

 XBOX ONE

# W 2K19

  
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Wwise

  
BINK  
VIDEO





**WARNING** Before playing this game, read the Xbox One system, and accessory manuals for important safety and health information. [www.xbox.com/support](http://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>

**Please note** that WWE 2K19 online features are scheduled to be available until **May 31, 2020** though we reserve the right to modify or discontinue online features without notice.

# CONTROLLER LAYOUT

## Xbox One Wireless Controller



# GAME CONTROLS

## GRAPPLING

### Normal Grapple:

**L** ↑/↓/←/→ + **A**

### Strong Grapple:

**L** ↑/↓/←/→ + hold **A**

### Turn Opponent Around:

**R** ← or →

### Snapmare to Seated Position:

**R** ↓

## FRONT FACELOCK

**Lock Up:** To grab an opponent in the Front Facelock press **A** without holding a direction on the **L**

### Grapple Attack:

**L** ↑/↓/←/→ + **A**

### Working Hold:

**A** while **L** is in neutral position

**Submission:** Hold **A**

**Strike:** **X**

**Irish Whip:** **B**

**Release Front Facelock:** **LB**

**Limb Target:** **RB** + **A** or **B** or **X** or **Y**

## DRAGGING

Grab your opponent in Front Facelock and press **RT** to drag them. Or, you can drag a Standing or Kneeling opponent by holding **RB** and pressing **RT**. Defenders can escape a Standing Drag by rapidly pressing **B**. Drag a downed opponent by holding **RT**.

**Environmental Attack:** Left Stick direction + hold **X**. To throw opponent over the ropes, press Left Stick direction + Hold **RB** and **X**.

**Irish Whip:** **B**

**Snapmare:** Right Stick ↓

**Front Facelock:** **A**

**Release:** **LB**

## CARRY

Lift a Standing opponent into Carry by holding **RB** and pressing Right Stick ↑/↓/←/→. You can also interrupt certain grapples to carry your opponent by holding **RB** as you enter a Carry pose. Defenders can escape Carry by rapidly pressing **B**.

**Grapple:** **A**

**Environmental Attack:** Left Stick direction + Hold **X**.

**Switch Position:** Right Stick ↑/↓/←/→

## REPOSITION OPPONENT

Use **R** to reposition a downed or stunned opponent.

## DOWNED OPPONENT

**Lift Opponent:** **R** ↑

**Turn Opponent Over:** **R** ←/→

**Lift Opponent to Seated Position:** **R** ↓

*From Head, Side or Feet you can perform the following actions:*

**Grapple:** **A**

**Strong Strike:** Hold **X**

**Submission:** Hold **A**

**Limb Target:** **RB** + **A**

## SUBMISSIONS

Rotate the right stick in a circular motion to move your slider around the submission mini-game.

As the defender (blue), avoid the attacker's (red) slider!

Grab the glowing orb to help put your opponent away or escape!

## SUBMISSIONS (ALT.)

An alternate submission mechanic option is also available in **WWE 2K19**. If selected, the attacker and defender must compete

to rapidly press the displayed **A** **B** **X** **Y** button during submissions.

Pay attention because the button to press will keep changing over the course of the submission attempt.

## PINFALLS

Press **A** when the meter lands in the target zone to escape.

If you have the Rope Break ability, and you're near the ropes, you can press **B** when prompted to perform a manual rope break.

## Dirty Pins

If you have the Dirty Pin ability, and your opponent is lying parallel near the ropes, hold **B** to perform a dirty pin!

## REVERSALS

**RT** icon: Normal reversal. This move has a single reversal. Requires a single reversal stock.

**Green RT** icon: Minor reversal. This move also has a Major reversal. Requires a single reversal stock.

**Orange RT** icon: Major reversal. Last reversal opportunity for this move. Requires two reversal stock.

**Major Reversals require more reversal stock but will temporarily weaken your opponent.**

## OPPONENT STUNNED IN THE CORNER:

Turn Opponent Around:

**R** ←/→

Lift and Place on Top Of Turnbuckle:

**R** ↑

Place In Tree Of Woe (Hanging Upside Down In Corner): **R** ↓

## OPPONENT STUNNED AGAINST THE ROPES

Place Opponent Stunned on Middle Rope:

**R** ← or →

## CHAIN WRESTLING

Chain Wrestling occurs at the beginning of One on One and Tag Team matches if both Superstars attempt to grapple at the same time. You can also trigger Chain Wrestling by holding **RB** and pressing **A**.

