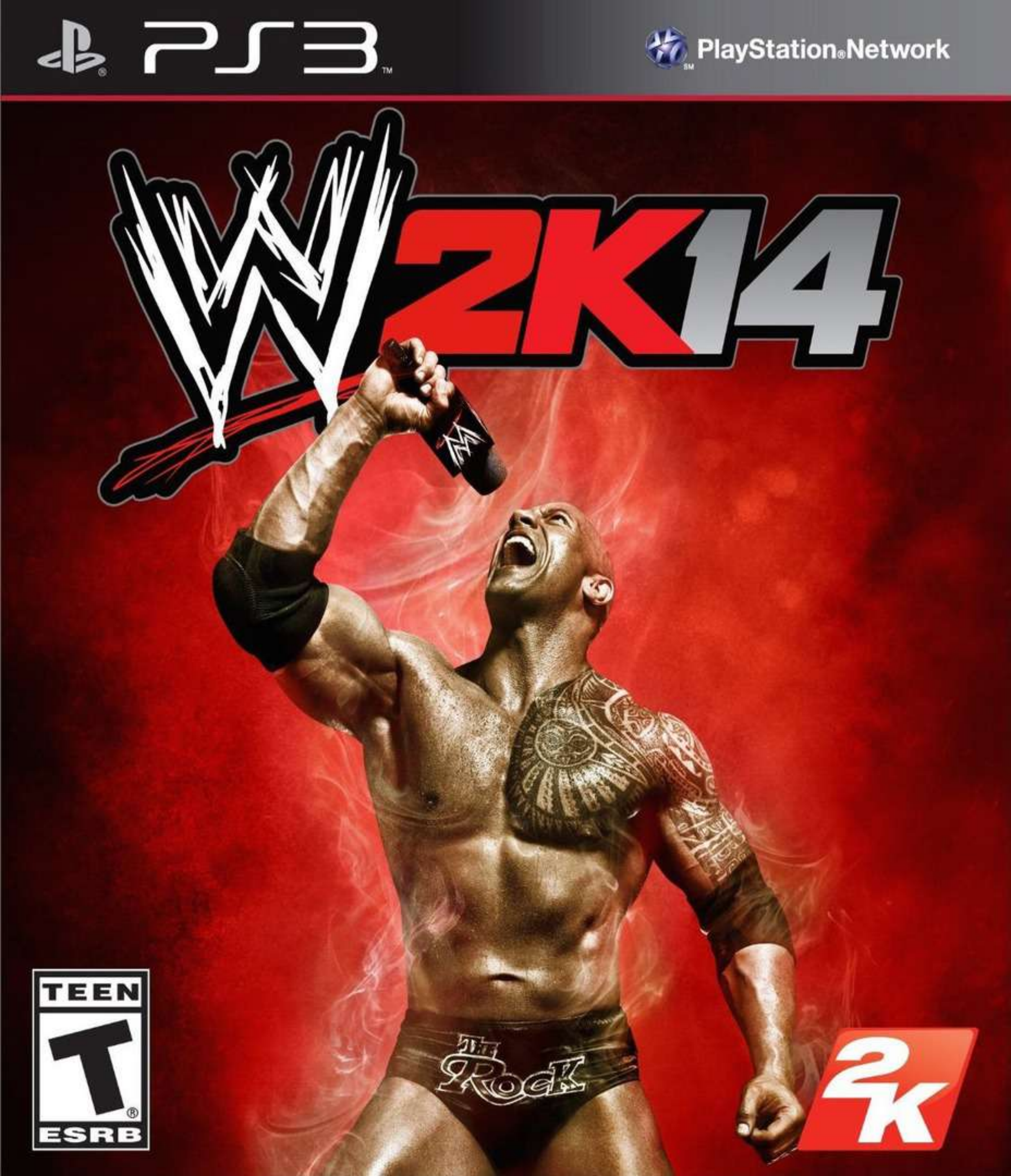
PS3™

PlayStation®Network

WWE 2K14



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

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.

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GAME CONTROLS

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 directional buttons and Left Stick.

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 2K14*** disc with the label facing up into the disc slot. Select the icon for the software title under ***WWE 2K14*** 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 **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.

PLAYSTATION NETWORK

PlayStation Network® is your connection to more games, more entertainment, more fun. Go to http://us.playstation.com/psn/ to learn more.

CONNECTING

Before you can use PlayStation®Network, connect your PlayStation®3 console to a high-speed Internet connection and sign up to become an PlayStation®Network member.

For more information about connecting, and to determine whether PlayStation®Network is available in your region, go to http://us.playstation.com/psn/

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve with who and how your family interacts with others online with the PlayStation®Network service, and set time limits on how long they can play. For more information, go to https://support.us.playstation.com/app/answers/detail/a_id/207/~/use-parental-controls-on-the-playstation-network.

