

# See important health and safety warnings in the Settings menu.

## **GETTING STARTED**

## PlayStation®4 system

**Starting a game:** Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the *WWE 2K16* disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system's home screen, and then press the ⊗ button. Refer to this manual for information on using the software.

**Quitting a game:** Press and hold the a button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the **a** button. To resume playing the game, select it from the content area.

Removing a disc: Touch the [eject] button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.



Please note that WWE 2K16 online features are scheduled to be available until May 31, 2017 though we reserve the right to modify or discontinue online features on 30-days' notice.

Visit www.2k.com/serverstatus for more information.

# **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 ♠/♣/♠/♦ + ⊗

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:

igotimes while Left Stick is in neutral position

Submission: Hold 🛇

Strike:

**Drag Opponent:** Hold L2 + R2 and move the Left Stick in any direction

Irish Whip: 0

Release Front Facelock: L1

**Limb Target:** 

(hold  $\mathbb{R}^2 + \mathbb{O}$  or  $\otimes$  or  $\mathbb{O}$  or  $\mathbb{O}$ )

## **REPOSITION OPPONENT**

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

## **DOWNED OPPONENT**

Lift Opponent: Right Stick ♠

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:**  $\mathbb{R}^2 + < 0$  or  $\otimes$  or  $\triangle$  or  $\square >$ 

## **SUBMISSIONS**

Rotate the Right Analog 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!

## **PINFALLS**

Press the & 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 **©** 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.

Red 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 →

# **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 **△** when it appears to perform your Signature/Finisher.
- Reversals: Shows the number of reversals you have available. These will regenerate over time.

## **2K SHOWCASE**

2K Showcase presents a match-by-match exposition of the famed career of **WWE** Legend Stone Cold Steve Austin. Packed with hard-hitting cinematics, historic **WWE** video packages, authentic **WWE** Superstar voiceovers, and loads of unlockables, there's no shortage of content to explore. Players will experience first-hand the birth of Austin 3:16 at King of the Ring 1996 and follow Stone Cold's hellacious path to glory up through his final match at **WrestleMania XIX** in 2003.

Each match features optional objectives to complete to earn new Superstars, Managers, alternate attires, and more. The player can access more detail on how to complete a particular objective from the pause menu. Bonus matches featuring key events from Austin's time in WCW and ECW await those skilled enough to unlock them.



## **WWE CREATIONS**

**WWE 2K16's** creation suite allows you to personalize your **WWE** experience with more robust and powerful options than ever before.

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

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

**Custom Move-set:** Select from hundreds of moves to give your Superstar or Diva 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!





## **WWE UNIVERSE MODE**

**WWE** Universe mode offers the ultimate **WWE** sandbox experience in **WWE 2K16**. Book matches, assign Superstars and Divas to shows and pay-per-views, create rivalries and alliances or watch them transpire on their own. For the first time, characters now have personality traits that can affect their decisions in gameplay and storylines. And with the new status effect system, the outcomes of these matches and stories can result in temporary boosts or penalties for those involved. The choices are yours to influence and control in this mode of near endless possibilities.



## **MYCAREER MODE**

MyCareer mode has returned in **WWE 2K16** bigger and bolder. You can still create or import a Custom Superstar and dive into the rankings of NXT to learn the ropes from your trainer, Jason Albert, and progress to earning a spot on the main roster. Delivering great matches will earn you points and salary to spend on improving your skills, learning new moves, hiring managers, and other boosts. Challenge renowned **WWE** Superstars and even face your friend's Custom Superstars as rivals through the Career Invasion feature.



Along the way, your character will earn the attention of The Authority and has the choice to follow or defy their wishes at your own risk. Your decisions, whether in your own matches or interfering in the events of others, combined with post-match interviews with Renee Young, all shape how the rest of the roster views you. Strong allies and dangerous enemies lie along the road to winning the **WWE** Championship. Even with the strap around your character's waist, only through pushing to new heights of accomplishments and sustaining your glory will you gain entry into the **WWE** Hall of Fame.









## WWE 2K16 GAME CREDITS

## YUKE'S

PRODUCER/SENIOR VICE PRESIDENT Hiromi Furuta

SENIOR TECHNICAL DIRECTOR Hiroki Ueno

SENIOR CREATIVE DIRECTOR Taku Chihava

SENIOR TECHNICAL MANAGEMENT DIRECTOR Shintaro Matsubara

SENIOR ART DIRECTORS

Yoshio Togiya George K Ito Makio Yamanaka

SENIOR TECHNICAL DIRECTORS Takashi Takezawa Takanori Morita

TECHNICAL DIRECTORS Tsukasa Kato Hiroshi Fukuda

INTERFACE ART DIRECTOR Kazunari Nike

SENIOR GAME DESIGN DIRECTOR Nanto Lleno

**GAME DESIGN DIRECTOR** Shinsuke Goto

ART DIRECTORS Koji Makino Takashi Komiyama Masahiro Nakatani Ari Sawada

## R&D TEAM

SENIOR TECHNICAL DIRECTORS Nobuyoshi Ono Hideki Suzuki

Masamichi Takano Akitsugu Hirano LEAD PROGRAMMERS Ma Wenchao Yousuke Sawada

TECHNICAL ARTIST Jason Barnidge

PROGRAMMERS Kazuki Iiboshi Hidehiro Bushisue

SENIOR VP/CHIEF CREATIVE OFFICER Norifumi Hara

ASSISTANT TECHNICAL DIRECTORS Reiii Sato

Koji Hayashi Junichi Taguchi Shunsuke Hanabusa Kenichi Yamamoto

LEAD PROGRAMMERS

Atsushi Narita Shotaro Notsu Takayuki Kiyohara Masayuki Makita Takahiro Tanaka Takuya Suzuki Yoshiro Aoki Tsubasa Ando Takuva Ishibashi