When you Lock Up in Chain Wrestling, try to gain the upper hand by choosing a chain hold (**X**, **Y** or **B**). While in a chain hold, use the **R** to find the hot spot. The aggressor can also Strike (**X**) or Wrench (**A**) their opponent.

## LADDER

Run up a ladder and perform a diving attack to an opponent at ringside. To lean a ladder against the ropes move **L** towards the ropes, hold **RB**, and press **LB**.

## ROLL OUT

When you Roll Out, you will remain down at ringside while the Rollout Meter fills. Once the meter is filled, you will recover and receive a Buff. You may press **A** while the meter is orange to recover early, but you will receive a Debuff.

## TABLE

Damage your opponent using tables to fill their Table Break meter. Filling your opponent's meter unlocks Table Grapples, which can put them through a table without the use of a Table Finisher. The Table Break icon indicates when a Table Grapple can be performed by pressing **A**. If the opponent is leaning against a table propped in the corner, a Running Strike can also put them through the table.

## MANUAL TARGETING

In **WWE 2K19**, Manual Targeting is enabled by default. You can switch to another target by pressing **R**. Your new Target's name will briefly appear above your Superstar's head.



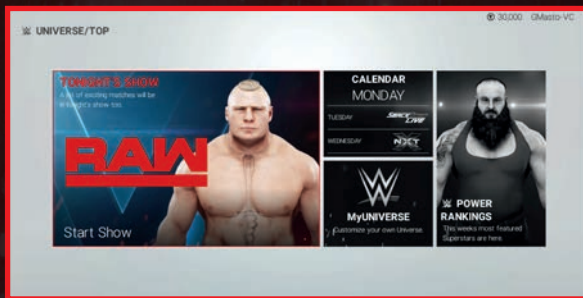
# GAME SCREEN



- 1. Reversal Prompt:** Time **RT** correctly to counter the opponent's attack
- 2. Powerups/Payback:** There are two that can be allocated to a superstar. Yellow indicates Level 1, Red indicates Level 2.
- 3. Stamina Meter:** When it's depleted, you navigate and recover slower, and temporarily lose the ability to run.
- 4. Momentum Gauge:** Build momentum by executing attacks and taunts. Reach 100% to earn a Signature and 150% to gain a Finisher.
- 5. Signature/Finisher:** Press **Y** when it appears to perform your Signature/Finisher.
- 6. Reversals:** Shows the number of reversals you have available.
- 7. Health Meter:** Track your health as you take damage from your opponent.

# WWE UNIVERSE

**WWE** Universe offers the ultimate **WWE** sandbox experience in **WWE 2K19**. Book matches, assign Superstars to shows and pay-per-views, create rivalries and alliances or watch them transpire on their own. Promos and run-ins are now available to the mode, giving Superstars exciting new possibilities to perform during shows. An updated interface highlights what's happening for each show, allowing players to find information about their favorite Superstars and champions. Our new show presentation creates an authentic **WWE** experience, letting you play through shows in **WWE** Universe just as you would watch them unfold on TV.





# UPDATED MyPLAYER

MyPLAYER is your portal to several exciting modes in WWE 2K19.