INTRODUCTION

WWE 2K14 was created with one goal in mind: to get you as close to WWE Superstardom as possible without signing a contract with Mr. McMahon!

Relive 30 Years of WrestleMania with an all-new story mode that recreates the most memorable moments of the greatest event in sports entertainment. From the original WrestleMania, all the way up to 2013's WrestleMania 29, you'll take on some of the greatest Superstars in WWE history in the matches that made them immortal.

Speaking of immortal, no Superstar in WWE history has a better claim on that description than the legendary Undertaker. Now, for the first time, you can truly experience what it's truly like to face the Deadman at WrestleMania — where he's never lost! The Streak mode showcases The Undertaker's near-invincibility like you've never seen it before!

But that's just the beginning! All-new Catapult Catch Finishers let you turn your opponent's momentum against them with bone-crushing moves. Additional OMG! Moments give you even more ways to bring the pain. Two new Tournament Mode match types, Gold Rush and Tag Team, let you compete for the championships of your choosing. And just when you thought WWE's Create Modes couldn't get any better, new options for creating a custom Superstar or Championship are here to prove you wrong!

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 pushing 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 Left Stick
Go To Apron From Ring	Push Left Stick toward outside of ring + tap L1
Move Around Ring Post From One Apron T o Another	Push Left Stick toward ring post
Go Outside Of Ring From Inside Ring	Push Left Stick toward outside of ring + hold L1
Descend From Apron To Outside Of Ring	Press L1
Ascend To Apron From Outside Of Ring	Push Left Stick toward ring + tap L1
Enter Ring From Outside Of Ring	Push Left Stick toward ring + hold L1

Enter Ring From Apron	Push Left Stick toward ring + press L1
Run	Hold L2 + push Left Stick
Climb Turnbuckle	Hold L1 + push Left Stick toward corner post or run toward corner post
Climb Corner From Outside Of Ring	Run toward steel post from outside of ring

STRONG STRIKES AND STRIKE COMBINATIONS

Striking is the quickest way to inflict damage on your opponent. Pressing ▣ performs a quick strike against your opponent. Holding ▣ unleashes a powerful but slower (and easier to counter) heavy strike. Combining ▣ while pushing 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 (4 different kinds)	Press ▣+Left Stick ↑→↓←
Strong Strike	Hold ▣
Alternate Strong Strike (1 kind)	Hold ▣+Left Stick ↑→↓←

2-hit Combo	▣ during Strike Attack
3-hit Combo	▣ during 2nd combo hit
4-hit Combo	▣ during 3rd combo hit
Gut Kick	▣ + ▣+Left Stick ↙↘

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

CHAIN GRAPPLES

Standing grapple attacks in WWE '14 start from one of four chain grapple states. To enter a chain grapple state, approach a non-stunned, standing opponent and press ⊗ while pushing Left stick up, down, left or right.

WAIST LOCK: ⊗+Left stick ↓ facing opponent or ⊗ from behind opponent

WRIST LOCK: ⊗+Left stick → facing opponent

FRONT FACELOCK: ⊗+Left stick ↑ facing opponent or ⊗ by itself

SIDE HEAD LOCK: ⊗+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 (5 different kinds)	⊗+Left stick ↑→↓← or just ⊗ without Left stick
Breaking Point Submission	Hold ⊗
Strike	Press ▣
Strong Strike	Hold ▣
Irish Whip	◎
Transition to Front Face Lock	Right stick ↑
Transition to Wrist Lock	Right stick →
Transition to Waist Lock	Right stick ↓
Transition to Side Head Lock	Right stick ←

Walk Opponent Around the Ring	Hold L2 + R2 and push Left stick
Release Chain Grapple Hold	L1

STUN GRAPPLES

When your opponent is standing but stunned, you've got him right where you want him. To perform a stun grapple, approach an opponent from the front or behind while they're in a stunned state and simply press ⊗, or press ⊗ and push Left stick ↑↓→← in any direction to execute a strong grapple attack.

To stun an opponent, 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).

Front Grapple Attack (5 different kinds)	⊗, or ⊗+Left stick ↑↓→← facing opponent
Rear Grapple Attack (5 different kinds)	⊗, or ⊗+Left stick ↑↓→← behind standing opponent
Front Breaking Point Submission	Hold ⊗ facing opponent
Rear Breaking Point Submission	Hold ⊗ behind standing opponent

Switch to Front Facelock/Drag	Hold L2 + R2 and push Left stick to drag (release L2 + R2 to enter into a Front Facelock)

IRISH WHIP

Sending your opponent running out of control with an Irish Whip is a great way to take control of the match. Press ◎ to Irish whip your opponent in the direction that you push Left stick. Catch them on the rebound with a strike (▣) or grapple (⊗).