PROGRAMMERS Hayato Ebina Koichi Sato Tsuyoshi Kobayashi Emi Ishii Kousuke Havashi Toshiaki Ishihara Koji Kuri Satoshi Inoue Takumi Hirokawa Hidenori Masaki Youhei Hosokawa Shingo Sogabe Hiroshi Kanda Sotaro Arakawa Shirou Mikata Yusuke Kakumoto Masanori Fukuda Yusuke Sasai Taichi Nagano Takafumi Yasuda Hideyuki Takahashi Kazuki Omae Takahiro Odajima Kazuaki Konuma

PROGRAM ASSISTANT MANAGER Fumio Yuruai

SYSTEM PROGRAM ASSISTANTS Shingo Yoneda Tadashi Nakamura

ASSISTANT GAME DESIGN DIRECTORS Takuro Yamamori Takavoshi Akasaka

LEAD GAME DESIGNERS Hidekazu Tanaka

Kenji Nakamura Shinichi Miyamoto Bryan Williams GAME DESIGNERS

Miho Watanahe Daisuke Ohno Tatsuya Watanabe Takeshi Yokogawa Akihide Ike

SOUND DESIGNERS Kotaro Tamura Chan Kean Yi

AME VALUE

SENIOR MODELING ARTIST Nobuvuki Fukasawa

Lead Modeling Artists KAZUHIRO SAITO Akira Sasagawa Takahiro Banba

MODELING ARTISTS Kazuyuki Isayama Shiho Sato

Miho Hashimoto Jie Wei Yuki Matsumoto Kenji Kawabata Yuu Hara Masaaki Hashimoto Takanori Akiyama Tsuyoshi Nishimura Tamayo Noguchi Kyohei Hosomi Kazuhiro Asakawa Hiroko Minami Keiko Zama Junichi Koshino Motoshi Hiro Masahito Terazawa

Yuta Ichii Christian Hagedorny Kense Hori Hayato Odeishi Takumi Oniki

ASSISTANT INTERFACE ART DIRECTOR Satoshi Kakutani

INTERFACE ARTISTS Yuzuru Hiroki Miho Shirota Naomi Kaneda

Takuya Kawamorita ASSISTANT ANIMATION DIRECTORS

Mitsuo Shimizu Takashi Watanabe Chizuru Ogura Yuki Akaba

**LEAD ANIMATORS** Daijiro Kakinuma Tatsuya Maki Takahiro Oshida Tatsuya Shimozaki

ANIMATORS Tsuyoshi Fukuhara Kazuyuki Miyake Hiroyuki Wada Yoshiyuki Iwai Manami One Masaru Kishi Naoki Ishiyama

Akie Okaji
Anjelina Quijano
David Ong
David Ong
Loonie Baranco
Daniel Kitchens
Aggie Christakis
Normitsu Takahashi
Fuj Yamamato
Furi Yamamato
Furi Yamamato
Furi Yamamato
Humiaki Enomoto
Makota Nishide
Kohei Gushiken
Koji Maruyama
Makota Yamamato
Akinari Zumi
Kazuya Matsueda
Yasuhiro Kasagi
Yuya Hirota
Takayuki Hirano
Akira Chodo
Naoki Sato
Toshiyuki Utaka

## **GAME DEVELOPMENT ASSISTANTS**

Naoto Kuge Munechika Suzuki Junichi Hiraoka Sayaka Morishima Masato Nojiri

Hiroki Nishida

#### QA ASSISTANT DIRECTORS Masaki Izuoka Rvo Ohura

Ryo Ohura

#### LEAD QA MANAGER Masayuki Soneda QA MANAGER Mamoru Ozaki

## QA ADMINISTRATORS Rie Kikuchi

Sumie Ikeda

LEAD TESTERS

Takamasa Uchida
Kino Sakagami

## TESTERS

Akimichi Nagayama Satoko Nagamine Fumina Kuwahara Misato Kimizuka Masaru Yamaguchi Yudai Terukina Tatsuaki Tokoda

## TRANSLATION MANAGER

## TRANSI ATORS

Leo King John Daniels Taiga Koda Mitsue Otaki

## OBJECTIVE PHOTOGRAPHERS Shun Yamaguchi

Yoko Sato
IT SUPPORT

Kentaro Seto Koji Tomita Kazunori Nakagawa

## Syuji Matsudaira

ADMINISTRATION SUPPORT Yukinobu Kimura Tsuneharu Sasaki Junko Miyamoto Satomi Takao Natsuko Hagiwara

