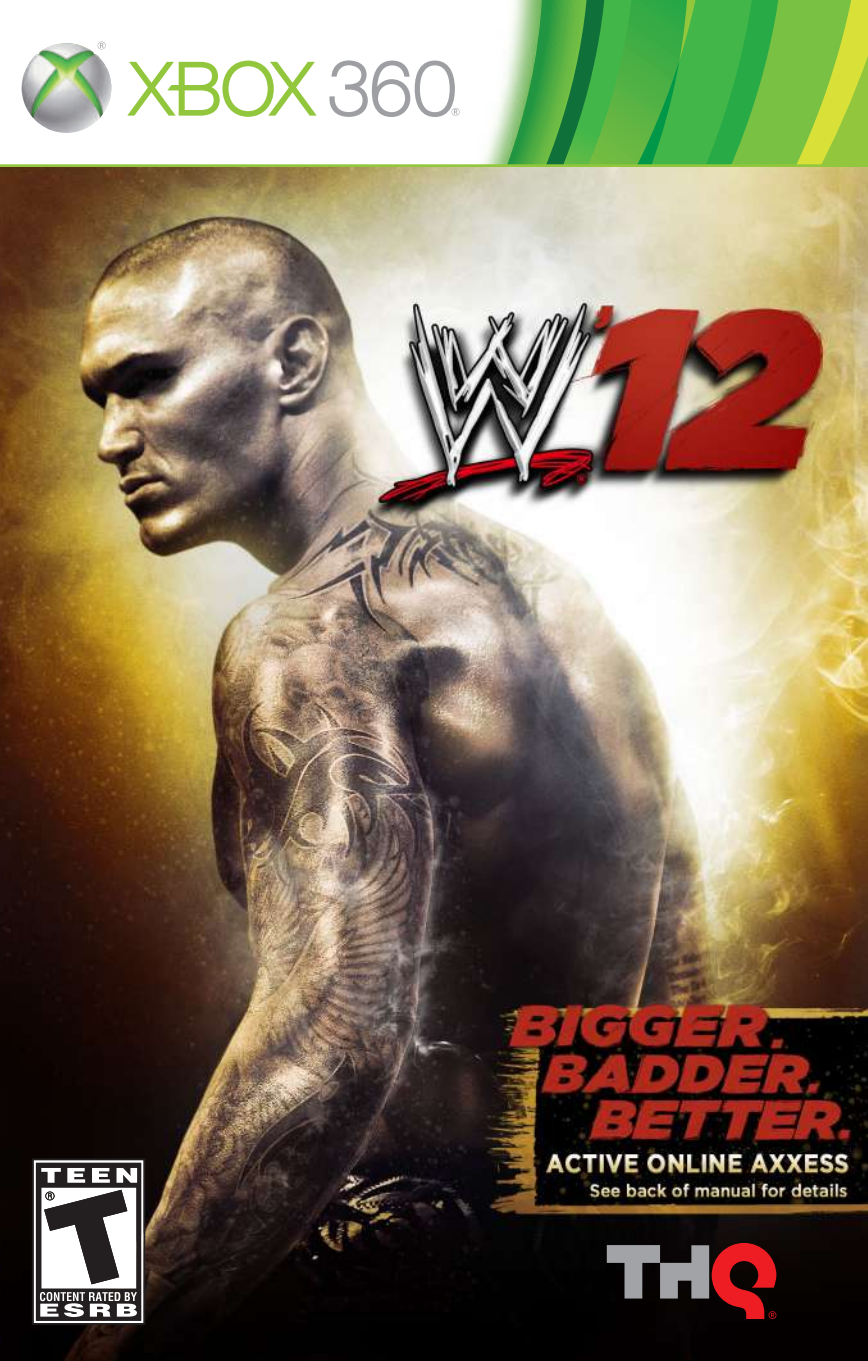
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CONTENT RATED BY
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XBOX 360 CONTROLLER

CHAIN GRAPPLE HOLDS

Grappling a non-groggy opponent will put you in a grapple hold state. Press A and move L ↑/↓/←/→ to move into 1 of 4 different grapple holds. From a grapple hold state, the following actions can be performed:

Grapple Attack – A + L ↑/↓/←/→

Breaking Point Submission – Hold A

Strike/Strong Strike – X/Hold X

Change Holds – R ↑/↓/←/→

Drag – Pull & Hold LT + RT + Move L

GROGGY GRAPPLES

Grappling a standing groggy opponent will trigger a groggy grapple. Groggy grapples are stronger than chain grapples so when given the opportunity, best to take advantage. When facing the front or rear of groggy opponent, the following actions can be performed:

Groggy Grapple Attack – A + L ↑/↓/←/→

Breaking Point Submission – Hold A

Turn – R

Transition Into a Chain Hold – Pull LT + RT

REPOSITION STICK

The R can be used to reposition your opponent. Below is a list of gameplay situations in which the R can be used:

Grounded Opponent:

R ↑ - Lift opponent

R ↓ - Lift opponent to stand behind them

R ←/→ - Turn opponent

Corner Groggy Opponent:

R ↑ - Lift opponent into top rope groggy state

R ↓ - Place opponent in Tree of Woe

R ←/→ - Turn opponent

Groggy Against the Ropes:

R any direction – Place opponent in middle rope groggy position

LIMB TARGET SYSTEM

Hold RB when clutching your opponent in a grapple hold or facing a groggy opponent to activate the all-new Limb Target System. Use limb targeting to focus your grapple attacks to the head, arms and legs of your opponent. While holding RB press Y to attack the head, X/B to attack the arms and A to attack the legs. Against a grounded opponent, hold RB and press A near the upper body, side and lower body to attack the head, arms and legs respectively. Inflicting critical damage to body parts will result in the following gameplay altering side-effects:

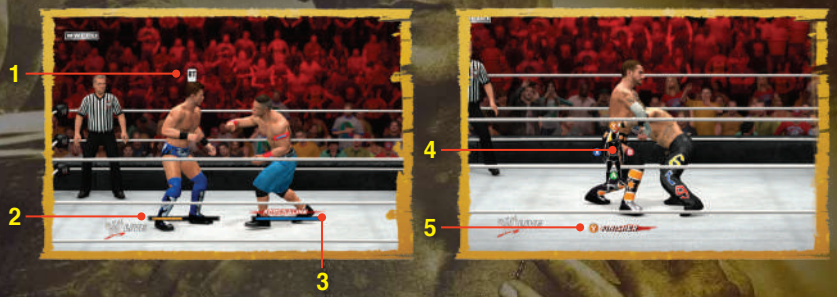
Head – The odds of your opponent getting into a standing groggy state increase.

Torso – Able to perform groggy grapples after a gut kick. Move L ↘/↗ + X to perform the gut kick.

Arms – Your opponent's submission strength will be reduced making it harder for them to submit opponents.

Legs – Your opponent's movement speed will be reduced.

GAME SCREEN



1. REVERSAL PROMPT: Time the button press correctly to counter the opponent's attack.

2. MOMENTUM GAUGE:
Execute successful attacks to build momentum.

3. ADRENALINE METER: Keep track of your adrenaline, if it runs out you will move slowly around the ring.

4. LIMB TARGET HUD

5. FINISHER PROMPT