Irish Whip Opponent	◎ (push Left stick to aim opponent)
Counter Strike	▣ when opponent is running back at you
Counter Grapple	⊗ when opponent is running back at you
Alternate Counter Grapple	Hold ⊗ when opponent is running back at you
Duck or Leap Frog Running Opponent	L1 when opponent is running back at you
Pull-Back Grapple	Press ⊗ 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)

REVERSALS

Just because some jabroni throws a punch at you, that doesn't mean you have to stand there and take it! Press R2 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 R2 and good timing!

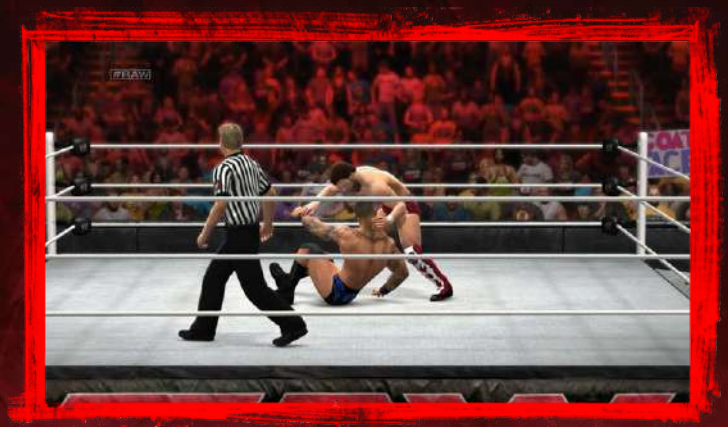
FROM A PUNCH REVERSAL STATE

Strike	□
Chain Grapple	△
Signature/Finishing Move	△, if you have a front or rear facing Signature/Finishing Move
Breaking Point Submission	Hold ⊗
Reverse the Reversal	R2 as soon as your opponent attempts to reverse your attack

FROM A KICK REVERSAL STATE

Strike	▣
Chain Grapple	Right stick
Kick Reversal Grapple	⊗
Signature/Finishing Move	△, if you have a front or rear facing Signature/ Finishing Move
Breaking Point Submission	Hold ⊗
Reverse the Reversal	R2 as soon as your opponent attempts to reverse your attack

POSITIONING



When you have the upper hand, WWE '14 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 standing stunned—use 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 Stand Behind Them	Right stick ↓

STANDING IN FRONT OF OR BEHIND A STUNNED OPPONENT

Turn Opponent Around	Right stick ⬅➡

OPPONENT STUNNED IN THE CORNER

Turn Opponent Around	Right stick ⬅➡
Lift and Place on Top Of Turnbuckle	Right stick ⬆
Place In Tree Of Woe (Hanging Upside Down In Corner)	Right stick ⬇
Place Opponent Down (Sitting) In the Corner	Hit with Gut Kick (▣+Left stick ↙↘

OPPONENT STUNNED AGAINST THE ROPES

Place Opponent On Middle Rope	Right 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. 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 repertoire.

GROUNDED OPPONENT

Pinfall Attempt	◎
Ground Strike	▣
Alternate Ground Strike	Left stick+▣
Running Ground Strike	▣ while running toward a downed opponent
Drag Opponent	Hold L2+R2 and push Left stick
Cancel Drag	Release L2+R2
Lift Up	Right stick ⬆
Lift Up and Stand Behind Opponent	Right stick ⬇

Turn Opponent Over	Right stick ⬅➡
Breaking Point Submission	Hold ⊗
Ground Grapple	⊗
Target Downed Opponent's Head	Hold R1 + press ⊗ while standing near opponent's head
Target Downed Opponent's Arm	Hold R1 + press ⊗ while standing near opponent's side
Target Downed Opponent's Legs	Hold R1 + press ⊗ while standing near opponent's legs

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 (R1+⊗) to isolate parts of your opponent's body and work them over; see "Limb Target System" for more information.

