. Press OK to proceed. When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

INTRODUCTION

Have you ever wanted to destroy your opponent—and the ring—with a bone-crushing Superplex from the top turnbuckle? How about revisiting WWE's "Attitude Era" first-hand, or holding championship gold above your head at the end of the main event of *WrestleMania*?

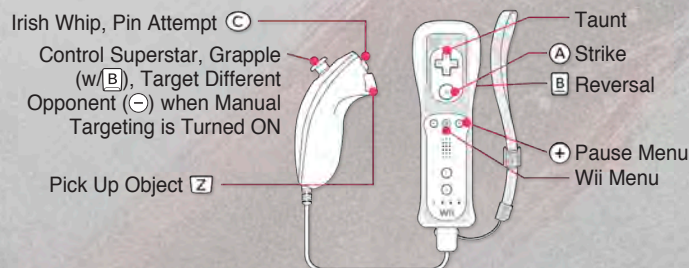
If the answer is yes, then you've come to the right place! Because if you've seen it in WWE, you can experience it in **WWE '13**!

The all-new "Attitude Era" mode lets you relive some of WWE's greatest moments of the 90's by putting you in control of Stone Cold Steve Austin, The Rock, Hunter Hearst-Helmsley and other WWE Legends. New and reimagined Spectacular Moments give you the chance to tear apart the arena while you do the same to your opponent. WWE Universe mode has even more options for customizing your WWE experience. And new match types, like King of the Ring, "I Quit" and Special Referee give you even more ways to prove that you belong in the WWE Hall of Fame.

So what are you waiting for? Lace up your boots and hit the entrance music—WWE immortality awaits!

CONTROLS ON Wii

Wii REMOTE + NUNCHUK



Hold B + Z and push the Control Stick: **Drag Opponent**

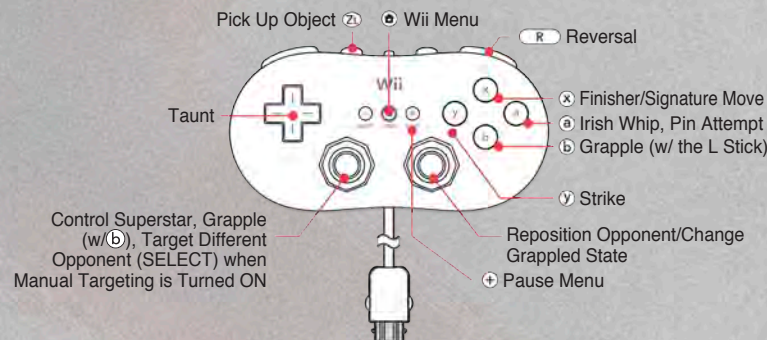
Hold C + push the Control Stick: **Dash**

A + B : **Reposition Opponent/Change Grappled State**

B : **Grapple (w/ the Control Stick)**

A + B : **Finisher/Signature Move**

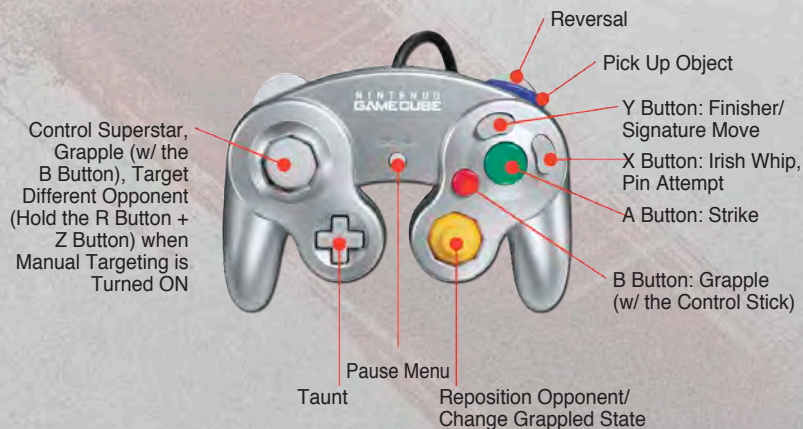
CLASSIC CONTROLLER



Hold L + R and push the L Stick: **Drag Opponent**

Hold L + push the L Stick: **Dash**

GAMECUBE CONTROLLER



Hold the L Button + R Button and push the Control Stick: **Drag Opponent**
 Hold the L Button + push the Control Stick: **Dash**

CONTROLS

MOVEMENT

Whether you want to run at an opponent and smash a forearm into his face, 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 moving in the direction that you want to go and pressing Z Button/ZL Button/Z Button if you need to climb over, under or onto something.



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Move Superstar	Push Control Stick	Push L Stick	Push Control Stick
Go to apron from ring	Push Control Stick toward outside of ring & tap Z Button	Push L Stick toward outside of ring & tap ZL Button	Push Control Stick toward outside of ring & tap Z Button
Move Around Ring Post From One Apron to Another	Push Control Stick toward ring post	Push L Stick toward ring post	Push Control Stick toward ring post
Go outside of ring from inside ring	Push Control Stick toward outside of ring & hold Z Button	Push L Stick toward outside of ring & hold ZL Button	Push Control Stick toward outside of ring & hold Z Button
Descend from apron to outside of ring	Push Control Stick toward outside of ring & tap Z Button	Push L Stick toward outside of ring & tap ZL Button	Push Control Stick toward outside of ring & tap Z Button
Ascend to apron from outside of ring	Push Control Stick toward ring & tap Z Button	Push L Stick toward ring & tap ZL Button	Push Control Stick toward ring & tap Z Button
Enter ring from outside of ring	Push Control Stick toward ring & hold Z Button	Push L Stick toward ring & hold ZL Button	Push Control Stick toward ring & hold Z Button
Enter ring from apron	Push Control Stick toward ring & tap Z Button	Push L Stick toward ring & tap ZL Button	Push Control Stick toward ring & tap Z Button
Dash	Hold C Button & Control Stick	Hold L Button & L Stick	Hold L Button & Control Stick
Climb turnbuckle	Hold C Button & Control Stick toward turnbuckle, or dash toward turnbuckle	Hold L Button & L Stick toward turnbuckle, or dash toward turnbuckle	Hold L Button & Control Stick toward turnbuckle, or dash toward turnbuckle
Climb corner from outside of ring	Hold C Button & Control Stick toward post, or dash toward post	Hold L Button & L Stick toward post, or dash toward post	Hold L Button & Control Stick toward post, or dash toward post
Signature/Finisher	A Button + B Button	x Button	Y Button



STRONG STRIKES AND STRIKE COMBINATIONS

Striking is the quickest way to inflict damage on your opponent. Pressing the strike button performs a quick strike against your opponent. Holding the strike button unleashes a powerful but slower (and easier to counter) heavy strike. Combining the strike button while moving in a direction gives you a variety of different strikes.

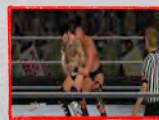
Pressing the strike button again as each strike lands creates a strike combination that sends your opponent reeling and builds momentum in a hurry.

