XBOX 360

NTSC

WWE 2K14

TEEN
T
ESRB

2K

WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. **www.xbox.com/support.**

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

PRODUCT SUPPORT

HTTP://SUPPORT.2K.COM
HTTP://TWITTER.COM/2KSUPPORT

US Support
Phone: 1-866-219-9839
Email: usasupport@2k.com

Canadian Support
Phone: 1-800-638-0127
Email: canadasupport@2k.com

LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT & INFORMATION USE DISCLOSURES

This document may be updated from time to time and the current version will be posted at www.take2games.com/eula. Your continued use of this Software 30 days after a revised version has been posted constitutes acceptance by you of its terms. YOUR USE OF THE SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), PACKAGING AND OTHER WRITTEN, FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR").

I. LICENSE.

LICENSE. Subject to this Agreement and its terms and conditions, Licensor hereby grants you the nonexclusive, non-transferable, limited right and license to use one copy of the Software for your personal non-commercial purposes on a single computer or gaming unit, unless otherwise specified in the Software documentation. Your acquired rights are subject to your compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or Licensor's termination of this Agreement. Your license terminates immediately if you attempt to circumvent any technical protection measures used in connection with the Software. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by Licensor and, as applicable, its licensors. OWNERSHIP. Licensor retains all right, title and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the US or their local country. Be advised that US Copyright violations are subject to statutory penalties of up to $150,000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted to you herein are reserved by the Licensor. LICENSE CONDITIONS. You agree not to: (a) Commercially exploit the Software; (b) Distribute, lease, license, sell, rent or otherwise transfer or assign the Software, or any copies of the Software, without the express prior written consent of Licensor or as set forth in this Agreement; (c) Make a copy of the Software or any part thereof (other than as set forth herein); (d) Making a copy of this Software available on a network for use or download by multiple users; (e) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer or gaming unit at the same time; (f) Copy the Software onto a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently); (g) Use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate site license agreement to make the Software available for commercial use; (h) Reverse engineer, decompile, disassemble, prepare derivative works based on or otherwise modify the Software, in whole or in part; (i) Remove or modify any proprietary notices, marks or labels contained on or within the Software; and (j) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time. However, you may transfer the entire Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation or any portion or copy thereof, provided that such transfer does not violate the terms of this Agreement. TECHNICAL PROTECTIONS. The Software may include measures to control access to the Software, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. If the Software permits access to additional online features, only one copy of the Software may access those features at one time (unless otherwise provided in the Software documentation). Additional terms and registration may be required to access online services and to download Software updates and patches. Only Software subject to a valid license can be used to access online services, and download updates and patches. You may not interfere with such access control measures or attempt to disable or circumvent such security features. If you disable or otherwise tamper with the technical protection measures, the Software will not function properly. USER CREATED CONTENT. The Software may allow you to create content, including but not limited to a gameplay map, a scenario, screenshot of a car design or a video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable and sub-licensable worldwide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including the right to reproduce, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive any moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor, and the above waiver of any applicable moral rights, survives any termination of this License. INTERNET CONNECTION. The Software may require an internet connection to access online features and/or limited online features. In order for your online features of the Software to operate properly, you may be required to have and maintain (a) an adequate internet connection and/or (b) a valid and active account with an online service as set forth in the Software documentation, including but not limited to Xbox Live, Licensor or a Licensor affiliate. If you do not maintain such accounts, then certain features of the Software may not operate or may cease to function properly, either in whole or in part.