OPPONENT STUNNED AGAINST THE ROPES

Grapple Opponent	⊗

Knock Opponent Out of Ring	▣
Irish Whip	◉

FACING STUNNED OPPONENT (STANDING) IN CORNER

Strike	▣
Running Strike	▣ while running toward corner stunned opponent
Transition Opponent Into a Seated Corner Position	Hit with Gut Kick (Left stick ↙↘ + ▣)
Lift and Place on Top Of Turnbuckle	Right stick ⬆
Place Opponent In Tree of Woe	Right stick ⬇
Grapple	⊗
Alternate Grapple	Left stick+⊗
Irish Whip	◉

Turn Opponent Around	Right stick ⬅➡

FACING OPPONENT DOWN (SITTING) IN CORNER

Strike	▣
Running Strike	▣ while running toward seated opponent
Grapple	⊗

BEHIND STUNNED OPPONENT (STANDING) IN CORNER

Strike	▣
Running Strike	▣ while running toward corner stunned opponent
Lift and Place on Top Of Turnbuckle	Right stick ⬆
Place Opponent In Tree of Woe	Right stick ⬇
Grapple	⊗
Alternate Grapple	Left stick+⊗
Irish Whip	◉
Turn Opponent Around	Right stick ⬅➡

TREE OF WOE

Strike	▣
Running Strike	▣ while running toward hanging opponent
Grapple	⊗

VS. OPPONENT IDLE ON TOP TURNBUCKLE

Running Top Rope Grapple	Run toward turnbuckle and press ⊗
Strike	▣

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 Left stick toward him, and then use ▣ or ⊗ to hit him with a strike or grapple attack.

Run Toward Opponent	Hold L2 and push Left stick toward opponent
Running Strike	Press ▣ while running toward a standing opponent
Alternate Running Strike	Hold ▣ while running toward a standing opponent
Front Grapple	Press ⊗ while running toward the front of a standing opponent
Alternate Front Grapple	Hold ⊗ while running toward the front of a standing opponent
Rear Grapple	Press ⊗ while running toward the rear of a standing opponent
Alternate Rear Grapple	Hold ⊗ while running toward the rear of a standing opponent

TOP ROPE DIVE 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 top rope dive attacks against a standing or grounded opponent, but be careful not to let your foes turn them against you. It's a long way down!

Grounded Dive Attack	▣ Against a grounded opponent
Alternate Grounded Dive Attack	Left stick+▣ Against a grounded opponent
Standing Dive Attack	▣ Against a standing opponent
Alternate Standing Dive Attack	Left stick+▣ Against a standing opponent
Dismount Into The Ring	L1
Dismount Onto Apron	L1+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 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. If you can't perform your Signature Move within the given time, you wind up earning a normal Finishing move icon.

Signature Move	△ When momentum is full
Finishing Move	△ When you have a Finishing Move

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

Standing In Front	You're standing and facing a standing opponent
Standing Behind	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
Grounded – Side	You're standing next to the torso of a downed opponent
Grounded – Lower Body	You're standing next to the legs of a downed opponent
Grounded – 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 stunned on the top turnbuckle, and you're standing in front of him
Top Rope Back	The opponent is stunned on the top turnbuckle, facing away from the ring, and you're standing in the ring behind him
Corner – Front	You're standing facing an opponent who is on their feet but leaning against the corner turnbuckle
Corner – Seated	You're standing facing an opponent who is down (seated) in the turnbuckle
Stunned Against Ropes	The opponent is leaning against the top rope
Stunned Against Middle Rope	The opponent is hanging over the middle ring rope

CATAPULT CATCH FINISHERS—NEW!

If your Superstar has a Catapult Catch Finisher assigned to their first Finisher move slot, you can turn a running opponent's momentum against them with a teeth-rattling Catapult Catch Finisher.

To execute a Catapult Catch Finisher, Irish Whip your opponent into the ropes. When they rebound toward you, press [L1] to lift them into the air, and then press [TRI] while they're in the air to smash them into the canvas with a Catapult Catch Finisher!

You can also use a Catapult Catch Finisher against an opponent who has chosen to run directly at you, but you have to be precise with your timing!

CATAPULT CATCH FINISHER MOVES

F-5
Brogue Kick
Spear
Rock Bottom
Very European Uppercut
WMD
Trouble In Paradise
Shell Shocked
Pedigree
Bull Hammer
Yes Lock
RKO
Go 2 Sleep
Chokeslam
Superkick
World's Strongest Slam
Attitude Adjustment
Tombstone Piledriver
Codebreaker

NOTE: Want to know if your Superstar has a Catapult Catch Finisher in his move set? Pause your match, select Match Information, and then select Finisher. If the primary finisher is a Catapult Catch Finisher, you'll see that information in the Move Info window on the right side of the screen.

TAUNTS

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 directional buttons 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!

Taunt (4 different kinds)	Directional buttons ↑↓←→
Wake-Up Taunt	Directional button ↑ When opponent is grounded 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 press ⊙ to go for the pin. To kick out, the opponent must hold ⊗ to fill the kick-out meter and release ⊗ when it's in 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.

Pin	⊙ When opponent is down
Pin Kick Out	Press ⊗ to fill kick-out meter and release in the target zone
Release Pin (Attacker Only)	L1

BREAKING POINT SUBMISSIONS

When your opponent is grounded, stunned or in a grappled state, hold ⊗ 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.