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Strike Attack	Press A Button	Press y Button	Press A Button
Alternate Strike Attacks	Press A Button & Control Stick $\leftarrow/\rightarrow/\uparrow/\downarrow/\swarrow/\searrow$	Press y Button & L Stick $\leftarrow/\rightarrow/\uparrow/\downarrow/\swarrow/\searrow$	Press A Button & Control Stick $\leftarrow/\rightarrow/\uparrow/\downarrow/\swarrow/\searrow$
Strong Strike	Hold A Button	Hold y Button	Hold A Button
Alternate Strong Strike	Hold A Button & Control Stick $\leftarrow/\rightarrow/\uparrow/\downarrow/\swarrow/\searrow$	Hold y Button & L Stick $\leftarrow/\rightarrow/\uparrow/\downarrow/\swarrow/\searrow$	Hold A Button & Control Stick $\leftarrow/\rightarrow/\uparrow/\downarrow/\swarrow/\searrow$
2-hit Combo	A Button during Strike Attack	y Button during Strike Attack	A Button during Strike Attack
3-hit Combo	A Button during 2nd combo hit	y Button during 2nd combo hit	A Button during 2nd combo hit
4-hit Combo	A Button during 3rd combo hit	y Button during 3rd combo hit	A Button during 3rd combo hit
Gut Kick	A Button & Control Stick \swarrow or \searrow	y Button & L Stick \swarrow or \searrow	A Button & Control Stick \swarrow or \searrow

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 '13** start from one of four chain grapple states.



Waist Lock:

Wii Remote & Nunchuk: B Button & Control Stick \downarrow facing opponent or B Button from behind opponent

Classic Controller: b Button & L Stick \downarrow facing opponent or b Button from behind opponent

GameCube Controller: B Button & Control Stick \downarrow facing opponent or B Button from behind opponent

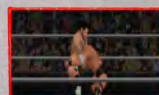


Wrist Lock:

Wii Remote & Nunchuk: B Button & Control Stick \rightarrow facing opponent

Classic Controller: b Button & L Stick \rightarrow facing opponent

GameCube Controller: B Button & Control Stick \rightarrow facing opponent



Front Face Lock:

Wii Remote & Nunchuk: B Button & Control Stick \uparrow facing opponent or B Button by itself

Classic Controller: b Button & L Stick \uparrow facing opponent or b Button by itself

GameCube Controller: B Button & Control Stick \uparrow facing opponent or B Button by itself



Side Head Lock:

Wii Remote & Nunchuk: B Button & Control Stick \leftarrow facing opponent

Classic Controller: b Button & L Stick \leftarrow facing opponent

GameCube Controller: B Button & Control Stick \leftarrow 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:

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Grapple Attack (5 different kinds)	B Button & Control Stick \leftarrow/\rightarrow or just B Button without Control Stick	b Button & L Stick \leftarrow/\rightarrow or just b Button without L Stick	B Button & Control Stick \leftarrow/\rightarrow or just B Button without Control Stick
Breaking Point Submission	Hold B Button	Hold b Button	Hold B Button
Strike	Press A Button	Press y Button	Press A Button
Strong Strike	Hold A Button	Hold y Button	Hold A Button
Irish Whip	Z & C Buttons & Control Stick	a Button	X Button
Transition to Front Face Lock	A & B Buttons & Control Stick \uparrow	R Stick \uparrow	C Stick \uparrow
Transition to Wrist Lock	A & B Buttons & Control Stick \rightarrow	R Stick \rightarrow	C Stick \rightarrow
Transition to Rear Waist Lock	A & B Buttons & Control Stick \downarrow	R Stick \downarrow	C Stick \downarrow
Transition to Side Head Lock	A & B Buttons & Control Stick \leftarrow	R Stick \leftarrow	C Stick \leftarrow
Walk Opponent Around the Ring	Hold B & Z Buttons & Control Stick	Hold L Button & R Button & L Stick	Hold L Button & R Button & Control Stick
Release Chain Grapple Hold	C Button	ZL Button	Z Button

GROGGY GRAPPLES

When your opponent is standing but stunned, you've got him right where you want him. To perform a groggy grapple, approach an opponent from the front or behind while they're in a groggy state and perform any Grapple Attack 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 can also be utilized (see "Limb Targeting System" below).



REVERSALS

Just because some jabroni throws a punch at you, that doesn't mean you have to stand there and take it! Press B Button/R Button/R Button as soon as your opponent begins their strike to reverse or block 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 counter attack!

Note: If you're the attacker, and your opponent attempts to reverse your strike or grapple, you can reverse their reversal with B Button/R Button/R Button and good timing!

From a Punch Reversal State



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Front Grapple Attack (5 different kinds)	B Button, or B Button & Control Stick ◀️/➡️/⬆️/⬇️ facing opponent	b Button, or b Button & L Stick ◀️/➡️/⬆️/⬇️ facing opponent	B Button, or B Button & Control Stick ◀️/➡️/⬆️/⬇️ facing opponent
Rear Grapple Attack (5 different kinds)	B Button, or B Button & Control Stick ◀️/➡️/⬆️/⬇️ behind standing opponent	b Button, or b Button & L Stick ◀️/➡️/⬆️/⬇️ behind standing opponent	B Button, or B Button & Control Stick ◀️/➡️/⬆️/⬇️ behind standing opponent
Front Breaking Point Submission	Hold B Button facing opponent	Hold b Button facing opponent	Hold B Button facing opponent
Rear Breaking Point Submission	Hold B Button behind standing opponent	Hold b Button behind standing opponent	Hold B Button behind standing opponent
Switch to Front Facelock/ Drag	Hold B & Z Buttons	Hold L Button & R Button	Hold L Button & R Button

IRISH WHIP

Sending your opponent running out of control with an Irish Whip is a great way to take control of the match. Press Z & C Buttons/a Button/X Button to send your opponent running into the ropes with an Irish whip. Catch them on the rebound with a strike (A Button/y Button/X Button) or grapple (B Button/b Button/B Button).



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Irish Whip Opponent	A & C Buttons	a Button	X Button
Counter Strike	A Button when opponent is running at you	y Button when opponent is running at you	X Button when opponent is running at you
Counter Grapple	B Button when opponent is running at you	b Button when opponent is running at you	B Button when opponent is running at you
Alternate Counter Grapple	Hold B Button when opponent is running at you	Hold b Button when opponent is running at you	Hold B Button when opponent is running at you
Duck or Leap Frog Running Opponent	Z Button when opponent is running at you	ZL Button when opponent is running at you	Z Button when opponent is running at you
Pull Back Grapple	Press B Button in the midst of performing an Irish whip (before opponent is released)	Press b Button in the midst of performing an Irish whip (before opponent is released)	Press B Button in the midst of performing an Irish whip (before opponent is released)
Pull Back Strike	Press A Button in the midst of performing an Irish whip (before opponent is released)	Press y Button in the midst of performing an Irish whip (before opponent is released)	Press X Button in the midst of performing an Irish whip (before opponent is released)