II. INFORMATION COLLECTION & USAGE.

By installing and using this software you consent to these information collection and usage terms, including (where applicable) transfer of data to Licensor and affiliated companies into a country outside of the European Union and the European Economic Area. If you connect to the Internet when using the Software, either through Xbox Live, or any other method, Licensor may receive information from hardware manufacturers or platform hosts (such as Microsoft) and may automatically collect certain information from your computer or gaming unit. This information may include, but is not limited to, user IDs (such as gamertags and screen names), game scores, game achievements, game performance, locations visited, buddylists, hardware MAC address, internet protocol address, and your usage of various game features. All information collected by Licensor is intended to be anonymous information that does not disclose your identity or personal information. In order for your online features to access personal information (such as your real name) in your user ID, then such personal information will automatically be transmitted to Licensor and used as described herein. The information collected by Licensor may be posted by Licensor on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licensor's marketing partners or used by Licensor for any other lawful purpose. By using this Software you consent to the Licensor's use of related data, including public display of your data such as identification of your user created content or displaying your scores, ranking, achievements and other gameplay data. If you do not want your information shared in this manner, then you should not use the Software.

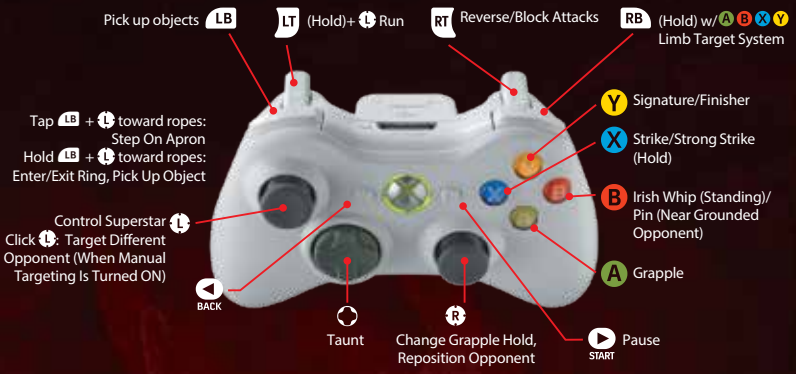
III. WARRANTY.

LIMITED WARRANTY. Licensor warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that this Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it is designed. Licensor does not warrant that the Software, internet connection, or online features of the Software will operate on Licensor does not warrant the performance of this Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free, or that the Software will be compatible with third party software or hardware or that any errors in the Software will be corrected. No oral or written advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you. If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any Software returned under warranty shall be warranted for the 90-day period described above. Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor. When returning the Software subject to the limited warranty above, please send the original Software only to the Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software. IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE. BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION. TERMINATION. This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed. U.S. GOVERNMENT RESTRICTED RIGHTS. The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is the Licensor at the location listed below. EQUITABLE REMEDIES. You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies. INDEMNITY. You agree to indemnify, defend and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement. MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. GOVERNING LAW. This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the

TABLE OF CONTENTS

Limited Warranty 3
Xbox 360 Controller 5
Xbox LIVE 5
Introduction 6
Controls 6
Catapult Catch Finishers—NEW! 23
The Game Screen 27
Superstar Selection 27
Main Menu 28
Tournaments—NEW! 28
30 Years of WrestleMania—NEW! 29
The Streak—NEW! 30
WWE Creations—NEW! 31
OMG! Moments—NEW! 32
Limb Target System 36
Special Referee Controls 39
I Quit Controls 40
Extreme Rules Controls 41
Brawl Controls 42
TLC Controls 43
Steel Cage Match Controls 46
Hell In a Cell Match Controls 47
Elimination Chamber Controls 48
Tag Team Controls 49
Inferno Match Controls 51
Royal Rumble Controls 52
Xbox Live 52
Superstar Abilities 53
Did You Know...? 55

XBOX 360 CONTROLLER



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 R and L.

XBOX Live

Xbox Live® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox Live, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox Live member.

For more information about connecting, and to determine whether Xbox Live is available in your region, go to www.xbox.com/live/countries.

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 Xbox Live service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

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 L in the direction that you want to go and pressing LB if you need to climb over, under or onto something.