Rapidly press ⊗/⊙/▣/△ to increase the pressure. Your opponent has to do the same to escape. 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. Be aware that doing so will cost you a sizable amount of momentum.

Breaking Point Submission	Hold ⊗ when opponent is grappled, grounded or in an upright stunned state
Increase Pressure (Attacker)	⊗/⊙/▣/△ repeatedly
Release Submission (Attacker)	L1
Break Free (Defender)	⊗/⊙/▣/△ repeatedly
Crawl Toward Ropes (Defender)	Push Left stick toward ropes to crawl and initiate a rope break (when prompted)

MENU CONTROLS

Use Left stick or Directional buttons to navigate the in-game menus. Press ⊗ to confirm your selection. Press ⊙ to go back to the previous screen.

THE GAME SCREEN

SUPERSTAR SELECTION

When you're at the Superstar Selection screen, use Left stick or directional buttons to highlight a Superstar and press ⊗ to confirm your selection.

By default the Superstar Selection screen shows all of the WWE Superstars that you have unlocked. To view Created Superstars or Divas or Superstars/Divas purchased through the PlayStation Network Marketplace, 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 '14 has over 80 different kinds of match variations that your Superstars can compete in.

TOURNAMENTS—NEW!

King of the Ring made its appearance in WWE '13, and this year, it's joined by two additional Tournament modes. Gold Rush is a tournament where you can compete for any singles championship, and Tag Team is a tournament for the WWE Tag Team Championship.

NOTE: If you turn on the Damage Retention option in any Tournament mode, all Superstars' limb damage carries over from match to match in the tournament!

WWE UNIVERSE

Ever wondered what it's like to be Mr. McMahon and the WWE brass? Check out 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 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!

30 YEARS OF WRESTLEMANIA—NEW!

The WWE Universe revolves around that annual Showcase of the Immortals, WrestleMania. And in WWE 2K14, you can experience each and every WrestleMania from the perspective of the Superstars who established their legendary status there. By recreating WrestleMania moments, you can earn the right to be called a true WWE Legend.

Each match you compete in has a list of bonus objectives that you can bring up at any time by pressing SELECT. Complete the bonuses to unlock Superstars, managers, Championships and alternate attire that you can use in any other game mode and bring the past into a head-on collision with the present!

THE STREAK—NEW!

The Streak is an all-new game mode exclusive to WWE 2K14 that pays tribute to the Undertaker's undefeated streak at WrestleMania. There are two different modes: Defeat the Streak and Defend the Streak. The Streak can be found in 30 Years of WrestleMania's main menu.

DEFEAT THE STREAK

In Defeat the Streak, you take on Undertaker in a one-on-one match. Sounds simple? Not so fast. You're facing him at WrestleMania, where he's never failed to emerge victorious for more than two decades — and you're about to find out why.

The Deadman who you face in Defeat the Streak is like no opponent you've ever faced before. He's stronger than you. He generates momentum faster than you. And he has a variety of vintage Undertaker psychological attacks to unleash in the unlikely event that you ever gain the upper hand.

If you somehow manage to defeat The Undertaker, you'll have the option to upload your score to an online Defeat the Streak leaderboard for ultimate bragging rights. And if you ever run into Triple H, Big Show or any other Superstar who 'Taker has buried at WrestleMania, you can let them know that you've done something that they couldn't!

DEFEND THE STREAK

In Defend the Streak, you play as Undertaker and face a continuous wave of opponents, one after the other. When you defeat one, a fresh one enters to take his place. But you have to keep going on whatever you've got left in the tank.

There's no way to "win" Defend the Streak mode, as it continues until you are ultimately defeated. But you can upload your score to an online leaderboard, and if you manage to defeat 21 opponents in one session, you unlock the Slobber Knocker match for use in Exhibition Mode.

WWE CREATIONS—NEW!

Eight Create Modes let you customize virtually every aspect of your WWE experience, with new features added for WWE 2K14!

SUPERSTAR: Define a new Superstar's appearance, or using an all-new option, create alternate attire for an existing WWE Superstar!

SUPERSTAR THREADS: An all-new option to re-color ring and entrance attire without having to recreate it from scratch.

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: Book your own WWE storyline

ARENA: Customize your own WWE arena to do battle in

CHAMPIONSHIP: Create a brand new Custom Championship or edit the look of an existing WWE championship title belt.

PLAYSTATION NETWORK

It's not called "World" Wrestling Entertainment for nothing! Go online through PlayStation®Network and compete head-to-head against the best of the best—participate in Ranked Matches to earn prestige and fame or head into Player Matches for friendly competition!