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Strike	A Button	y Button	A Button
Chain Grapple	B Button & Control Stick	b Button /right stick	B Button /Control Stick
Finishing Move	A & B Buttons, if you have a Finishing Move Icon and your Superstar has a front or rear finisher	x Button, if you have a Finishing Move Icon and your Superstar has a front or rear finisher	Y Button, if you have a Finishing Move Icon and your Superstar has a front or rear finisher
Breaking Point Submission	Hold B Button	Hold b Button	Hold B Button
Reverse the Reversal	B Button as soon as your opponent attempts to reverse your attack	R Button as soon as your opponent attempts to reverse your attack	R Button as soon as your opponent attempts to reverse your attack

From a Kick Reversal State



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Strike	A Button	y Button	A Button
Chain Grapple	B Button	right stick	Control Stick
Kick Reversal Grapple	Control Stick & B Button	b Button	B Button
Finishing Move	A & B Buttons, if you have a Finishing Move Icon and your Superstar has a front or rear finisher	x Button, if you have a Finishing Move Icon and your Superstar has a front or rear finisher	Y Button, if you have a Finishing Move Icon and your Superstar has a front or rear finisher
Breaking Point Submission	Control Stick & Hold B Button	Hold b Button	Hold B Button
Reverse the Reversal	B Button as soon as your opponent attempts to reverse your attack	R Button as soon as your opponent attempts to reverse your attack	R Button as soon as your opponent attempts to reverse your attack

POSITIONING

When you have the upper hand, **WWE '13** 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—reposition them strategically and hit them with your most powerful attacks.



From a Grappled State:

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Front Facelock	A & B Buttons & Control Stick ↑	R Stick ↑	C Stick ↑
Side Headlock	A & B Buttons & Control Stick ←	R Stick ←	C Stick ←
Waist Lock	A & B Buttons & Control Stick ↓	R Stick ↓	C Stick ↓
Wrist Lock	A & B Buttons & Control Stick →	R Stick →	C Stick →
Switch to Front Facelock/ Drag	Hold B & Z Buttons	Hold L Button & R Button	Hold L Button & R Button

While Opponent Is Down:

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Lift Opponent	Control Stick ↑ & C Button	R Stick ↑	C Stick ↑
Turn Opponent Over	Control Stick ← → & C Button	R Stick ← →	C Stick ← →
Lift Opponent and Get Behind Him	Control Stick ↓ & C Button	R Stick ↓	C Stick ↓

Standing In Front Of or Behind a Groggy Opponent:

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Turn Opponent Around	Control Stick ← → / ↑ / ↓ & C Button	R Stick ← → / ↑ / ↓	C Stick ← → / ↑ / ↓

Opponent Groggy In the Corner:

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Turn Opponent Around	Control Stick ← → & C Button	R Stick ← →	C Stick ← →
Lift to Top Of Turnbuckle	Control Stick ↑ & C Button	R Stick ↑	C Stick ↑
Place In Tree Of Woe (Hanging Upside Down In Corner)	Control Stick ↓ & C Button	R Stick ↓	C Stick ↓

Opponent Groggy Against The Ropes:

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Place Opponent On Middle Rope	Control Stick ← → / ↑ / ↓ & C Button	R Stick ← → / ↑ / ↓	C Stick ← → / ↑ / ↓

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. Be sure to check out these special situational attacks and add them to your arsenal.

Grounded Opponent



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Pinfall Attempt	Hold C Button	a Button	X Button
Ground Strike	A Button	y Button	A Button
Alternate Ground Strike	Control Stick & A Button	L Button & y Button	L Button & A Button
Dash Ground Strike	A Button while running toward downed opponent	y Button while running toward downed opponent	A Button while running toward downed opponent
Drag Opponent	Hold B & Z Buttons and push Control Stick	Hold L Button & R Button and push L Stick	Hold L Button & R Button and push Control Stick
Release Dragged Opponent	Let go of B & Z Buttons	Let go of L Button & R Button	Let go of L Button & R Button
Lift Up	Control Stick ↑ & C Button	R Stick ↑	C Stick ↑
Lift Up and Stand Behind	Control Stick ↓ & C Button	R Stick ↓	C Stick ↓
Turn Opponent Over	Control Stick ← → & C Button	R Stick ← →	C Stick ← →
Breaking Point Submission	Control Stick ← → / ↑ / ↓ & Hold B Button	Hold b Button	Hold B Button
Ground Grapple	Control Stick & B Button	b Button	B Button
Target Downed Opponent's Head	Hold Z Button & Control Stick ↑ & press A Button while standing near opponent's head	Hold R Button & x Button while standing near opponent's head	Hold R Button & Y Button while standing near opponent's head
Target Downed Opponent's Arm	Hold Z Button & Control Stick ↑ & press A Button while standing near opponent's side	Hold R Button & x Button while standing near opponent's side	Hold R Button & Y Button while standing near opponent's side
Target Downed Opponent's Legs	Hold Z Button & Control Stick ↑ & press A Button while standing near opponent's feet	Hold R Button & x Button while standing near opponent's feet	Hold R Button & Y Button while standing near opponent's feet

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. Use the Limb Target System to isolate parts of your opponent's body and work them over; see "Limb Target System" for more information.

Opponent Groggy Against The Ropes



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Grab Opponent	Control Stick & B Button	b Button	B Button
Irish Whip	Z & C Buttons	a Button	X Button
Knock Opponent Out of Ring	A Button	y Button	A Button

Facing Opponent Groggy (Standing) In Corner



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Corner Front Strike	A Button	y Button	A Button
Running Corner Front Strike	A Button while running toward corner	y Button while running toward corner	A Button while running toward corner
Transition Opponent Into a Seated Corner Position	Hit with Gut Kick (Control Stick ↘ & A Button)	Hit with Gut Kick (L Stick ↘ & y Button)	Hit with Gut Kick (Control Stick ↘ & A Button)
Lift Opponent Into Top Rope Groggy Position	Control Stick ↑ & C Button	R Stick ↑	Control Stick ↑
Place Opponent In Tree of Woe	Control Stick ↓ & C Button	R Stick ↓	Control Stick ↓
Corner Front Grapple	Control Stick ←→ & B Button	b Button	B Button
Alternate Corner Front Grapple	Control Stick ↑↓ & B Button	L Stick & b Button	Control Stick & B Button
Irish Whip	Z & C Buttons	a Button	X Button
Turn Opponent Around	Control Stick ←→ & C Button	R Stick ←→	C Stick ←→

Facing Opponent Down (Sitting) In Corner



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Front Down Corner Strike	A Button	y Button	A Button
Running Front Down Corner Strike	A while running toward corner	y Button while running toward corner	A Button while running toward corner
Front Down Corner Grapple	Control Stick ←→ & B Button	b Button	B Button