## LEGAL DEPARTMENT Keiko Sakaguchi Yasuyuki Yamamoto

FINANCE DEPARTMENT

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Anshu Almeida

#### KYOS CO.,LTD. Naoko Kino

VIRTUOS LTD.
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C. Nhung
H. Hashiguchi
R. Nakagawa
T. Dong
Q. Lich
M. Lingchen
Z. Yi
T. Van
H. Huan

#### MINELOADER Xu Zhen Wang Wei Hu Haijiang Zhao Yan

O. Duna

Hu Haijiang Zhao Yan Li Ning Tian Feng

## SHANGHAI WINKING ENTERTAINMENT

Xi Zhang Sonic Wang Huanqin Hu Ji Zhang Zhiying Cai Huan Qian Yuqi Wang Jie Gao Lei Xu Jiajun Zhang

## ORIGINAL FORCE LTD

Skirley Tang
Cathy Song
Cathy Song
Lene Zhang
Susie Wang
Zhiqiang Zhang
Yong Yang
Haibo Zhang
Longfei Li
Jian Su
Yaqi Zhao
Hao Ding
Yicai Wang
Jiaojiao Yang
Shuai Yang

#### **LEMON SKY GAMES & ANIMATION**

Wong Cheng Fei Ken Foong Ken Lai Kevin Lai Han Wen Eng Tzy Ling Ezerina Tan Li Li Cres Lim Pool Leng Yow Han Chong Yap Jin Yang Keith Tal Siew Kiet Jake Chin Tian Kiat Yap Kah Chun Calvin Pang Yil Haw Keith Chun Kei Foong Kong Pui Ling Saxon Chong Ri Hui Woon Kok Keong Tamara Astari Janice Chong Xzinhui

3D SYSTEMS / GENTLE GIANT

STUDIOS
Paulie Schrier
Shun Kim
Daniel Stilley
George Georgy

**FACIAL SCANNING** 

PIXELGUN STUDIO Timothy Valka Brian Freisinger Simranjit "Sunny" <u>Mahil</u>

Lucy Dawson

ADDITIONAL COLLABORATION

COMPANIES
Digital Hearts Co., Ltd.
G-Style Co., Ltd.
Creek & River Co., Ltd.
Charabans, Inc
Imaginary power, Inc.
Orbitallink Inc.
Volta
Torisan Inc.

SPECIAL THANKS
Yuke Taniguchi
Tatsuhiko Sugimoto
Masamichi Ito
All Yuke's Staff

## **PUBLISHED BY 2K**

2K IS A PUBLISHING LABEL OF TAKE-TWO INTERACTIVE SOFTWARE, INC.

# VISUAL CONCEPTS DEVELOPMENT TEAM

PRESIDENT Grea Thomas

EXECUTIVE PRODUCER
Mark Little

SENIOR PRODUCER Arnaud Frev

PRODUCER

ASSOCIATE PRODUCER Andrew Krensky

LICENSOR MANAGER Steve Islas

PRODUCTION ASSISTANT Dino Zucconi

SENIOR DESIGNER Jason Vandiver DESIGNER, 2K SHOWCASE Jody Hicks

CO-DESIGNER, 2K SHOWCASE Shane Kemp

DESIGNER, MYCAREER Ramelle Ballesca

DESIGNER, WWE UNIVERSE Cristo Kyriazis

DESIGNER Derek Donahue

DESIGNER ASSISTANT

SENIOR ONLINE ENGINEER
Igor Pevac

STUDIO AUDIO DIRECTOR, AUDIO Joel Simmons

AUDIO DIRECTOR, SOUND/AUDIO Vince Pontarelli

AUDIO MANAGER, AUDIO Sean Charles

LEAD SOUND/AUDIO DESIGNER
Josh Jones

AUDIO/DIALOGUE SYSTEM DESIGNER Bryan Sherrill

ASSOCIATE AUDIO PRODUCER
Patrick Jarret

AUDIO TECH AND ADDITIONAL ENGINEERING Daniel Gardopee Todd Gunnerson

AUDIO TEAM SPECIAL THANKS Rvan Katz

CREATIVE DIRECTOR Lynell Jinks

LEAD CHARACTER ARTIST Jonathan Gregory

ANIMATION TEAM LEAD
Shane Kemp

LEAD ANIMATOR Jessica Wu

ANIMATORS Brian Rust Darrel Christian David J. Yuen Emily Katske Eric Sturgeon George Blanks George Fleites Hannah Addington Jeremiah Stewart Jun Park Liam Murphy Max Antinone Preet Uppal Robert Firestone Ryan Walker Tom Van Cise

MANAGER, TRANSLATION Yuri Tanaka

TRANSLATORS Akane Yamamoto Anne Awaya

MUSIC AND TALENT LICENSING Debbie Fingerman

VISUAL CONCEPTS DEVELOPMENT TEAM SPECIAL THANKS Drew Como

Drew Colfio
Darin Zio
Nobu Taguchi
Celian Varini
I Sabela Bradley
Kai Cabrera
Jack Leung
Chris Kalos
John Friar
Bruno Buzzetti
Josh Atkins
Robert Clarke
Elienne Grunenwald
Eric Massoud
Mark Hamilton
Jason Søreno
Robert Nelson

# 2K WWE TEAM EXTERNAL CONTRACTORS

PHOTOGRAPHER David Knox

PHOTOGRAPHER'S ASSISTANT Shane Bartlett

COMMENTARY WRITERS Brian Shields, Principal, Mighty Pen & Sword, LLC Kevin Sullivan, Speed Lemon LLC Patrick Hegarty, Hegarty Creative Services LLC

EXTERNAL TRANSLATION SERVICES

EXTERNAL TRANSLATORS Reiko Fujimoto Yoshiko Fujii

DIGITAL HEARTS USA INC. Daniel Castillo Eric Kwan John Yamamoto Satomi Aihara

POLE TO WIN CO., LTD.