Move Superstar	Push L
Go To Apron From Ring	Push L toward outside of ring + tap LB
Move Around Ring Post From One Apron To Another	Push L toward ring post

Go Outside Of Ring From Inside Ring	Push L toward outside of ring + hold LB
Descend From Apron To Outside Of Ring	Press LB
Ascend To Apron From Outside Of Ring	Push L toward ring + tap LB
Enter Ring From Outside Of Ring	Push L toward ring + hold LB
Enter Ring From Apron	Push L toward ring + press LB
Run	Hold LT + push L
Climb Turnbuckle	Hold LB + push L 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 X performs a quick strike against your opponent. Holding X unleashes a powerful but slower (and easier to counter) heavy strike. Combining X while pushing L in a direction gives you a variety of different strikes.

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

Strike Attack	Press X
Alternate Strike Attacks (4 different kinds)	Press X+L
Strong Strike	Hold X
Alternate Strong Strike (1 kind)	Hold X+L
2-hit Combo	X during Strike Attack
3-hit Combo	X during 2nd combo hit

4-hit Combo	X during 3rd combo hit
Gut Kick	X +

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 2K14 start from one of four chain grapple states. To enter a chain grapple state, approach a non-stunned, standing opponent and press A while pushing L up, down, left or right.

WAIST LOCK: A+ facing opponent or A from behind opponent

WRIST LOCK: A+ facing opponent

FRONT FACELOCK: A+ facing opponent or A by itself

SIDE HEAD LOCK: A+L 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)	A+L L⟨L L⟩ or just A without L
Breaking Point Submission	Hold A
Strike	Press X
Strong Strike	Hold X
Irish Whip	B
Transition to Front Face Lock	R
Transition to Wrist Lock	R⟩
Transition to Waist Lock	R
Transition to Side Head Lock	⟨R
Walk Opponent Around the Ring	Hold LT+RT and push L
Release Chain Grapple Hold	LB

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 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 Ⓐ+ facing opponent
Rear Grapple Attack (5 different kinds)	Ⓐ, or Ⓐ+ behind standing opponent
Front Breaking Point Submission	Hold Ⓐ facing opponent
Rear Breaking Point Submission	Hold Ⓐ behind standing opponent
Switch to Front Facelock/Drag	Hold LT+ RT and push to drag (release LT+ RT 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 B to Irish whip your opponent in the direction that you push ⊕. Catch them on the rebound with a strike (X) or grapple (A).

Irish Whip Opponent	B (push ⊕ to aim opponent)
Counter Strike	X when opponent is running back at you
Counter Grapple	A when opponent is running back at you
Alternate Counter Grapple	Hold A when opponent is running back at you
Duck or Leap Frog Running Opponent	LB when opponent is running back at you
Pull-Back Grapple	Press A in the midst of performing an Irish whip (before opponent is released)
Pull-Back Strike	Press X 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 RT 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 RT and good timing!

FROM A PUNCH REVERSAL STATE

Strike	X
Chain Grapple	A

Signature/Finishing Move	Y, if you have a front or rear facing Signature/Finishing Move
Breaking Point Submission	Hold A
Reverse the Reversal	RT as soon as your opponent attempts to reverse your attack

FROM A KICK REVERSAL STATE

Strike	X
Chain Grapple	RT
Kick Reversal Grapple	A
Signature/Finishing Move	Y, if you have a front or rear facing Signature/Finishing Move
Breaking Point Submission	Hold A
Reverse the Reversal	RT as soon as your opponent attempts to reverse your attack

POSITIONING

When you have the upper hand, WWE 2K14 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 to reposition them strategically and hit them with your most powerful attacks.