PlayStation®Network also lets you share everything you've made in Create Modes by uploading them to 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 '14!

MY WWE

View replay videos, check out your statistics, and edit the characteristics of your Superstars, teams and titles to truly make WWE 2K14 your own!

OPTIONS

From here, you can check out the in-game manual, set the options for Match Rules, 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 '14.

WWE SHOP

Purchase downloadable content from the online store here. An internet connection and PlayStation®Network are required to purchase WWE 2K14 downloadable content.

OMG! MOMENTS

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 The Undertaker soaring over the top rope in a do-or-die dive at his opponent outside of the ring. WWE '14 gives you the power to create even more OMG! Moments than ever before and secure a place in highlight reels for all time.

ANNOUNCE TABLE FINISHER

REQUIRES 1 FINISHING MOVE ICON

Remove the cover of the announce table by pressing L1. Irish whip/drag the opponent into the table and press ⊗ to roll them up on top of it. When the OMG! icon appears on the screen, press △ to get up onto the announce table and perform a finishing move that drives them right through it.

APRON DDT—NEW!

REQUIRES 1 FINISHING MOVE ICON

Approach an opponent who is standing on the ring apron, stunned and leaning against the ropes and facing the inside of the ring. Press △ to DDT him onto the edge of the ring apron. The easiest way to set this OMG! Moment up is to grapple your opponent in a chain grapple hold, hold L2 and R2 to drag him toward the ropes, and then press ○ to toss him over the top rope. He'll wind up stunned on the ring apron and ready for your Apron DDT.

BARRICADE BREAK

REQUIRES 1 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 △ to either spear or smash your opponent through the barricade, depending on the weight class of your Superstar.

CATCH FINISHERS

REQUIRES 1 FINISHING MOVE ICON AND SPECIFIC FINISHING MOVES

If your Superstar has the RKO, Go 2 Sleep, Chokeslam, Superkick, World's Strongest Slam, Attitude Adjustment, Tombstone Piledriver, F-5, Brogue Kick, Spear, Rock Bottom, Very European Uppercut, WMD, Trouble In Paradise, Shell Shocked, Pedigree, Bull Hammer, Yes Lock or Codebreaker as his finishing move, you can catch a diving opponent with the finisher by pressing △ 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 Finisher icon.

THE DEADMAN'S DIVE—NEW!

REQUIRES 1 FINISHING MOVE ICON; THIS OMG! IS EXCLUSIVE TO UNDERTAKER

Using Undertaker, approach an opponent who's in the ring and leaning against the ropes in a stunned state (drag the opponent into the ropes to set it up). Press △ to execute Undertaker's signature suicide dive to the outside of the ring.

RING BREAK

REQUIRES 3 STORED FINISHING MOVE ICONS; ATTACKER MUST BE A SUPER HEAVYWEIGHT

Irish whip your opponent into either corner of the ring. While they are stunned in the corner, approach them and press △ 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.

RING POST ASSISTED BIG BOOT—NEW!

REQUIRES 1 FINISHING MOVE ICON

Irish whip or drag your opponent toward the ring post to make them lean against it. Approach him and press △ to deliver a huge boot to his skull.

SIMULTANEOUS SHELL SHOCK/ATTITUDE ADJUSTMENT/ CHOKESLAM—NEW!

REQUIRES 3 FINISHING MOVE ICONS; THE SUPERSTAR MUST HAVE ONE OF THE AFOREMENTIONED MOVES ASSIGNED WITHIN THE FIRST FINISHER SLOT IN THEIR MOVE SET; MUST BE PLAYING A MATCH WITH THREE OR MORE COMPETITORS

Irish whip/drag one of your opponents into any corner of the ring. Then, Irish whip/drag a second opponent into the same corner, which will sandwich the two Superstars together in the corner. Press △ while they are both stunned to perform a Shell Shock, Attitude Adjustment or Chokeslam on both opponents at once!

SPEAR THROUGH CHAMBER POD—NEW!

REQUIRES 1 FINISHING MOVE ICON; MUST BE PLAYING WITHIN AN ELIMINATION CHAMBER

Irish whip your opponent into an empty chamber pod. Approach him and press △ to spear him through the chamber pod door.

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.

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 '14'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 stunned opponent, a grappled opponent or a grounded opponent.

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

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!

When the limbs of your opponent become moderately damaged (signified by the color orange) they will suffer the following effects:

HEAD

STRIKING OR GRAPPLING THEIR HEAD IS MORE LIKELY TO FORCE THEM INTO A STANDING STUNNED STATE.

Attempting a submission against their head greatly increases the likelihood that they'll tap out

ARM

OPPONENT'S BREAKING POINT SUBMISSION STRENGTH IS REDUCED.