POLE TO WIN ASIA PTE. LTD. Leong Fong Wai

POLE TO WIN AMERICA, INC. Fumihiro Yamaguchi MOTION CAPTURE TALENT SECTION

Adam Pearce Alan Ricardez Brandon Silvestry Finn Bálor

Gregory Marasciulo Hassan Hamin Assad

**Kevin Owens** Kimberly Gallows Matt Sydal Michael Montova

Michael Sharrer Mike Brendli Ryan Clark Scott Colton TJ Perkins

Tracy Sharrer Trevor Mann Tyshaun Whitson William Spradlin

## ONLINE IMPLEMENTATION SERVICES

PIXELTAMER.NET

Carsten Orthbandt

**NETWORK ENGINEER** Christoph Pech

## **2K PUBLISHING**

PRESIDENT Christoph Hartmann

C.O.O. David Ismailer

PRESIDENT, SPORTS DEVELOPMENT **Greg Thomas** 

**EVP. SPORTS DEVELOPMENT** Jeff Thomas

## 2K CREATIVE DEVELOPMENT

VP. CREATIVE DEVELOPMENT Josh Atkins

DIRECTOR OF CREATIVE PRODUCTION Jack Scalici

MANAGER OF CREATIVE PRODUCTION Josh Orellana

**CREATIVE PRODUCTION** COORDINATOR Kaitlin Bleier

CREATIVE PRODUCTION ASSISTANT William Gale

Cathy Neeley Megan Rohr

DIRECTOR OF RESEARCH AND PLANNING Mike Salmon

SR. MARKET RESEARCHER **David Rees** 

USABILITY RESEARCHER Jordan Limor

USER TESTING ASSISTANT Jonathan Bonillas

MOTION CAPTURE SUPERVISOR David Washburn

MOTION CAPTURE STAGE MANAGER

Anthony Tominia MOTION CAPTURE PRODUCTION

MANAGER Charles Ghislandi

MOTION CAPTURE MEDIA SUPERVISOR J. Mateo Baker

3D PIPELINE TOOLS ENGINEER Charles Harris III

PRODUCTION ASSISTANT Colin Duffy

MOTION CAPTURE STAGE **TECHNICIANS Emma Castles** Jennie Antonio Jeremy Schichtel Christopher Barton Alexandra Grant