- MyCAREER
- Road to Glory
- MyPLAYER Towers

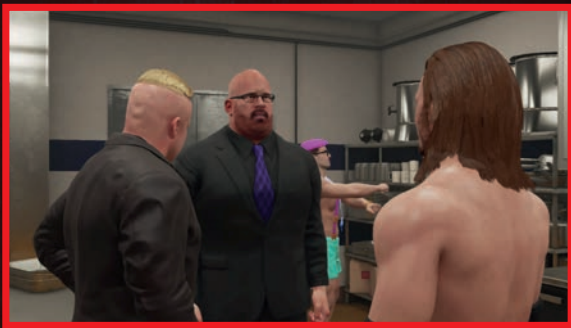
Customize your own unique superstar with brand new parts and take them in an updated MyCAREER and Road to Glory mode. Add skills via the new MyPLAYER tree and complete challenges to unlock new side plates and challenges. Level up your MyPlayer through several challenges and modes.



## MyCAREER MODE

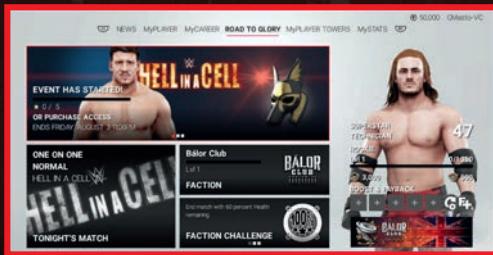
**MyCAREER** mode puts you in the shoes of an independent star trying to make it to the big time. You will start small in your own independent promotion while working across the globe to achieve the dream of performing in the WWE.

Voice over has been provided from your favorite WWE Superstars as you will interact and challenge them as you take your MyPLAYER on a journey through the entire wrestling world.



## ROAD TO GLORY

**ROAD TO GLORY** is a completely new online experience where MyPLAYERS from all over the world battle against each other. Play daily in your favorite match types to gain boosts, Superstar parts, and VC! Increase your level, then customize your MyPLAYER to gain the advantage over others. See if you have what it takes to secure your entry into real-life PPV Events and challenge your favorite WWE Superstars to earn the special reward.



## WWE TOWERS

In this new mode, players choose WWE Superstars or their MyPLAYERS to compete against a string of WWE Superstar opponents. Each Tower features its own unique theme and is filled by a roster of WWE Superstars across a variety of challenging matches, including different win conditions and fun stipulations.

### Tower Types

#### Gauntlet Tower

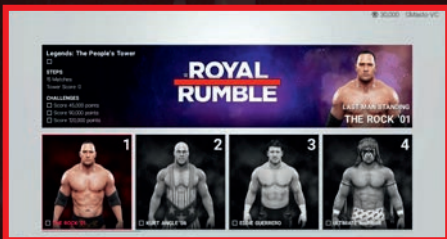
In a Gauntlet Tower, players need to complete the Gauntlet entirely in one session. Quitting early or losing a match resets progress back to zero.

#### Steps Tower

In a Steps Tower, players climb their way through a Tower – one match at a time and at their own pace.

## 2K Towers

In 2K Towers, players choose a WWE Superstar to compete against a wide range of WWE Superstar opponents across a number challenging Towers. Each Tower has a unique theme focused on showcasing the Roster it includes or pays homage to a specific Match Type.



## MyPLAYER Tower

In MyPLAYER Towers, players will use their MyPLAYERS to battle through Towers crafted to challenge both new and experienced players: In addition to a set of permanent Towers, players will find unique Daily, Weekly and even PPV-based Towers. Every single day, a new Tower will appear for players to take on, while every week, there will be a new weekly Tower that is a bit longer than the Daily Tower, so be sure to start early; Stars earned from these Towers count toward all PPV event and Road to Glory qualifications, so it's a good idea to tackle these as often as possible; Finally, PPV Towers are active alongside WWE's PPV schedule. To qualify for these Towers, players will need to meet a specific star requirement. Completing PPV Towers will unlock exclusive Superstar Parts for MyPLAYERS.

## SHOWCASE: THE RETURN OF DANIEL BRYAN

Showcase returns and this time **WWE 2K19** is focusing on the return of Daniel Bryan. With stories told by Daniel himself, you will play through his WWE career that started early as an underground darling to his emotional win at WrestleMania 30. Relive his greatest matches as well as some hidden gems as Daniel and 2K take you through this showcase.