Behind Opponent Groggy (Standing) In Corner



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Corner Rear Strike	A Button	y Button	A Button
Running Corner Rear Strike	A while running toward corner	y Button while running toward corner	A Button while running toward corner
Lift Opponent Into Top Rope Groggy Position	Control Stick ↑ & C Button	R Stick ↑	C Stick ↑
Place Opponent In Tree of Woe	Control Stick ↓ & C Button	R Stick ↓	C Stick ↓
Corner Rear Grapple	Control Stick ←→ & B Button	b Button	B Button
Alternate Corner Rear Grapple	Control Stick ↑↓ & B Button	L Stick & b Button	L Stick & B Button
Irish Whip	Z & C Buttons	a Button	X Button
Turn Opponent Around	Control Stick ←→ & C Button	R Stick ←→	C Stick ←→

Tree of Woe



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Tree of Woe Strike	A Button	y Button	A Button
Running Tree of Woe Strike	A while running toward corner	y Button while running toward corner	A Button while running toward corner
Tree of Woe Grapple	Control Stick ←→ & B Button	b Button	B Button

Vs. Opponent Idle on Top Turnbuckle



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Running Top Rope Grapple	A Button while running toward turnbuckle	y Button while running toward turnbuckle	A Button while running toward turnbuckle

RUNNING ATTACKS

What's better than walking up to an opponent and smacking them around? Running at them and plowing straight into them!



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Dash At Opponent	Hold C Button and push Control Stick toward opponent	Hold L Button and push L Stick toward opponent	Hold L Button and push Control Stick toward opponent
Dash Strike	Press A Button while running toward standing opponent	Press y Button while running toward standing opponent	Press A Button while running toward standing opponent
Alternate Dash Strike	Hold A Button while running toward standing opponent	Hold y Button while running toward standing opponent	Hold A Button while running toward standing opponent
Front Grapple	Press B Button while running toward standing opponent	Press b Button while running toward standing opponent	Press B Button while running toward standing opponent
Alternate Front Grapple	Hold B Button while running toward standing opponent	Hold b Button while running toward standing opponent	Hold B Button while running toward standing opponent
Rear Grapple	Press B Button while running toward back of standing opponent	Press b Button while running toward back of standing opponent	Press B Button while running toward back of standing opponent
Alternate Rear Grapple	Hold B Button while running at back toward standing opponent	Hold b Button while running at back toward standing opponent	Hold B Button 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!



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Down Diving Attack	A Button when opponent is down	y Button when opponent is down	A Button when opponent is down
Alternate Down Diving Attack	Control Stick & A Button when opponent is down	L Stick & y Button when opponent is down	Control Stick & A Button when opponent is down
Standing Diving Attack	A Button when opponent is standing	y Button when opponent is standing	A Button when opponent is standing
Alternate Standing Diving Attack	Control Stick & A Button when opponent is standing	L Stick & y Button when opponent is standing	Control Stick & A Button when opponent is standing
Outside Ring Diving Move	A Button when opponent is outside of the ring	y Button when opponent is outside of the ring	A Button when opponent is outside of the ring
Get Down From Post Into Ring	Z Button	ZL Button	Z Button
Get Down From Post Onto Apron	Z Button & Control Stick Toward apron	ZL Button & L Stick Toward apron	Z Button & Control 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 Finishing Move, like John Cena's Attitude Adjustment or CM Punk's GTS.

Fill your momentum meter by successfully landing attacks and taunting your opponent. Once it's full, you'll have 20 seconds to perform your Superstar's Signature Move.

If you perform it successfully, you're rewarded with a Super Finishing move icon (which looks like a red "F"). If you can't perform your Signature Move within the given time, you wind up earning a normal Finishing move icon (a white "F").



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Signature Move	A & B Buttons when momentum is full	x Button when momentum is full	Y Button when momentum is full
Finishing Move/Super Finishing Move	A & B Buttons when you have a Finishing Move/Super Finishing Move icon	x Button when you have a Finishing Move/Super Finishing Move icon	Y Button when you have a Finishing Move/Super Finishing Move icon

You've also got to be in the right position to perform your Superstar's 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 Opponent	You're standing near a corner, and your opponent is down on the mat.
Dive Vs. Ground Opponent	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) in the turnbuckle
Rope Down	The opponent is hanging over the middle ring rope

TAUNT

Add a little insult to injury by taunting your opponent during the match. A successful taunt builds up your momentum and brings the crowd to their feet. Press any direction on +Control Pad to taunt your opponent, but be careful—a quick adversary can interrupt your taunt with a strike or grapple and get the last laugh.



When you've got a 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 Finishing Move quickly, or you'll lose it!

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Taunt	+Control Pad	+Control Pad	+Control Pad
Wake-Up Taunt	+Control Pad when opponent is down and you have a Finishing Move icon	+Control when opponent is down and you have a Finishing Move icon	+Control Pad when opponent is down and you have a 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 hold C Button/press a Button/press X Button to go for the pin. To kick out, the opponent must hold B Button/b Button/B Button 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 C Button/L Button/L Button.



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Attempt Pin	Hold C Button	a Button	X Button
Kick Out of Pin	Hold B Button to fill kick-out meter and release in the target zone	Hold b Button to fill kick-out meter and release in the target zone	Hold B Button to fill kick-out meter and release in the target zone
Release Pin (Attacker Only)	C Button	L Button	L Button

BREAKING POINT SUBMISSIONS

When your opponent is down, groggy or in a grappled state, hold Control Stick & B Button/b Button/B Button 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 A Button/a Button/A Button to increase the pressure and 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 C Button/L Button/Z Button. However, be aware that doing so will cost you a sizable amount of momentum.



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Breaking Point Submission	Control Stick & Hold B Button when opponent is groggy, downed or grappled	Hold b Button when opponent is groggy, downed or grappled	Hold B Button when opponent is groggy, downed or grappled
Increase Pressure (Attacker)	A Button repeatedly	a Button repeatedly	A Button repeatedly
Release Submission (Attacker)	C Button	L Button	Z Button
Break Free (Defender)	A Button repeatedly	a Button repeatedly	A Button repeatedly
Crawl Toward Ropes (Defender)	Push Control Stick toward ropes to crawl and initiate a rope break (when prompted)	Push L Stick toward ropes to crawl and initiate a rope break (when prompted)	Push Control Stick toward ropes to crawl and initiate a rope break (when prompted)

MENU CONTROLS

Use Control Stick/L Stick/Control Stick or +Control Pad to navigate the in-game menus. Press A Button/y Button/A Button to confirm your selection. Press C Button/a Button/X Button to go back to the previous screen.

THE GAME SCREEN



OMG! icon

SUPERSTAR SELECTION



When you're at the Superstar Selection screen, use Control Stick/L Stick/Control Stick or +Control Pad to highlight a Superstar. Press B Button/L Button/L Button or Z Button/R Button/R Button to view the Superstar's finishers and attributes. Press A Button/y Button/A Button to confirm your selection. To change the Superstar's attire, the user must use the +Control Pad Left/+Control Pad Right after initially selecting the Superstar or Diva provided they have available alternate attire.

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

MAIN MENU

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 '13** has over 80 different kinds of match variations that your Superstars can compete in.

WWE UNIVERSE—NEW!



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 can check out the Universe hub through the game's Main Menu at any time.