MOTION CAPTURE SPECIALISTS Jeremy Wages Gil Espanto

Jose Gutierrez Rvan Girard Michelle Hill

MOTION CAPTURE AUDIO Andrew Hanson

DATABASE PROGRAMMER Nicholas Longo

## 2K MARKETING TEAM

SVP, MARKETING Sarah Anderson

VP OF INTERNATIONAL MARKETING Matthias Wehner

VP OF MARKETING Chris Snyder

DIRECTOR OF MARKETING Bryce Yang

PRODUCT MANAGER Philip Mcdaniel

ASSOCIATE PRODUCT MANAGER Ediz Basol

MARKETING COORDINATOR Robert Hearon

VP OF COMMUNICATIONS, THE **AMERICAS** Rvan Jones

SR. COMMUNICATIONS MANAGER Jaime Jensen

SR. DIRECTOR, MARKETING PRODUCTION Jackie Truong

ASSOCIATE MARKETING PRODUCTION MANAGER Ham Nauven

MARKETING PRODUCTION ASSISTANT Nelson Chan

SR. GRAPHIC DESIGNER Christopher Maas

PROJECT MANAGER Heidi Oas

VIDEO PRODUCTION MANAGER Kenny Crosbie

VIDEO EDITOR/MOTION GRAPHICS DESIGNERS Michael Regelean Eric Neff

VIDEO EDITOR Peter Koeppen

ASSOCIATE VIDEO EDITORS Doug Tyler

Nick Pylvanainen ART DIRECTOR Gabe Abarcar

WEB DIRECTOR Nate Schaumberg

WEB DESIGNER Keith Echevarria

WER DEVELOPER Alex Reuscher

WER PRODUCER Tiffany Nelson

CHANNEL MARKETING MANAGERS Anna Nguyen Marc McCurdy

SR. DIRECTOR OF EVENTS Lesley Zinn Abarcar

**EVENTS MANAGER** David Iskra

DIRECTOR, CUSTOMER SERVICE Ima Somers

CUSTOMER SERVICE MANAGER David Eggers

KNOWLEDGE BASE COORDINATOR Mike Thompson

SR. MANAGER OF PARTNERSHIPS & LICENSING
Jessica Hopp

PARTNER MARKETING MANAGER Dawn Earp

DIGITAL MARKETING COORDINATORS
Ashley Landry
Kelsie Lahti

MARKETING ASSISTANT Kenya Sancristobal

## **2K OPERATIONS**

VP, STUDIO OPERATIONS Kate Kellogg

SVP, SENIOR COUNSEL Peter Welch

SR. DIRECTOR AND COUNSEL, 2K BUSINESS AFFAIRS Jerry Wang

COUNSEL Justyn Sanderford

VP, PUBLISHING, OPERATIONS Steve Lux

DIRECTOR OF OPERATIONS
Dorian Rehfield

LICENSING/OPERATIONS SPECIALIST

OPERATIONS MANAGER Ben Kvalo

OPERATIONS COORDINATOR
Peter Driscoll

## 2K CORE TECH

VP, TECHNOLOGY Naty Hoffman

DIRECTOR OF TECHNOLOGY Mark James

ONLINE ARCHITECT

PRINCIPAL TECHNICAL ARTIST Jonathan Tilden

SR. R&D ENGINEER Markus Brever

SOFTWARE ENGINEER Jack Liu

2K IT

DIRECTOR, 2K IT Rob Roudebush

IT MANAGER Bob Jones SR. NETWORK/SYSTEMS ENGINEER Russell Mains

SYSTEMS ENGINEERS
Jon Hevsek

Lee Ryan

SYSTEMS ADMINISTRATOR Fernando Ramirez

JR. SYSTEMS ADMINISTRATORS Tareq Abbassi Scott Alexander Davis Krieghoff

IT ANALYST Michael Caccia

## 2K LAS VEGAS QUALITY ASSURANCE

SR. VICE PRESIDENT OF QUALITY ASSURANCE Alex Plachowski

QUALITY ASSURANCE TEST MANAGER Jeremy Ford

QUALITY ASSURANCE TEST MANAGER - SUPPORT TEAMS Scott Sanford

PROJECT LEAD Shant Boyatzian

LEAD TESTERS Chris Adams Nathan Bell

## ASSOCIATE LEAD TESTERS

Matthew Newhouse Alexander Coffin Jorge Corpeño Jordan Wineinger Ruben Gonzalez

SENIOR TESTERS
Justin Wolf
Jared Shipps
Tim Jones
Robert Marrazzo
David Drake
Andrew Garrett
Zack Gartner
Nicole Millette
Michelle Paredes
Ana Garza
Marcial Pasek
Bar Peretz

QUALITY ASSURANCE TESTERS J.R. Dabinett Amanda Bassett Pichard Chatterton

Richard Chatterton Gary Brown Robert Williams Alma Hernandez Keith Rische Jonathan Eisnaugle Matthew Abog Shayawn Washington

Jeniffer Lunders Cory Nelson Kent Mewborne Jason Maidman Charles Maidman Raynard Moreno Michael Todd Cameron Fielder Sean Green Deion Cyriacks Christopher Elscoe Kyle Bellas Anthony Zaragoza Eduardo Bancud David Hoffman Mailanee Anderson Matt Cates
Joshua K. Collins
Hugh Cortney Nathan Craig Zach Griffin Pele Henderson David Lotruglio Cesar Martinez I in Mei **Enrique Meza** Josh Ray Erick Rogers Marci Sousa Travis Allen **Brian Reiss** Kyle Cobos Carlos Anaya Todd Phillips Bojan Krkic

SPECIAL THANKS Lestie Cultum Alex Belk Louis Napolitano Joe Bettis David Barksdale Ashley Carey Rachel Hajewski Chris Jones Kris Jolly Juan Corral Eric Chung Todd Ingram

# 2K CHINA CHENGDU QUALITY ASSURANCE

QUALITY ASSURANCE DIRECTOR Zhang Xi Kun

QUALITY ASSURANCE SUPERVISOR Steve Manners

QUALITY ASSURANCE LEAD Huang Cheng

QUALITY ASSURANCE SENIOR TESTER Shao Bang Zhu

QUALITY ASSURANCE TESTERS Zhou Zhi Zhu Hou Shu Lu Yi Chen Yi Xin SPECIAL THANKS Zhao Hong Wei Hu Xiang Xie Ya Xi Su Wan Qing Li Hua

## 2K

## INTERNATIONAL

GENERAL MANAGER Neil Ralley

INTERNATIONAL PRODUCT MANAGER Sam Woodward

INTERNATIONAL PR MANAGER Richie Churchill

INTERNATIONAL SOCIAL MEDIA AND CONTENT EXECUTIVE
Ibrahim Bhatti

# 2K INTERNATIONAL PRODUCT DEVELOPMENT

INTERNATIONAL PRODUCERS Lena Brenk Sajjad Majid

HEAD OF CREATIVE SERVICES AND LOCALIZATION

Nathalie Mathews

LOCALIZATION PROJECT MANAGER Emma Lepeut

EXTERNAL LOCALIZATION TEAMS AROUND THE WORD Effective Media GmbH Synthesis Iberia Synthesis International SRL 0LOC S.A.

LOCALIZATION TOOLS AND SUPPORT PROVIDED BY XLOC INC.

