

# RENGLISH - BEFORE USING THIS PRODUCT, PLEASE VISIT THE SETTINGS MENU ON YOUR PLAYSTATION®4 SYSTEM FOR IMPORTANT HEALTH AND SAFETY INFORMATION

PRECAUTIONS - This game disc contains software for the PlayStation®4 system (PS4™) and conforms to PS4™ specifications for the PAL market only. Carefully read the Safety Guide for the PS4™ to ensure correct usage and storage of this game disc.

**HEALTH WARNING** - Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING - Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides. Generally we recommend that you avoid prolonged use of your PS4™ system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor. The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

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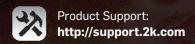
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Please note that WWE 2K17 online features are scheduled to be available until May 31, 2018 though we reserve the right to modify or discontinue online features on 30-days' notice.

# **CONTROLLER LAYOUT**



# **GAME CONTROLS**

## **CHAIN WRESTLING**

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

## **GRAPPLING**

Normal Grapple: Left Stick  $\spadesuit/\clubsuit/\spadesuit/\rlap{-}+\bigotimes$ 

Strong Grapple: Left Stick ♠/♣/♠/➡ + hold ⊗

Turn Opponent Around: Right Stick ← or →

**Snapmare to Seated Position:** Right Stick **♣** 

## FRONT FACELOCK

**Lock Up:** To grab an opponent in the Front Facelock press ⊗ without holding a direction on the Left Stick

Grapple Attack: Left Stick ★/♣/♠/→ + ⊗

Working Hold:

⊗ while Left Stick is in neutral position

Submission: Hold 🛇

Strike: 🔳

**Drag Opponent:** Use R2 and move the Left Stick in any direction

Irish Whip: 🔘

Release Front Facelock: L1

Limb Target: R1 + < O or ⊗ or △ or □>

## REPOSITION OPPONENT

Use the Right Stick to reposition a downed or stunned opponent.

## **DOWNED OPPONENT**

Lift Opponent: Right Stick 1

Turn Opponent Over: Right Stick ←/→

**Lift Opponent to Seated Position:** Right Stick **♣** 

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

Grapple: 🛇

Strong Strike: Hold 🔳

Submission: Hold 🛇

Limb Target: R1 +<⊙ or ⊗ or ఄ or □>

## 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 2K17**. If selected, the attacker and defender must compete to rapidly press the displayed  $\bigcirc/ \bigcirc/ \bigcirc$  button during submissions.

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

### **PINFALLS**

Press the  $\otimes$  button 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 ① button 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 ⊙ to perform a dirty pin!

## REVERSALS

R2 Icon: Normal reversal. This move has a single reversal. Requires a single reversal stock.

**Green R2 icon:** Minor reversal. This move has a Major reversal. Requires a single reversal stock.

**Orange R2 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: Right Stick ←/→

Lift and Place on Top Of Turnbuckle: Right Stick ★

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

Right Stick 🛡

# OPPONENT STUNNED AGAINST THE ROPES

Place Opponent Stunned on Middle Rope: Right Stick ← or →

## LADDER

Run up a ladder and perform a diving attack to an opponent at ringside. To lean a ladder against the ropes move Left Stick towards the ropes, hold

R1 , and press L1 .

## **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 

★ 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 . 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 2K17**, Manual Targeting is enabled by default. You can switch to another target by pressing 3. Your new Target's name will briefly appear above your Superstar's head.

# **GAME SCREEN**





- 1. Reversal Prompt: Time R2 correctly to counter the opponent's attack.
- 2. Health Meter: Track your health as you take damage from your opponent.
- **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 \(\triangle \) when it appears to perform your Signature/Finisher.
- **6. Reversals:** Shows the number of reversals you have available. These will regenerate over time.

# **WWE CREATIONS**

**WWE 2K17's** creation suite allows you to personalize your **WWE** experience with more robust and powerful options than ever before.

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

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

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

 $\textbf{Custom Superstars:} \ \text{Create your own Custom Superstar or customize any } \textbf{\textit{WWE}} \ \text{Superstar on the roster!}$ 

**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!

# CUSTOM

FACE

BODY

ATTIRE

NAME INFORMATION
PERSONAL INFORMATION

Herican B ACCEPT

HEIGHT 6'5' WEIGHT 296 los EAVYWEIGHT



ATTIRE SLOT 1 SUPERSTAR RING ATTIRE

# **WWE UNIVERSE MODE**

**WWE** Universe mode offers the ultimate **WWE** sandbox experience in **WWE 2K17**. 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.



# **MYCAREER MODE**

An expanded MyCAREER mode lets you pursue the dream of becoming a **WWE** Superstar like never before. For the first time, you can start your Custom Superstar off on the main roster or on NXT. Delivering great matches will help you earn VC to spend on improving your skills, learning new moves, hiring managers, and other boosts. Putting on five-star matches isn't enough for winning over the **WWE** Universe, however – you will need to build your Superstar's popularity by getting strong on the mic and even through pushing your Superstar's T-shirt sales. With the new promo feature, you can hype up the arena, interrupt other Superstars' promos, or berate the crowd. Become the face or heel you've always wanted to be.



Rivalries are now bigger and better, spanning multiple months of pay-per-views. Eclipsing your rival in the ring and on the mic will earn you great rewards. You can even face your friend's Custom Superstars as rivals through the Career Invasion feature. And, of course, The Authority will make their presence known throughout your career as well. Will you appease to get them to give you the matches you want, or will you defy them and oblige them to get in your way? And if securing the title around your waist just doesn't feel like enough, you can stake out another and become a double champion!









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