Attempting a submission against their arms greatly increases the likelihood 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 greatly increases the likelihood that they'll tap out

TORSO

OPPONENT'S ADRENALINE METER IS REDUCED.

Standing stunned grapples can now be executed following a Gut Kick (Left stick ↙ or ↘ + ▣). While the opponent is bent over from the kick, push the Left stick ↑↓←→ + ⊗ to perform one of four different stun grapple moves.

Attempting a submission against their torso greatly increases the likelihood that they'll tap out

SPECIAL REFEREE CONTROLS

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 △ 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!

Count Pin/Ring Out	⊗
Submission Check	⊗
Announce Submission	⊗ During submission check
Screw Job	△ When Special Referee meter is full and Superstar is locked in a Breaking Point submission
Violation Count	⊗

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, you'll be replaced with a more impartial official!

I QUIT CONTROLS

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 ⊗) or press ⊙ near him when he's grounded, 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 (Directional buttons) 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!

Attempt to Make Opponent Quit	⊙ Near grounded opponent or perform Breaking Point submission
Intimidate Opponent	Directional buttons During I Quit mini-game
Escape From Quit Attempt	⊗ When cursor is within target zone
Instantly Escape From Quit Attempt	△ (costs 1 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

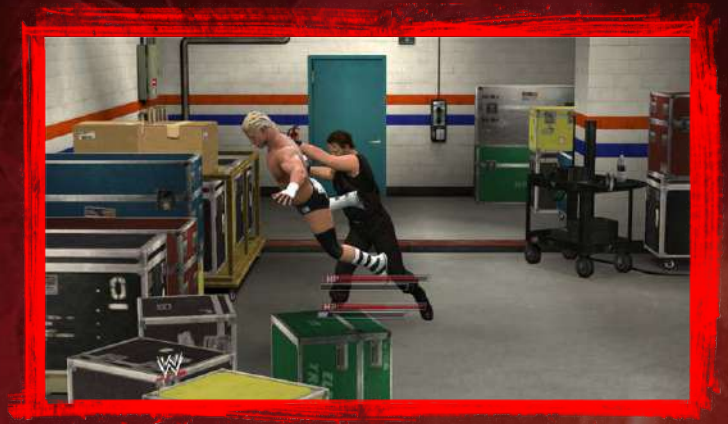
In an Extreme Rules Match, the only rule is that there are no rules! Brawl outside of the ring, smash your opponent with a steel chair and battle until you're both wearing the proverbial crimson mask!

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.

Object Strike	▣ While holding object
Object Grapple	⊗ While holding object
Grab Object/Release Object	L1
Set Table On Fire	△ Standing next to a set-up table while in possession of a stored finishing move icon. Tables can also be set on fire during Table Matches when the Flaming Table Win Condition is turned ON within Match Rules.
Running Object Strike	▣ While holding object and dashing toward opponent
Slide Object Into Ring	When outside the ring, push Left stick toward ring and press L1

Run Into Ring With Object	Run toward ring while holding object
Throw Object Out of Ring	While inside ring, push Left stick toward ring rope and press L1
Run Out of Ring With Object	Run toward ring rope while standing near ring rope and holding object
Remove Object Under The Ring	L1 While standing outside of ring near middle of ring apron

BRAWL CONTROLS



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.

Throw Opponent	◎
Brawl-Specific Grapple	⊗ or ⊗+Left stick ↑↓←→
Environmental Grapple	⊗ When opponent is leaning on an object in the environment
Environmental Finisher	△ When opponent is leaning on an object in the environment (Finishing Move icon required)

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!

TABLE MOVES

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

LADDER MOVES

Pick Up Ladder	L1
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
Climb Ladder (With No Opponents On Ladder)	Left stick toward ladder + press L1
Climb Ladder (With One Opponent On Ladder)	L1 Near ladder
Lean Ladder in Corner, Against Ropes, Ring Apron or Barricade	Left stick Toward corner, etc. + ◎
Run Up Leaning Ladder	Hold L2 +Left stick toward leaning ladder
Run Up Ladder & Strike	Hold L2 +Left stick toward ladder + ▣
Run Up Ladder & Grapple	Hold L2 +Left stick toward ladder + ⊗

Run Up Ladder & Jump to Another Ladder	Hold L2 +Left stick toward ladder + press L1 at top of ladder
Strike Ladder and Knock It Over	▣ When near ladder
Grab Ladder and Knock It Over	⊗ When near ladder
Climb Down From Ladder	◎ While on ladder
Get Down From Top of Ladder	L1 While on top of ladder
Grab Suspended Object	Hold Right stick ⬆ to grab the object, and then move 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	⊗ when on ladder with opponent
Groggy Ladder Grapple	⊗ 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	⊗ 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

To win a Ladder Match, TLC Match or Money In the Bank Match, you must climb a ladder to get within range of the object suspended above 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 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 ⊗.