WWE Universe for **WWE '13** includes the following new features:

- Create a Show:** Now you're not restricted to the *Raw*, *SmackDown* and *Superstars* schedule—create any major or minor show you want on any day of the week, Monday through Saturday!
- Create a Pay-Per-View:** Set up any PPV you want on any Sunday, hosted by the major show of your choice.
- Statistics:** Track your WWE Universe stats for championships, *Money In the Bank*, *Royal Rumble* and *WrestleMania*.
- Storylines:** Just like in the real WWE Universe, your Superstars will square off in feuds related to the rivalries that develop between them, or when they're going head-to-head for a championship.

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

"ATTITUDE ERA"—NEW!

Do you remember the day Undertaker's brother first arrived in WWE? How about when Mankind threw a birthday bash for The Rock? Do you remember the "two words" that DX had for their opponents?

Even if you were there for the "Attitude Era", you've never seen it like this before! The "Attitude Era" mode puts you in the boots of your favorite WWE Superstars from the 90's as you relive WWE's most decadent era.

Each match you compete in has a list of bonus objectives that you can bring up at any time by pressing [-]. Complete the bonuses to unlock "Attitude Era" Superstars that you can use in any other game mode and bring the past into a head-on collision with the present!



WWE CREATIONS

WWE '13's five 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
- Special Move:** Design a unique finishing move for your Superstar
- Story:** Create your own WWE storyline

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 '13**.

OMG! MOMENTS—NEW!

There are some moments that will live forever in WWE history, like Brock Lesnar hitting Big Show with a Superplex that collapsed the ring, or Undertaker hurling Mankind off of the roof of Hell in a Cell. **WWE '13** gives you the power to create these OMG! Moments in your own matches and secure a place in highlight reels for all time.

BARRICADE BREAK

Requires 1 stored Finishing Move icon.

Irish whip your opponent into one of the four corners of the ring barricade that surrounds the arena floor. Approach the opponent, and the OMG! icon will appear. Press A & B Buttons/x Button/Y Button to either spear or smash your opponent through the barricade, depending on the weight class of your Superstar.



RING BREAK

Requires 3 stored Finishing Move icons; attacker must be a Super Heavyweight.

Irish whip your opponent into any of the four corner of the ring. While they are groggy in the corner, approach them and press A & B Buttons/x Button/Y Button when the OMG! icon appears. You will execute a top-rope Superplex that collapses the ring and instantly awards you a victory by KO! Ring Breaks can only take place during the following 1-On-1 Match Types: Normal Match, Extreme Rules, Last Man Standing and Submission.



ULTRAPLEX

Requires 3 stored Finishing Move icons; attacker cannot be a Super Heavyweight.

The setup for the Ultraplex is exactly the same as the Ring Break—this is what happens when a Superstar who is not a Super Heavyweight performs the move. Instead of Superplexing the opponent into the ring, the attacker Ultraplexes them out of the ring. The defending Superstar must then follow the on-screen button prompts to get to his feet, or he will be counted out (if the match can end via count-out DQ).



CATCH FINISHER

Requires 1 stored Finishing Move icon and specific finishing moves.

If your Superstar has the RKO, Go 2 Sleep, Chokeslam, Superkick, World's Strongest Slam, Attitude Adjustment or Tombstone Piledriver as his finishing move, you can catch a diving opponent with the finisher by pressing A & B Buttons/x Button/Y Button when OMG! appears on the screen. This is an excellent way to counter high-flying opponents, who won't dare to use their aerial abilities while you have a stored icon.

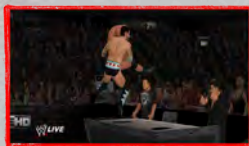


ANNOUNCE TABLE FINISHER

Requires 1 stored Finishing Move icon.

Remove the cover of the announce table, Irish whip the opponent into the table and roll them up on top of it (see "Tables, Ladders and Chairs" for more information).

When the OMG! icon appears on the screen, press A & B Buttons/x Button/Y Button to get up onto the announce table and perform a finishing move that drives them right through it.



LIMB TARGET SYSTEM



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 '13's 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.

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Target Standing Groggy/ Grappled Opponent's Head	Hold Z Button & Control Stick ↑ & press A Button	Hold R Button & x Button	Hold R Button & Y Button
Target Standing Groggy/ Grappled Opponent's Arm	Hold Z Button & Control Stick ←/→ & A Button	Hold R Button & y Button/a Button	Hold R Button & A Button/X Button
Target Standing Groggy/ Grappled Opponent's Leg	Hold Z Button & Control Stick ↓ & A Button	Hold R Button & b Button	Hold R Button & B Button
Target Downed Opponent's Head	Hold Z Button & Control Stick ↑ & press A Button while standing near opponent's head	Hold R Button & x Button while standing near opponent's head	Hold R Button & Y Button while standing near opponent's head
Target Downed Opponent's Arm	Hold Z Button & Control Stick ↑ & press A Button while standing near opponent's head	Hold R Button & x Button while standing near opponent's head	Hold R Button & Y Button while standing near opponent's head
Target Downed Opponent's Legs	Hold Z Button & Control Stick ↑ & press A Button while standing near opponent's head	Hold R Button & x Button while standing near opponent's head	Hold R Button & Y Button while standing near opponent's head

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 be executed following a Gut Kick. While the opponent is bent over from the kick, you can perform one of four different groggy grapple moves.
- Attempting a submission against their torso increases the odds that they'll tap out

SPECIAL REFEREE CONTROLS—NEW!



In a Special Referee Match, you have the power to call the match right down the middle—or not! You can count as quickly or as slowly as you like during ring-out counts and pinfalls, you can choose to perform a submission check (or not!) when a Superstar is locked in a Breaking Point Submission, and you can even pull off an infamous Screw Job finish to end a match prematurely!

To perform a Screw Job, you must build up the Special Referee meter by calling the match fairly, warning cheating Superstars and performing taunts. If you attack Superstars or are too fast or slow on counts, the meter depletes. When the meter is full and your preferred Superstar has his opponent locked into a submission hold, you can press A&B Buttons/x Button/Y Button when prompted to call for the bell and declare victory by submission—now get out of the arena as fast as you can, or you might regret it!

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Count Pin/Ring Out	B Button	b Button	B Button
Submission Check	B Button	b Button	B Button
Announce Submission	B Button during submission check	b Button during submission check	B Button during submission check
Screw Job	A & B Buttons	x Button	Y Button
Violation Count	B Button	b Button	B Button

***Note:** Just because you're the referee, that doesn't mean you have absolute power. If you fully deplete your Special Referee meter by showing obvious bias and not doing your job, John Laurinaitis will come down to ringside and replace you with a more impartial official!*

"I QUIT" CONTROLS—NEW!



Want to leave absolutely no question in anyone's mind who the better Superstar is? Then challenge them to an "I Quit" Match, where two Superstars beat each other down until one of them literally announces that he quits the match.

In an "I Quit" Match, inflict damage on your opponent any way you can—objects are legal in these matches. When you think he's had enough, either lock him in a Breaking Point submission hold (hold B Button/b Button/B Button) or press C Button/a Button/X Button near him when he's down, as if you were going for a pin attempt.