# 2K INTERNATIONAL QUALITY ASSURANCE

LOCALIZATION QA MANAGER José Miñana

MASTERING ENGINEER Wayne Boyce

MASTERING TECHNICIAN Alan Vincent

LOCALIZATION QA SENIOR LEAD

LOCALIZATION QA PROJECT LEAD Florian Genthon

LOCALIZATION QA LEADS

Fabrizio Mariani Karim Cherif

ASSOCIATE LOCALIZATION QA LEAD Cristina La Mura

SENIOR LOCALIZATION OA

TECHNICIANS
Alba Loureiro
Christopher Funke
Enrico Sette
Harald Raschen
Jihye Kim
Johanna Cohen
Jose Olivares
Pierre Tissot

LOCALIZATION QA TECHNICIANS Christina Molin

David Swan Dimitri Gerard Etienne Dumont **Gabriel Uriarte** Giuliano Cataford Tris Loison Javier Vidal Julien Le Tohic Julio Calle Arpon Luca Magni Manuel Aguayo Martin Schücker Namer Merli Nicolas Bonin Norma Hernandez Pablo Menéndez Roland Habersack Rüdiger Kolb Samuel Franca Seon Hee C. Anderson Sergio Accettura Shawn Williams-Brown Sherif Mahdy Farrag Stefan Rossi Timothy Cooper

DESIGN TEAM

James Quinlan Tom Baker

#### 2K INTERNATIONAL TEAM Adam Merrett

Agnès Rosique Alan Moore Aaron Cooper Belinda Crowe Ben Seccombe Bernardo Hermoso Carlo Volz Caroline Rajcom Chris Jennings **Chris White** Dan Cooke Daniel Hill Dennis De Bruin Devon Stanton Diana Freitag Jan Sturm Jean Paul Hardy Jesús Sotillo Julien Brossat Lieke Mandemakers Maria Martinez Oliver Keller

Richie Churchill Sandra Melero Sean Phillips Simon Turner Stefan Eder Tim Smith Warner Guinée

TAKE-TWO INTERNATIONAL OPERATIONS Anthony Dodd Nisha Verma Phil Anderton Robert Willis

# Denisa Polcerova 2K ASIA TEAM

ASIA SR. PUBLISHING DIRECTOR Jason Wong

ASIA SR. MARKETING MANAGER

ASIA MARKETING MANAGER Daniel Tan

JAPAN MARKETING MANAGER Maho Sawashima

PRODUCT EXECUTIVE
Rohan Ishwarlal
Sharon Lim

LOCALIZATION MANAGER Yosuke Yano

LOCALIZATION COORDINATOR
Pierre Guijarro

LOCALIZATION ASSISTANT

TAKE-TWO ASIA OPERATIONS Eileen Chong Veronica Khuan

Veronica Khuan Chermine Tan Takako Davis Ryoko Hayashi

TAKE-TWO ASIA BUSINESS DEVELOPMENT Erik Ford

Erik Ford
Syn Chua
Ellen Hsu
Kelvin Ahn
Paul Adachi
Fumiko Okura
Hidekatsu Tani
Fred Johnson
Julius Chen
Ken Tilakaratna
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## WWE 2K16 SOUNDTRACK MUSIC

A LITTLE MORE
PERFORMED BY MACHINE GUN KELLY
FEATURING VICTORIA MONET WRITTEN BY RICHARD COLSON BAKER, THOMAS LEE BROWN, THOMAS WESILY LUMPKINS, AND VICTORIA MCCANTS
PUBLISHED BY FOR CASIE
PUBLISHING, LLC (BMI)

PUBLISHING, LLC (BMI)
ADMINISTERED BY SONGS OF KOBALT
MUSIC PUBLISHING: EMI APRIL
MUSIC INC. (ASCAP): DARKCHLLD
SONGS (ASCAP): TBHITIS (ASCAP);
MAGIC SOUL MUSIC (ASCAP):
VICTORIA MCCANTS MUSIC PUBLISHING (ASCAP).

DEEP SIX

PERFORMED BY MARILYN MANSON WRITTEN BY TYLER LEE BATES AND BRIAN HUGH WARNER PUBLISHED BY FIGS. D MUSIC (BMI) C/O THE BICYCLE MUSIC COMPANY ON BEHALF OF SONGS OF GOLGOTHA

(BMI) AND BOX CUTTER MUSIC (BMI) COURTESY OF LOMA VISTA
RECORDINGS BY ARRANGEMENT
WITH CONCORD MUSIC GROUP, INC.

HEAVYDIRTYSOUL PERFORMED BY TWENTY ONE PILOTS WRITTEN BY TYLER JOSEPH
PUBLISHED BY WARNER-TAMERLANE
PUBLISHING CORP. (BMI) ON BEHALF OF ITSELF AND STRYKER JOSEPH MUSIC

COURTESY OF ATLANTIC RECORDING CORP BY ARRANGEMENT WITH WARNER MUSIC GROUP VIDEO GAME

LICENSING (P) 2015 FUELED BY RAMEN LLC

HEAVY IS THE HEAD
PERFORMED BY ZAC BROWN BAND
FEATURING CHRIS CORNELL WRITTEN BY ZAC BROWN, JIMMY DE MARTINI, WYATT DURRETTE, JOHN DRISKELL HOPKINS, NIKO MOON AND JAMES DARRELL SCOTT JAMES DARRELL SCOI P
UBLISHED BY BRIGHTER SHADE
PUBLISHING (BMI): I IMAGINE
MUSIC (ASCAP): DAY FOR THE DEAD
PUBLISHING (SESAC): SOUTHERN
GROUNDED (SESAC): ISLAND SOUTH
MUSIC (ROSEST MUSIC (SESAC):
JIMMY DEMARTINI PUBLISHING
JAMAI COURTER OF CHARLETERAL (BMI). COURTESY OF UNIVERSAL REPUBLIC NASHVILLE RECORDS UNDER LICENSE FROM UNIVERSAL MUSIC ENTERPRISES