FROM A GRAPPLED STATE:

Front Facelock	
Side Headlock	
Waist Lock	
Wrist Lock	

WHILE OPPONENT IS DOWN:

Lift Opponent	
Turn Opponent Over	
Lift Opponent and Stand Behind Them	

STANDING IN FRONT OF OR BEHIND A STUNNED OPPONENT:

Turn Opponent Around	

OPPONENT STUNNED IN THE CORNER:

Turn Opponent Around	
Lift and Place on Top Of Turnbuckle	

Place In Tree Of Woe (Hanging Upside Down In Corner)	↓
Place Opponent Down (Sitting) In the Corner	Hit with Gut Kick (X+↓↓)

OPPONENT STUNNED AGAINST THE ROPES:

Place Opponent On Middle Rope	↑

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, X is always a strike and A 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	B
Ground Strike	X
Alternate Ground Strike	↑+X
Running Ground Strike	X while running toward a downed opponent
Drag Opponent	Hold LT+RT and push ↑
Cancel Drag	Release LT+RT
Lift Up	↑

Lift Up and Stand Behind Opponent	ⓡ
Turn Opponent Over	ⓡ ⓡ
Breaking Point Submission	Hold Ⓐ
Ground Grapple	Ⓐ
Target Downed Opponent's Head	Hold RB + press Ⓐ while standing near opponent's head
Target Downed Opponent's Arm	Hold RB + press Ⓐ while standing near opponent's side
Target Downed Opponent's Legs	Hold RB + 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 (RB + Ⓐ) 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	X
Running Strike	X while running toward corner stunned opponent
Transition Opponent Into a Seated Corner Position	Hit with Gut Kick (L1, L2 + X)
Lift and Place on Top Of Turnbuckle	R2
Place Opponent In Tree of Woe	R2
Grapple	A
Alternate Grapple	L1 + A
Irish Whip	B
Turn Opponent Around	R2 R2

FACING OPPONENT DOWN (SITTING) IN CORNER

Strike	X
Running Strike	X while running toward seated opponent
Grapple	A

BEHIND STUNNED OPPONENT (STANDING) IN CORNER

Strike	X

Running Strike	X while running toward corner stunned opponent
Lift and Place on Top Of Turnbuckle	R
Place Opponent In Tree of Woe	R
Grapple	A
Alternate Grapple	L + A
Irish Whip	B
Turn Opponent Around	R R

TREE OF WOE

Strike	X
Running Strike	X while running toward hanging opponent
Grapple	A

VS. OPPONENT IDLE ON TOP TURNBUCKLE

Running Top Rope Grapple	Run toward turnbuckle and press A
Strike	X

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 LT and pushing L toward him, and then use X or A to hit him with a strike or grapple attack.

Run Toward Opponent	Hold LT and push L toward opponent

Running Strike	Press X while running toward a standing opponent
Alternate Running Strike	Hold X while running toward a standing opponent
Front Grapple	Press A while running toward the front of a standing opponent
Alternate Front Grapple	Hold A while running toward the front of a standing opponent
Rear Grapple	Press A while running toward the rear of a standing opponent
Alternate Rear Grapple	Hold A 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	X Against a grounded opponent
Alternate Grounded Dive Attack	L+X Against a grounded opponent
Standing Dive Attack	X Against a standing opponent
Alternate Standing Dive Attack	L+X Against a standing opponent
Dismount Into The Ring	LB
Dismount Onto Apron	LB+L 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 LB to lift them into the air, and then press Y 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 ◌ 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)	◌ ◌ ◌ ◌
Wake-Up Taunt	◌ 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 B to go for the pin. To kick out, the opponent must hold A to fill the kick-out meter and release A 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 LB.

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

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 LB. 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)	LB
Break Free (Defender)	Ⓐ/Ⓑ/Ⓧ/Ⓨ repeatedly
Crawl Toward Ropes (Defender)	Push L toward ropes to crawl and initiate a rope break (when prompted)

MENU CONTROLS

Use ⊕ or ⊕ 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 ⊕ or ⊕ 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 Xbox Games Store, 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 2K14 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 BACK. 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