At that point, your opponent must stop the cursor in the "I Quit" meter within the target zone in order to resist losing the match. You can perform an intimidating taunt (+Control Pad) to shake up the meter and make it tougher for your opponent to keep going. If the words "I QUIT" fully materialize at the bottom of the screen, the match is over!

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Attempt to Make Opponent Quit	C Button near downed opponent or perform Breaking Point submission	a Button near downed opponent or perform Breaking Point submission	X Button near downed opponent or perform Breaking Point submission
Intimidate Opponent	+Control Pad	+Control Pad	+Control Pad
Escape From Quit Attempt	B Button	b Button	B Button
Instantly Escape From Quit Attempt	A & B Buttons when you have a Finishing Move icon	x Button when you have a Finishing Move icon	Y Button when you have a Finishing Move icon

Note: Intimidating an opponent can push them over the edge and force them to quit, but don't try it against a foe who's still strong, because it costs you momentum every time you do it.

EXTREME RULES CONTROLS



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 and battle until you're both wearing the proverbial crimson mask!

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.

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Object Strike	A Button	y Button	A Button
Object Grapple	B Button	R Stick	C Stick
Grab Object	Z Button	ZL Button	Z Button
Set Table On Fire	A & B Buttons when standing next to a set-up table while in possession of a stored finishing move icon (Extreme Rules Match only)	x Button when standing next to a set-up table while in possession of a stored finishing move icon (Extreme Rules Match only)	Y Button when standing next to a set-up table while in possession of a stored finishing move icon (Extreme Rules Match only)
Running Object Strike	A Button while holding object and dashing toward opponent	y Button while holding object and dashing toward opponent	A Button while holding object and dashing toward opponent
Throw Object At Downed Opponent	Push Control Stick toward downed opponent and press Z Button	Push L Stick toward downed opponent and press ZL Button	Push Control Stick toward downed opponent and press Z Button
Drop Object	Z Button	ZL Button	Z Button
Run Into Ring With Object	Dash toward ring while holding object	Dash toward ring while holding object	Dash toward ring while holding object
Run Out of Ring With Object	Dash toward ring rope while standing near ring rope and holding object	Dash toward ring rope while standing near ring rope and holding object	Dash toward ring rope while standing near ring rope and holding object
Look For Object Under Ring	Z Button while standing outside of ring near middle of ring apron	ZL Button while standing outside of ring near middle of ring apron	Z Button while standing outside of ring near middle of ring apron

BRAWL CONTROLS—NEW!



Sometimes things get even more extreme than an Extreme Rules match—sometimes it's not even a match at all! If you wind up in a backstage brawl, keep in mind that the following moves replace some of your default moves.

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Throw Opponent (Irish Whip w/No Rebound)	Z & C Buttons & Control Stick	a Button	X Button
Brawl-Specific Quick Grapple	Control Stick & B Button	b Button	B Button
Environmental Grapple	Control Stick & B Button when opponent is leaning on interactive environmental object	b Button when opponent is leaning on interactive environmental object	B Button when opponent is leaning on interactive environmental object
Environmental Finisher	A & B Buttons when opponent is leaning on interactive environmental object	x Button when opponent is leaning on interactive environmental object	Y Button when opponent is leaning on interactive environmental object

TLC CONTROLS



TLC stands for “tables, ladders and chairs,” and these moves can be used in any match types where tables, ladders and chairs are part of the action!

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Table Attack	A Button while holding table	y Button while holding table	A Button while holding table
Set-Up Table	Z Button while holding table	ZL Button while holding table	Z Button while holding table
Drag Set-Up Table	Hold Z Button standing near table & push Control Stick	Hold ZL Button standing near table & push L Stick	Hold Z Button standing near table & push Control Stick
Lean Table In Corner	Control Stick toward corner & Z Button while holding table/ ladder near corner	L Stick toward corner & a Button while holding table/ ladder near corner	Control Stick toward corner & X Button while holding table/ladder near corner
Table Grapple	Control Stick & B Button while holding a table to set defender against table in a groggy state	Press b Button while holding a table to set defender against table in a groggy state	Press B Button while holding a table to set defender against table in a groggy state
Lay Opponent On Top Of Table	Control Stick & B Button when facing a table leaning groggy opponent to lay them on top of the table.	Press b Button when facing a table leaning groggy opponent to lay them on top of the table.	Press B Button when facing a table leaning groggy opponent to lay them on top of the table.
Table Finisher	Drag opponent to table and press A & B Buttons	Drag opponent to table and press x Button	Drag opponent to table and press Y Button



Ladder Moves

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Pick Up Ladder	Z Button	ZL Button	Z Button
Set Up Ladder (While Holding Ladder)	Hold Z Button	ZL Button	Z Button
Move a Set-Up Ladder or Table	Hold Z Button while standing near the side of a ladder or table	Hold ZL Button while standing near the side of a ladder or table	Hold Z Button while standing near the side of a ladder or table
Release Ladder	Release Z Button while dragging ladder	Release ZL Button while dragging ladder	Release Z Button while dragging ladder
Climb Ladder (With No Opponents On Ladder)	Control Stick toward ladder & hold Z Button	L Stick toward ladder & hold ZL Button	Control Stick toward ladder & hold Z Button
Climb Ladder (With One Opponent On Ladder)	Z Button near ladder	ZL Button near ladder	Z Button near ladder
Strike Ladder and Knock It Over	A Button when near ladder	y Button when near ladder	X Button when near ladder
Grab Ladder and Push It Over (Must Have 2 Superstars On Ladder)	B Button when near ladder	b Button when near ladder	B Button when near ladder
Climb Down From Ladder	C Button	a Button	X Button
Grab Suspended Object	Hold Control Stick ↑ to grab the object, and then move Control Stick ↓ when prompted by the HUD	Hold R Stick ↑ to grab the object, and then move R Stick ↓ when prompted by the HUD	Hold Control Stick ↑ to grab the object, and then move C Stick ↓ when prompted by the HUD
Weak Strike	Press A Button when on ladder with opponent	Press y Button when on ladder with opponent	Press A Button when on ladder with opponent
Strong Strike	Hold A Button when on ladder with opponent	Hold y Button when on ladder with opponent	Hold A Button when on ladder with opponent
Ladder Grapple	Control Stick ←/→ & B Button when on ladder with opponent	L Stick ←/↑/→ & b Button	Control Stick ←/↑/→ & B Button
Groggy Ladder Grapple	Control Stick ←/→ & B Button facing a groggy opponent	L Stick ←/↑/→ & b Button facing a groggy opponent	Control Stick ←/↑/→ & B Button facing a groggy opponent
Ladder Finishing Move	A & B Buttons when on ladder with opponent (must be in possession of a Finishing move icon)	x Button when on ladder with opponent (must be in possession of a Finishing move icon)	Y Button when on ladder with opponent (must be in possession of a Finishing move icon)
Alternate Ladder Finishing Move	Control Stick & A & B Buttons when on ladder with opponent (must be in possession of a Finishing move icon)	L Stick & x Button when on ladder with opponent (must be in possession of a Finishing move icon)	Control Stick & Y Button when on ladder with opponent (must be in possession of a Finishing move icon)

