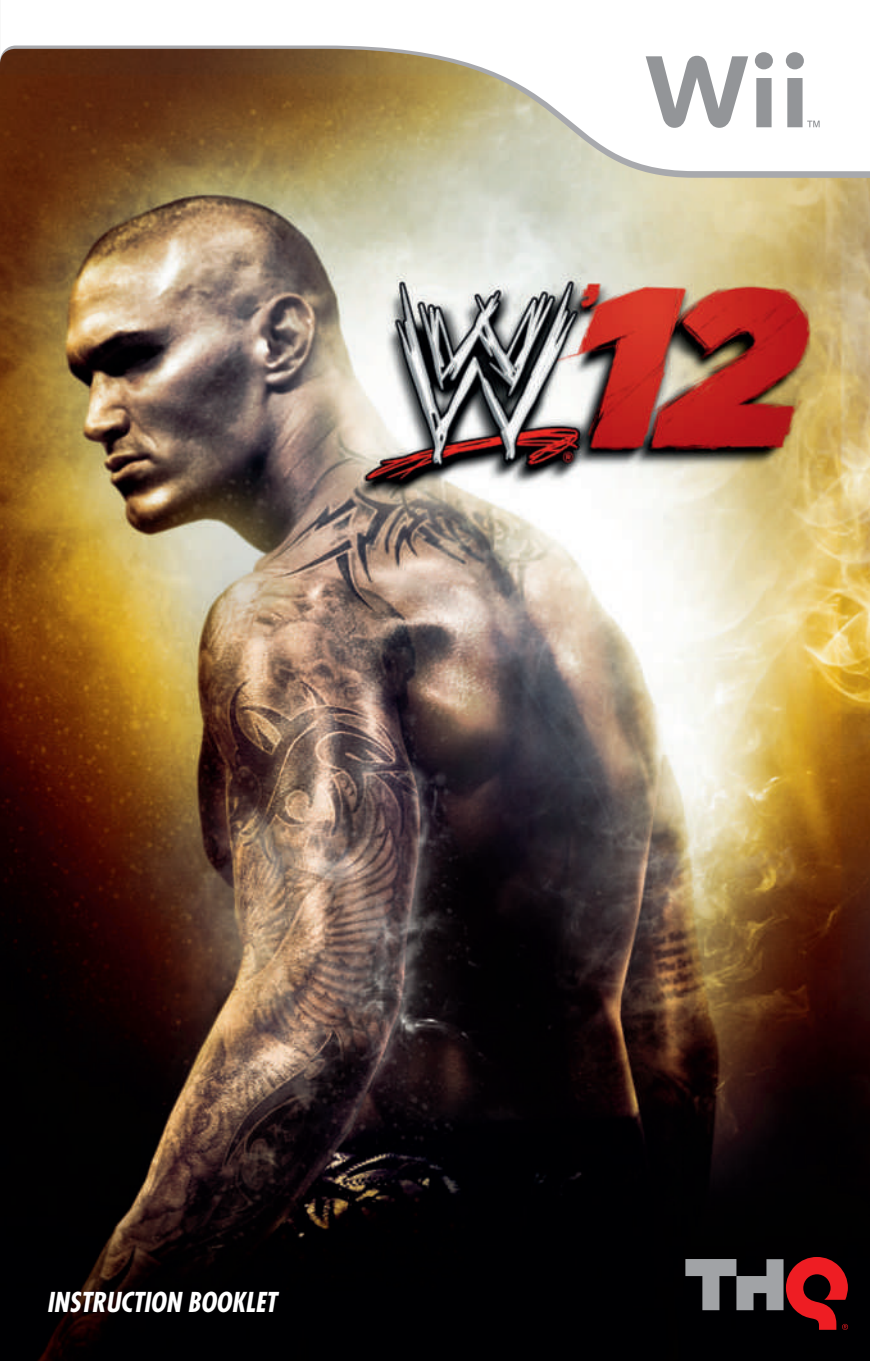
Wii
W'12
INSTRUCTION BOOKLET
THQ

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GETTING STARTED

Set up your Wii™ console according to the directions in the Wii Operations Manual. Press the POWER Button and the POWER LED will light up Green. Place the ***WWE '12*** Game Disc into the disc slot. Follow all on-screen instructions and refer to this manual for more information about playing ***WWE '12***.