## POWER-UPS & PAYBACK

There are two that can be allocated to a superstar. Level 1 abilities are weaker and can be earned more frequently than level 2 abilities. Using a Payback ability will reset all Payback meters. Some Level 2 abilities have restrictions on the number of times they can be used in a match, or cannot be used in certain match types. Payback abilities can be customized before entering a match

### Types of Payback

#### Level 1



Possum – Play possum and catch your opponent off guard with a pin or attack. Hold **RB** + **LB** to enter a possum state while supine, leaning against the ropes or cornered. Press **A** or **B** while supine and holding possum to perform a pin.



Speed Buff – This buff enhances your speed and agility. Additionally it improves the rate at which you regenerate Stamina and Reversals. To activate – hold **RB** and press **LB**.





Fists of Fury – This increases your striking power attributes! It also gives you a minor speed boost & improves striking reversals. To activate, hold **RB** and press **LB**.



Instant Recovery – Use this ability to instantly recover. This includes a minor speed buff. Hold **RB** and then press **LB**.



Auto-Reverse – Use this ability to automatically perform a to: Minor Reversal. You cannot use this ability to perform Major Reversals or reverse Signature and Finisher attacks. This does not consume a Reversal stock. Hold **RT** before the attack is performed.



Reversal – Earn a Reversal. To activate, hold **RB** and press **LB**.

## Level 2



Finisher + – Earn a Finisher. To activate, hold **RB** and press **LB**.





Resiliency – Escape a pin, submission, or elimination mini-game with ease.  
Press **Y** during the mini-game to escape.



Adrenaline Buff – Provides a modest boost to Adrenaline, allowing you to lift more weight while simultaneously increasing the amount of Momentum earned for performing lifting grapples.  
To activate hold **RB** and press **LB**.



Tank Buff – Greatly increases Defense while simultaneously reducing your overall mobility.  
To activate hold **RB** and press **LB**.



Low Blow – Slow your opponent down with a Low Blow. Be careful to not get yourself disqualified!  
To activate hold **RB** and press **LB**. Press **Y** to perform a Low Blow.



Poison Mist – Spray Poison Mist in your opponent's eyes. Be careful not to get yourself disqualified.  
To activate hold **RB** and press **LB**. Press **Y** to spray Poison Mist.



Power of the Punch – Hit your opponent with brass knuckles. Be careful not to get yourself disqualified. To activate hold **RB** and press **LB**. Press **Y** to perform Power of the Punch.



Run-In – Summon an ally down to ringside to help turn the tide. This ability is only valid in most 1 on 1 matches. To activate hold **RB** and press **LB** while in a downed state inside the ring.



Move Thief – Use your opponents own move-set to finish them off. How humiliating! To activate hold **RB** and press **LB**.



Blackout – Teleport behind your opponent to gain an advantage. Only valid in 1 vs 1 matches. To activate hold **RB** and press **LB** while both superstars are inside the ring.

## WWE CREATIONS

**NEW! Custom Money in the Bank:** The user can create their own Money in the Bank to be cashed in on any **WWE** Championship.

**Custom Video:** The user can create their own videos to be used on the Titantron during an entrance.

**Custom Victory:** The user can create their own Face and Heel victory scenes for their Custom Superstar or any **WWE** Superstar.

**Highlight Reel:** During a match, the user can record any part and implement that recording into their Custom Video.

**Custom Superstars:** Create your own Custom Superstar or customize any **WWE** Superstar on the roster!

**Custom Entrance:** Choose from numerous entrance options and have your Superstar come down the ramp in style.

**Custom Move-set:** Select from hundreds of moves to give your Superstar the edge to dominate the ring.

**Custom Championship:** Create championship titles from strap to plate or even customize existing **WWE** titles.

**Custom Arena:** Design an arena fit for holding the pulse-pounding action of the **WWE**. Custom Show: Create your own show brand for play in Exhibition and **WWE** Universe modes.

**Community Creations:** Upload your creations online and share with the **WWE** Universe!

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