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Dodge Opponent's Ladder Attack	Control Stick ↓ when opponent attacks you on ladder	L Stick ↓ when opponent attacks you on ladder	Control Stick ↓ when opponent attacks you on ladder
Hanging Diving Attack	A Button when you are on the top turnbuckle and your opponent is hanging from the suspended object	y Button when you are on the top turnbuckle and your opponent is hanging from the suspended object	A Button when you are on the top turnbuckle and your opponent is hanging from the suspended object
Hanging Grapple	B Button when you are near an opponent hanging from the suspended object	b Button when you are near an opponent hanging from the suspended object	B Button when you are near an opponent hanging from the suspended object

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 Control Stick ↑/R Stick ↑/C 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 Control Stick ↓/R Stick ↓/C 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 (A Button/y Button/A Button) is the quickest way to do it. But if there are two Superstars on it, the fastest and most effective way to topple it (and the opponents on it) is to approach it and press Control Stick & B Button/b Button/B Button.



Climb the ladder and push Control Stick ↑/R Stick ↑/R Stick ↑ to grab the suspended object above the ring.



When the prompt to remove the object appears, push Control Stick ↓/R Stick ↓/R Stick ↓ to pull it down.



Chair Moves

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Chair Downed Corner Attack	While holding a chair, run toward opponent downed (seated) in corner and press A Button	While holding a chair, run toward opponent downed (seated) in corner and press y Button	While holding a chair, run toward opponent downed (seated) in corner and press A Button
Sandwich Chair in Corner	Push Control Stick toward corner while holding a chair and press Z Button	Push L Stick toward corner while holding a chair and press a Button	Push Control Stick toward corner while holding a chair and press X Button

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!

STEEL CAGE MATCH CONTROLS



Steel Cage Matches are among the most brutal matches in **WWE '13**. 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 as a devastating weapon against a Superstar.

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Climb Up Cage	Control Stick Toward cage wall & Z Button	L Stick Toward cage wall & ZL Button	L Stick toward cage wall & Z Button
Escape From Cage	Z Button at the top of the cage	b Button at the top of the cage	B Button at the top of the cage
Diving Attack From Top of Cage	A Button at the top of the cage vs standing or downed opponent	y Button at the top of the cage vs standing or downed opponent	A Button at the top of the cage vs standing or downed opponent
Cancel Climb Attempt	C Button	L Button	L Button
Superplex Leading to Cage Door Escape	Press Control Stick & B Button near groggy opponent in the lower left corner of the ring	Press b Button near groggy opponent in the lower left corner of the ring	Press B Button near groggy opponent in the lower left corner of the ring
Smash Opponent Into Cage Wall	Hold Z Button & hold C Button and push Control Stick toward cage; must have the Hammer Throw ability	Hold a Button and push L Stick toward cage; must have the Hammer Throw ability	Hold x Button and push Control Stick toward cage; must have the Hammer Throw ability
Skewer Attack	Control Stick & B Button while opponent is groggy in the corner of the ring	b Button while opponent is groggy in the corner of the ring	B Button while opponent is groggy in the corner of the ring
Throw Opponent Into Cage Wall	Control Stick & B Button near opponent who is groggy against the ropes	b Button near opponent who is groggy against the ropes	B Button near opponent who is groggy against the ropes

HELL IN A CELL MATCH CONTROLS



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 deadly match type.

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Throw Opponent Off Top Edge of Cell	Control Stick & B Button near opponent at edge of Cell	b Button/a Button near opponent at edge of Cell	B Button/A Button near opponent at edge of Cell
Environmental Grapple	Control Stick & B Button when near a Cell wall.	b Button when near a Cell wall.	B Button when near a Cell wall.
Break Cell Roof	Slam opponent onto center of Cell roof	Slam opponent onto center of Cell roof	Slam opponent onto center of Cell roof
Drop Into Ring Through Broken Cell Roof	Push Control Stick toward hole in roof & tap Z Button	Push L Stick toward hole in roof & tap ZL Button	Push Control Stick toward hole in roof & tap Z Button
Cell Destruction Finisher	A & B Buttons near the corners of the Cell on the same side as the commentary tables with a Finishing Move Icon	x Button near the corners of the Cell on the same side as the commentary tables with a Finishing Move Icon	Y Button near the corners of the Cell on the same side as the commentary tables with a Finishing Move Icon

ELIMINATION CHAMBER



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:

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Climb Onto Top of Chamber Pod	Control Stick & Z Button while on turnbuckle	L Stick & ZL Button while on turnbuckle	Control Stick & Z Button while on turnbuckle
Get Down From Chamber Pod	Z Button	ZL Button	Z Button
Slam Opponent Into Chamber Wall	Irish Whip opponent toward chamber wall	Irish Whip opponent toward chamber wall	Irish Whip opponent toward chamber wall
Climb Up Chamber Wall	Control Stick toward Chamber wall & Z Button	L Stick toward Chamber wall & ZL Button	Control Stick toward Chamber wall & Z Button

TAG TEAM MATCH CONTROLS

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.



Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Tag	Control Stick toward partner & Z Button	L Stick toward partner & ZL Button	Control Stick toward partner & Z Button
Corner Double Team Grapple Moves	Irish whip an opponent toward your corner and push Control Stick $\leftarrow/\rightarrow/\uparrow/\downarrow$ & B Button; your waiting partner must be positioned near the turnbuckle where a tag would normally occur.	Irish whip an opponent toward your corner and push L Stick $\leftarrow/\rightarrow/\uparrow/\downarrow$ & b Button; your waiting partner must be positioned near the turnbuckle where a tag would normally occur.	Irish whip an opponent toward your corner and push Control Stick $\leftarrow/\rightarrow/\uparrow/\downarrow$ & B Button; 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 Control Stick $\leftarrow/\rightarrow/\uparrow/\downarrow$ & B Button	Approach your partner while they are grappling an opponent and push L Stick $\leftarrow/\rightarrow/\uparrow/\downarrow$ & b Button	Approach your partner while they are grappling an opponent and push Control Stick $\leftarrow/\rightarrow/\uparrow/\downarrow$ & B Button
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 A & B Buttons	With a stored Finishing move icon, Irish whip an opponent toward your corner (and your waiting partner), approach the opponent and press x Button	With a stored Finishing move icon, Irish whip an opponent toward your corner (and your waiting partner), approach the opponent and press Y Button
Call In Tag Partner	Z Button & +Control Pad \uparrow/\downarrow	R Button & +Control Pad \uparrow/\downarrow	Z Button & +Control Pad \uparrow/\downarrow
Switch to Controlling Illegal Partner	[-]	SELECT	Hold L Button & Hold R Button & Z Button



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.