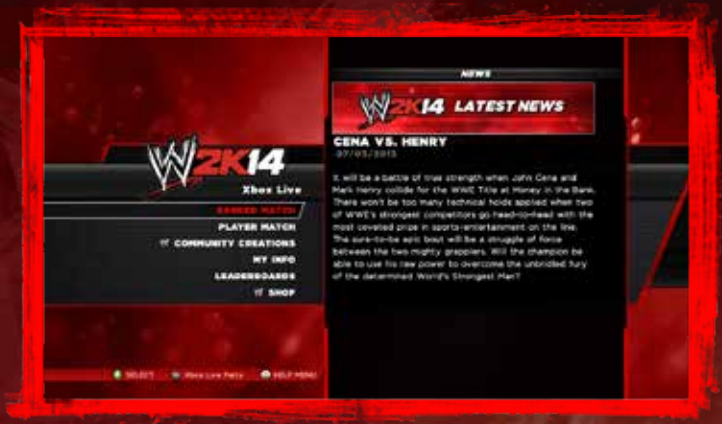
SPECIAL MOVE: Design a unique finishing move for your Superstar

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.

XBOX Live



It's not called "World" Wrestling Entertainment for nothing! Go online through Xbox LIVE 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!

Xbox LIVE 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 2K14!

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 2K14.

WWE SHOP

Purchase downloadable content from the online store here. An internet connection and Xbox Live 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 2K14 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 LB. Irish whip/drag the opponent into the table and press A to roll them up on top of it. When the OMG! icon appears on the screen, press Y 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 Y 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 LT and

RT to drag him toward the ropes, and then press B 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 Y 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 Y 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 2K14'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 RB + press Y

Target Standing Stunned/Grappled Opponent's Arm	Hold RB + press B or X
Target Standing Stunned/Grappled Opponent's Leg	Hold RB + press A
Target Grounded Opponent's Head	Hold RB + press A while standing near opponent's head
Target Grounded Opponent's Arm	Hold RB + press A] while standing near opponent's side
Target Grounded Opponent's Legs	Hold RB + press A 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 (⬇⬇ + Ⓧ). While the opponent is bent over from the kick, push the ⬆⬇⬅⬇⬅ + Ⓐ 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 (◌) 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	◌ 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	X While holding object
Object Grapple	A While holding object
Grab Object/Release Object	LB
Set Table On Fire	Y 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	X While holding object and dashing toward opponent
Slide Object Into Ring	When outside the ring, push L toward ring and press LB
Run Into Ring With Object	Run toward ring while holding object
Throw Object Out of Ring	While inside the ring, push L toward ring rope and press LB
Run Out of Ring With Object	Run toward ring rope while standing near ring rope and holding object
Remove Object Under The Ring	LB 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	B
Brawl-Specific Grapple	A or A+LT LB RB RT
Environmental Grapple	A When opponent is leaning on an object in the environment
Environmental Finisher	Y 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	X While holding table
Set-Up Table	LB While holding table
Drag Set-Up Table	Hold LB standing near table + push L
Lean Table In Corner	L Toward corner + B while holding table/ ladder near corner
Lean Table Against Ropes, Barricade, Apron, etc	L Toward object + B while holding table/ ladder
Table Grapple	Press A while holding a table to set defender against table in a groggy state
Lay Opponent On Top Of Table	Press A 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	LB
Set Up Ladder (While Holding Ladder)	LB
Move a Set-Up Ladder or Table	Hold LB while standing near the side of a ladder or table
Release Ladder	Release LB while dragging ladder
Climb Ladder (With No Opponents On Ladder)	L Toward ladder + press LB
Climb Ladder (With One Opponent On Ladder)	LB Near ladder
Lean Ladder in Corner, Against Ropes, Ring Apron or Barricade	L Toward corner, etc. + B
Run Up Leaning Ladder	Hold LT+L toward leaning ladder
Run Up Ladder & Strike	Hold LT+L toward ladder + X
Run Up Ladder & Grapple	Hold LT+L toward ladder + A
Run Up Ladder & Jump to Another Ladder	Hold LT+L toward ladder + press LB at top of ladder
Strike Ladder and Knock It Over	X When near ladder
Grab Ladder and Knock It Over	A When near ladder
Climb Down From Ladder	B While on ladder
Get Down From Top of Ladder	LB While on top of ladder
Grab Suspended Object	Hold R to grab the object, and then move R when prompted by the HUD