HELLO WORLD
PERFORMED BY KID INK WRITTEN BY RINALDO CERRI, BRIAN COLLINS, GEORGES FRANCOIS LOUIS GRANIER, JOE KHAJADOURIAN, ALEX SCHWARTZ PUBLISHED BY WB MUSIC CORP. (ASCAP) ON BEHALF OF ARTIST PUBLISHING GROUP WEST, SCHWEEZY BEATS AND PANIC ATTACK PUBLISHING; ALUMNI INK PUBLISHING (ASCAP); SONY/ ATV MUSIC PUBLISHING (ASCAP); CHICAGO 2000 DU GROUPE CRC

CHICAGO 2000 DU GROUPE CRE (SACEM)."
"HELLO WORLD" INTERPOLATES
"SWEET MELODIE" WRITTEN BY
RINALDO CERRI (SACEM) AND
GEORGES GRANIER (SACEM).
PUBLISHED BY CHICAGO 2000 DU.
GROUPE CRC (SACEM). GROUPE CRC (SACEM).
COURTESY OF THA ALUMNI MUSIC
GROUP/88 CLASSIC/RCA RECORDS
BY ARRANGEMENT WITH SONY MUSIC ENTERTAINMENT

IT'S TRICKY PERFORMED BY RUN-DMC WRITTEN BY JASON WILLIAM MIZELL, DARRYL MATTHEWS MCDANIELS, JOSEPH WARD SIMMONS AND RICK RUBIN PUBLISHED BY UNIVERSAL MUSIC CORP. (ASCAP) ON BEHALF OF PROTOONS, INC.

COURTESY OF RCA RECORDS, A UNIT OF SONY MUSIC ENTERTAINMENT BY ARRANGEMENT WITH SONY MUSIC LICENSING

REBEL YELL PERFORMED BY BILLY IDOL WRITTEN BY BILLY IDOL AND STEVE PUBLISHED BY BMG MONARCH (ASCAP), BONEIDOL MUSIC (ASCAP) AND WB MUSIC CORP (ASCAP) COURTESY OF CAPITOL RECORDS UNDER LICENSE FROM UNIVERSAL MUSIC ENTERPRISES

REVOLUTION (FEAT. FAUSTIX & IMANOS AND KAI)
PERFORMED BY DIPLO PERFORMED BY DIPLO
WRITTEN BY ALESSIA PATRIZIA
DEGASPERIS, MORTEN BRANGSTRUP
OLSEN, THOMAS WESLEY PENTZ AND HUSSAIN SOMANI PUBLISHED BY I LIKE TURTLES MUSIC (ASCAP); SONGS OF SMP (ASCAP); DISCO WAX PUBLISHING (KODA); HUSSAIN SOMANI (BMI) COURTESY OF MAD DECENT

SOMETHING TO BELIEVE IN PERFORMED BY FASHAWN FEATURING NAS AND ALOE BLACC WRITTEN BY SANTIAGO LEYVA, ALOE BLACC, NASIR JONES, MARCELLOUS DEMITRIUS BERRY AND RASHID PUBLISHED BY WB MUSIC CORP

PUBLISHED BY WB MUSIC CORP (ASCAP) ON BEHALF OF ITSELF AND ALOE BLACC PUBLISHTNG (ASCAP); SHEELDS AVE (ASCAP); UNIVERSAL MUSIC - Z SONGS (BMT) ON BEHALF OF ITSELF AND SUN SHINING, INC. COURTESY OF MASS APPEAL RECORDS TILL IT'S GONE (DAN HEATH REMIX)
PERFORMED BY YELAWOLF

WRITTEN BY MICHAEL ATHA, WILLIAM BOOKER WASHINGTON, MATT HAYES AND MICHAEL D HARTNETT PUBLISHED BY BMG BUMBLEBEE (BMI); ARCHIBALD HIGHWATER IBMI); ARCHIBALD HIGHWAIER (BMI); BMG CICADA (ESSAC); MY INHERITANCE (SESAC); MIKE HARTNETT MUSIC PUBLISHING (BMI) SONGS OF KOBALT MUSIC PUBLISHING; MILK MONEY CONSULTING, INC. COURTESY OF INTERSCOPE RECORDS UNDER LICENSE FROM UNIVERSAL MUSIC ENTERPRISES

TRANSMISSION
PERFORMED BY ZEDD FEATURING LOGIC AND X AMBASSADORS WRITTEN BY ROBERT HALL, ANTON ZASLAVSKI, SAMUEL NELSON HARRIS. TIM JAMES AND ANTONINA ARMATO PUBLISHED BY WARNER-TAMERLANE

PUBLISHING CORP. (BMI) OBO ITSELF AND THREE OH ONE PRODUCTIONS; AKASHIC FIELD MUSIC (BMI),

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I CAME TO PLAY

I CAME TO PLAY
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WRITTEN BY SAMUEL ROBERT
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## TERMINATOR 2 JUDGMENT DAY MAIN