Climb the ladder and push Right stick ⬆ to grab the suspended object above the ring.

When the prompt to remove the object appears, push Right stick ⬇ to pull it down.

CHAIR MOVES

Chair Downed Corner Attack	While holding a chair, run toward opponent downed (seated) in corner and press ▣
Wedge Chair in Corner	Push 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!

STEEL CAGE MATCH CONTROLS

Steel Cage Matches are among the most brutal matches in WWE '14. 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.

Climb Cage	Left stick toward cage wall + L1
Dive Attack From Top of Cage	▣ When straddling the top of the cage. Use against a standing or grounded opponent
Pull Opponent Off Cage	⊗ or ▣ Below an opponent in the midst of climbing the cage wall
Cancel Climb Attempt	L1
Superplex Leading to Cage Door Escape	Press ⊗ against stunned opponent in the lower left corner of the ring
Smash Opponent Into Cage Wall	Hold ◉ and push Left stick toward cage; must have the Hammer Throw ability
Throw Opponent Into Cage Wall	⊗ Against an opponent that is stunned 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.

Throw Opponent Off Top Edge of Cell	⊗ Near opponent at edge of cell
Environmental Grapple	⊗ Against an opponent standing near the cell wall
Break Cell Roof	Slam opponent onto center of cell roof
Drop Into Ring Through Broken Cell Roof	Left stick toward the break + L1
Cell Destruction Finisher	△ inside of the cell on the same side as the commentary tables (a Finishing Move icon is required)

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 Pod	Left stick + L1 while on turnbuckle
Dismount Top of Chamber Pod	L1
Slam Opponent Into Chamber Wall	Irish Whip opponent toward chamber wall
Climb Up Chamber Wall	Left stick toward Chamber wall + L1

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.

Tag	Left stick toward partner + L1
Corner Double Team Grapple Moves	Irish whip an opponent toward your corner and push 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 Left stick ⬅⬆➡⬇ + ⊗]
Tag Team Finisher	With a Finishing move icon, Irish whip/drag an opponent toward your corner (and your waiting partner), approach the opponent and press △

Call In Tag Partner	R1 + Directional buttons ⬆⬇
Control Illegal Partner	SELECT (CPU then controls legal partner)

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.

Punch Nearby Opponent	▣
Pull Down Rope (To Cause Irish Whipped Opponent To Fall To Ringside)	⊙
Call For Tag	L1
Grapple Nearby In-Ring Opponent	⊗
Enter Ring	Left stick + L1
Climb Turnbuckle	L2 + Left stick toward corner
Switch to Controlling Legal Partner	SELECT (CPU then controls illegal partner)

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 ⊙ to roll him toward the burning ring apron.

Once the opponent is near the flames, you must press ⊗ when the cursor on the meter reaches the target area. Your opponent must mash ⊗/⊙/▣/△ 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 (△) 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!

Royal Rumble Finisher	△ when opponent is groggy against ropes or corner, under the ropes, or is down on the ring apron
Eliminate Opponent	⊗ when the opponent is groggy against the ropes or corner, under the ropes, or is down on the ring apron, and then follow the on-screen button prompts
Change Character (after being eliminated)	Press up or down on Directional buttons or ⊗ to scroll through Superstars, and press ⊗ to select a Superstar.
Cancel Elimination Attempt (On Offense)	L1
Instantly Escape Elimination	L1 (Requires 1 Finishing Move icon)

PLAYSTATION NETWORK

RANKED MATCHES

Compete in a ranked match against an 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 squared circle 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.

COMMUNITY CREATIONS

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 Community Creations browser, you'll 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.

LEADERBOARDS

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 Directional button ⬆ 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 △ when your Superstar has sustained heavy 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 ○ 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 or escaping out of a submission. Press L1 while being submitted or pinned by your opponent.

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 Left stick toward the ropes and press ▢ 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 Left stick while pressing ▢ 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 Right 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 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 ⊗ to lock into a collar-and-elbow tie-up. Press ⊗ repeatedly to win the battle and gain the advantage!

...that you can remove turnbuckle pads from the corners of the ring? Move Left stick toward the turnbuckle and press ⊗.

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

...that you can recover from a stunned state more quickly by mashing the buttons?

...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 Finishing 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 and press L1 to remove the cover. Once the cover has been removed, Irish whip/drag the opponent toward the table, and then grapple them to place them on top of the table. Stand near the announce table and press L1 to climb on top of the table and press ⊗ to grapple the opponent.

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

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