Weak Strike	Press X when on ladder with opponent
Strong Strike	Hold X when on ladder with opponent
Ladder Grapple	A when on ladder with opponent
Groggy Ladder Grapple	A when on ladder facing a groggy opponent
Ladder Finishing Move	Y When on ladder with opponent (must be in possession of a Finishing move icon)
Alternate Ladder Finishing Move	L+Y When on ladder with opponent (must be in possession of a finishing move icon)
Dodge Opponent's Ladder Attack	L When opponent attacks you on ladder
Hanging Diving Attack	X When you are on the top turnbuckle and your opponent is hanging from the suspended object
Hanging Grapple	A When you are near an opponent hanging from the suspended object
Hanging Springboard Attack	L Toward opponent + X 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 R to grab the object. When the Superstar has grabbed hold of the object you will be prompted to PULL the item by moving the L. 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 (X) 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 A.

Climb the ladder and push R to grab the suspended object above the ring.

When the prompt to remove the object appears, push L to pull it down.

CHAIR MOVES

Chair Downed Corner Attack	While holding a chair, run toward opponent downed (seated) in corner and press X
Wedge Chair in Corner	Push LT toward corner while holding a chair and press B

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 2K14. 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	L Toward cage wall + LB
Dive Attack From Top of Cage	X When straddling the top of the cage. Use against a standing or grounded opponent
Pull Opponent Off Cage	A or X Below an opponent in the midst of climbing the cage wall
Cancel Climb Attempt	LB
Superplex Leading to Cage Door Escape	Press A against stunned opponent in the lower left corner of the ring
Smash Opponent Into Cage Wall	Hold B and push L toward cage; must have the Hammer Throw ability
Throw Opponent Into Cage Wall	A 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	L toward the break + LB
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	LT + LB while on turnbuckle
Dismount Top of Chamber Pod	LB
Slam Opponent Into Chamber Wall	Irish Whip opponent toward chamber wall
Climb Up Chamber Wall	LT toward Chamber wall + LB

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	L toward partner + LB
Corner Double Team Grapple Moves	Irish whip an opponent toward your corner and push ⇦⇧⇩⇩+A; 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 ⇦⇧⇩⇩+A
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 Y
Call In Tag Partner	RB+⇧⇩
Control Illegal Partner	BACK (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	X
Pull Down Rope (To Cause Irish Whipped Opponent To Fall To Ringside)	B
Call For Tag	LB
Grapple Nearby In-Ring Opponent	A
Enter Ring	L + LB
Climb Turnbuckle	LT + L toward corner
Switch to Controlling Legal Partner	BACK (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	Y when opponent is groggy against ropes or corner, under the ropes, or is down on the ring apron
Eliminate Opponent	A 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 ◇ or A to scroll through Superstars, and press A to select a Superstar.
Cancel Elimination Attempt (On Offense)	LB
Instantly Escape Elimination	LB (Requires 1 Finishing Move icon)

XBOX LIVE

RANKED MATCHES

Compete in a ranked match against an Xbox Live opponent. Your performance affects your record and Xbox Live 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 Xbox Live 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 Xbox Live stats, prestige, and ranked match records broken down by match types here.

LEADERBOARDS

See how you stack up against other Xbox Live players in the Xbox Live leader 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 Xbox Live 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 RB and pressing ◇ 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 Y 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 B 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 LB while being submitted or pinned by your opponent.

OUTSIDE DIVES

Press X while moving into the ropes, or run across the ring and press X 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 L toward the ropes and press X 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 L while pressing X 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 ⊕ 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 LB 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 toward the turnbuckle and press Ⓐ.

...that you can choose which direction that you want to send an opponent running by pushing [LS] 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 LB 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 LB 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!