COMPOSED BY BRAD FIEDEL (ASCAP) 1991 © 1 P STUDIOCANAL (CAROLCO)

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# THE GRAND OPENING WRITTEN BY RALF WEIGAND

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#### THE SECOND COMING CF0\$

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## THE TIME IS NOW

PERFORMED BY JOHN CENA & THA TRADEMARC WRITTEN BY JOHN CENA, MARC JOSEPH PREDKA, BOBBY RUSSELL PUBLISHED BY BMG PLATINUM PUBLISHED BY BMG PLA I INUM SONGS (BMI) 0/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI); BMG GOLD SONGS (ASCAP) 0/B/O PREDIXA MUSIC PUBLISHING (ASCAP) AND PIX-RUSS MUSIC (ASCAP) COURTESY OF WWE MUSIC GROUP

#### TIME TO RISE CFO\$

A WWE AND WIND-UP SONGS PRODUCTION

#### TIME TO ROCK & ROLL (FEAT, LIL KIM) WRITTEN AND PERFORMED BY JIM JOHNSTON

PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING INC. (BMI) COURTESY OF WWE MUSIC GROUP

## TOKIWAKITA (TIME HAS COME)

CFO\$ A WWE AND WIND-UP SONGS **PRODUCTION** 

## **TURBO CHARGED**

WRITTEN BY PETER HINTON (PRS) PUBLISHED BY ZFC MUSIC (ASCAP) COURTESY OF FIRSTCOM MUSIC

## **VAU DE VIRE**

CFO\$ A WWE AND WIND-UP SONGS PRODUCTION

#### **VOICES (FEAT. RICH LUZZI OF REV** THEORY)

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# WHAT'S UP? PERFORMED BY R-TRUTH

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## WHOLE LOTTA GROOVE

WRITTEN BY OLIVER MAUNICK (SACEM) PUBLISHED BY FIRSTCOM MUSIC O/B/O MUSIQUE CINEMA TELEVISION SARL (SACEM) COURTESY OF FIRSTCOM MUSIC

#### WORLDS APART CFO\$

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# YOU CAN LOOK (BUT YOU CAN'T

YOU CAN LOUK (BUT YOU CAN'T TOUCH) (FEAT. KIM SOZZI) WRITTEN AND PERFORMED BY JIM JOHNSTON PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI) COURTESY OF WWE MUSIC GROUP

#### PEB HA ΛЪΒЪΤ (ROAR OF THE LION) **CFOS**

A WWE AND WIND-UP SONGS PRODUCTION

#### ADDITIONAL MUSIC

THE FOLLOWING SONGS ARE COURTESY OF APM MUSIC.

## A PERFECT STORM ACT OF WAR ADVANCING DISCOVERY AETEMA (NO RISE) AGENT 54 AND NOW WAR ANNIHILATION

ANOTHER TRAGIC STORY ANTIOCHUS (PERCUSSION MIX) ARCTURUS CALLS

AS ONE AVALANCHE BAREKNUCKLED BATTLE ACTION
BATTLE FOR IMMORTALITY
BATTLE PULSE BIG MUSCLE BLOOD OF THE HYDRA BORN A HERO BREAKAWAY BROKEN SYNTAX BUILDING ACTION BULLFIGHT CAME TO PLAY CATACLYSM CELLO ENCHANTMENT CHANT ARCHAIOS CIRCUS MAXIMUS COLD SWEAT CRUSADER DAY OF JUDGMENT DEATH MARCH FANTASY G DESTINED FOR VICTORY DETERMINED DIRT DONE AND DUSTED DRIVER END OF THE RAINBOW ENTER THE COMBAT EPIC POWERS EPICENTRE (BED VERSION) ERA EVE OF BATTLE **EXTERMINATE** EXTREME BRUTALITY FEVER PITCH FIGHT TO THE DEATH FORTITUDE FRENCH NATIONAL ANTHEM FULL ARMOR FULL FORCE FUNERAL MARCH GORILLA GREAT CHAMPIONS GRIND LOW HAIL TO THE CHIEF HAMMER HEART OF DARKNESS HELL'S ARMY HEROIC MODERN TRAILER HIDE OUT HOPE WILL RISE HUMOURS OF GLEN DART HYBRID SCORE IN THE LIGHT INTO THE VOID JUBILATION LEGENDS REMEMBERED LEGION OF FIRE LOADED MILITARY X MISTER UNSTOPPABLE MORTAL VENDETTA MY MONEY MYSTERIOUS FORCE NASTY GIRL OCTANE HIGH OTHER WORLDS OUTBREAK PACECAR PARANOID SUICIDE PHANTOM PIZZA DANCE

POMPOSER EMPFANG

PURE COURAGE
PUISHING THE CHAINS
RISE OF THE DRAGON
ROCKSTEP
ROUGH TIME
RULE BRITANNIA
SALVATION
SAMURAT SIGH
SCAPE SHIFT
SCARS AND BRUISES
SCION
SILENCE
STAR TRIPPER
STORM MACHINE
SWITCHED OFF BACH
TAMURE
THIS ENDS NOW
TOO TOUGH TO DIE
U.S.A.
VELVET KISS
WAR MONGER

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