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Punch Nearby Opponent	A Button	y Button	A Button
Pull Down Rope (To Cause Irish Whipped Opponent To Fall To Ringside)	B Button	a Button	X Button
Call For Tag	Z Button	ZL Button	Z Button
Grapple Nearby In-Ring Opponent	Control Stick & B Button	b Button	B Button
Enter Ring	Control Stick & Z Button	L Stick & ZL Button	Control Stick & Z Button
Climb Turnbuckle	C Button & Control Stick toward corner	L Button & L Stick toward corner	L Button & Control Stick toward corner
Switch to Controlling Legal Partner	[-]	SELECT	Hold L Button & Hold R Button & Z Button

INFERNO MATCH CONTROLS



In an Inferno Match, the ring is surrounded with searing flames, and the only way to win is to set your opponent on fire! When your opponent is down, press C Button/a Button/X Button to roll him toward the burning ring apron.

Once the opponent is near the flames, you must press A Button/b Button/B Button when the cursor on the meter reaches the target area. Your opponent must mash their controller's buttons in order to escape to safer temperatures.

Note: If you're in danger of going up in flames, spend one of your stored Finishing Move icons (A & B Buttons/x Button/Y Button) to instantly escape from the heat. Any Superstar who has ever lost an Inferno Match will tell you that it's a small price to pay!

ROYAL RUMBLE CONTROLS



The 30-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!

Action	Wii Remote + Nunchuk	Classic Controller	GameCube
Royal Rumble Finisher	A & B Buttons when opponent is groggy against ropes or corner	x Button when opponent is groggy against ropes or corner	Y Button when opponent is groggy against ropes or corner
Eliminate Opponent	Control Stick & B Button when the opponent is groggy against the ropes, under the ropes, or in the corner, and then follow the on-screen button prompts	b Button when the opponent is groggy against the ropes, under the ropes, or in the corner, and then follow the on-screen button prompts	B Button 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 up or down on +Control Pad to scroll through Superstars, and press Z Button to select a Superstar.	Press up or down on +Control Pad to scroll through Superstars, and press b Button to select a Superstar.	Press up or down on +Control Pad to scroll through Superstars, and press B Button to select a Superstar.
Cancel Elimination	C Button	L Button	L Button
Instantly Escape Elimination	Z Button with a Finishing Move icon	L Button with a Finishing Move icon	L Button with a Finishing Move icon
Climb Turnbuckle	C Button & Control Stick toward corner	L Button & L Stick toward corner	L Button & Control Stick toward corner
Switch to Controlling Legal Partner	[-]	SELECT	Hold L Button & Hold R Button & Z Button

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 Z Button/ZR Button/Z Button and pressing +Control Pad ↑ to enter the Move Thief state. You have 20 seconds to execute the Finisher from the time you enter the Move Thief state. The defender must be in a grounded state and the attacker must be standing near them in order to perform the Move Thief ability.



Comeback

If you have this ability, you will be prompted to press A & B Buttons/x Button/Y Button when your Superstar has sustained moderate limb damage. Pressing the buttons displayed on the screen at the correct time will let you perform a dramatic comeback. This cannot be used when you have a Finisher available and can only be used once per match.



Hammer Throw

When Irish whipping an opponent, hold the Irish whip command button(s) (Z & C Buttons/a Button/x Button) to send an opponent smashing into and over a turnbuckle or flying over the ropes and down to the arena floor.



Resiliency

Superstars 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 C Button/L Button/Z Button to increase the target zone on the pin meter.



Outside Dives

Press A Button/y Button/A Button while moving into the ropes, or run across the ring and press A Button/y Button/A Button 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 Control Stick/L Stick/Control Stick toward the ropes and press A Button/y Button/A Button to execute a springboard attack from the ring apron. If you have a downed opponent on an announce table, get onto the ring apron closest to the announce table and hold Control Stick/L Stick/Control Stick toward the ropes and press A Button/y Button/A Button to execute a killer springboard table attack.



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"; they can also trigger a leverage pin with Control Stick ↑/↓ & C Button/R Stick ↑/↓/C Stick ↑/↓ near a groggy opponent. In a leverage pin, the defending Superstar can try to escape normally by reaching the blue target area of the kick-out meter. If the defending Superstar also has the Leverage Pin ability, 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 C Button/L Button/L Button 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 Control Stick & B Button/b Button/B Button to lock into a collar-and-elbow tie-up. Press A Button/b Button/B Button repeatedly to win the battle and gain the advantage!

...that you can remove turnbuckle pads from the corners of the ring? Move toward the turnbuckle and press Z Button/ZL Button/B Button.

...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 Control Stick/L Stick/Control Stick in that direction as you're Irish whipping them?

...that you can recover from being groggy more quickly by hitting A Button/b Button/B Button 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 announce 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 announce table must be cleared before you can put an opponent through it? Approach the announce table, push Control Stick/L Stick/Control Stick toward it and press Z Button/ZL Button/Z Button 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.

...that you can use a special announce table finisher when you have a stored Finishing Move icon and opponent down on an announce table? Press A & B Buttons/x Button/Y Button when standing next to the table or on the table with them to perform it.

...that certain moves transition straight into pin attempts if you press C Button/a Button/X Button when it appears on the screen? Keep a sharp eye out for it!

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Agoura Hills, CA 91301

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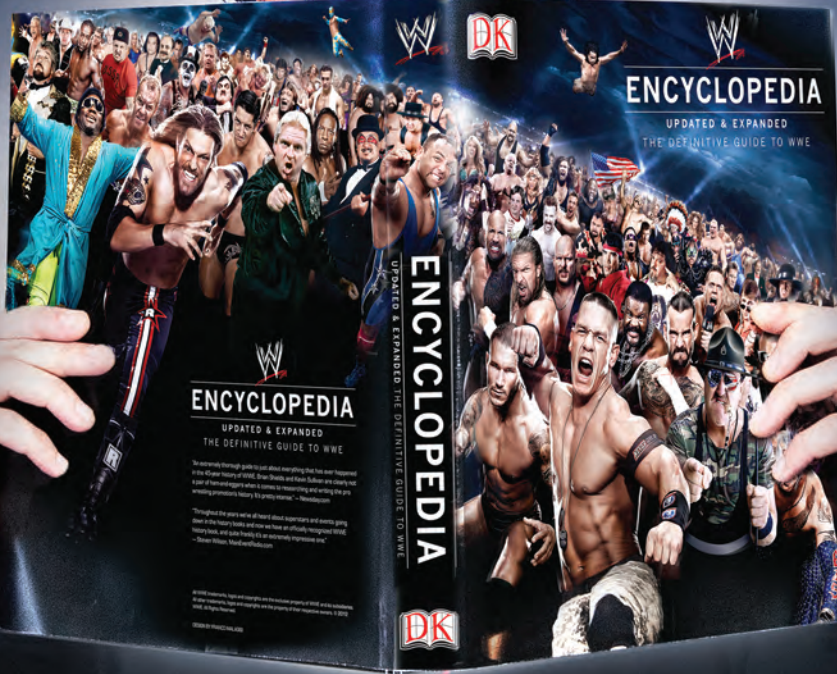
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