INTRODUCTION

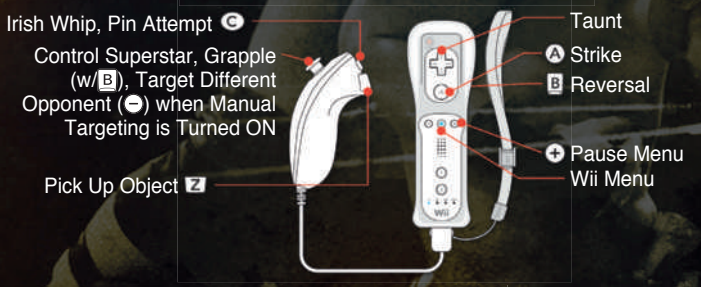
WWE '12 has all the bone-crushing, high-flying, showboating, slobberknocking action you've come to expect—plus a whole lot more.

Use the completely revamped Limb Targeting system to pick apart an opponent and find his breaking point. Or, add insult to injury with a Wake-Up Taunt before putting him down for the count and making him wish he'd never stepped into the ring with you. And speaking of the ring, the all-new Arena Creator lets you customise every aspect of the ring, right down to the logo on the apron.

You've never had this much control over creating the ultimate WWE experience, or so many ways to bring the pain. So what are you waiting for? Lace up your boots and hit the entrance ramp—your journey to WWE immortality begins now!

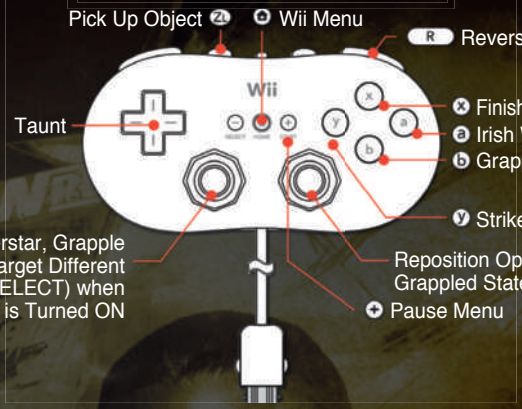
Wii CONTROLLERS

Wii REMOTE + NUNCHUK



Hold B + Z and push the Control Stick: **Drag Opponent**
Hold C + push the Control Stick: **Dash**
A + B : **Reposition Opponent/Change Grappled State**
B : **Grapple (w/ the Control Stick)**
A + B : **Finisher/Signature Move**

CLASSIC CONTROLLER



Hold L + R and push the L Stick: **Drag Opponent**
Hold L + push the L Stick: **Dash**

NINTENDO GAMECUBE™ CONTROLLER

Hold the L Button + R Button and push the Control Stick: **Drag Opponent**
Hold the L Button + push the Control Stick: **Dash**

CONTROLS – NEW!

MOVEMENT

Whether you want to walk up to your opponent and smack the taste out of his mouth, 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 moving in the direction that you want to go and pressing the Z Button/ZL Button/Z Button if you need to climb over, under or onto something.

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Move Superstar	Push the Control Stick	Push the L Stick	Push the Control Stick
Go to apron from ring	Push the Control Stick toward outside of ring + tap the Z Button	Push the L Stick toward outside of ring + tap the ZL Button	Push the Control Stick toward outside of ring + tap the Z Button
Go outside of ring from inside ring	Push the Control Stick toward outside of ring + hold the Z Button	Push the L Stick toward outside of ring + hold the ZL Button	Push the Control Stick toward outside of ring + hold the Z Button
Descend from apron to outside of ring	Push the Control Stick toward outside of ring + tap the Z Button	Push the L Stick toward outside of ring + tap the ZL Button	Push the Control Stick toward outside of ring + tap the Z Button
Ascend to apron from outside of ring	Push the Control Stick toward ring + tap the Z Button	Push the L Stick toward ring + tap the ZL Button	Push the Control Stick toward ring + tap the Z Button
Enter ring from outside of ring	Push the Control Stick toward ring + hold the Z Button	Push the L Stick toward ring + hold the ZL Button	Push the Control Stick toward ring + hold the Z Button
Enter ring from apron	Push the Control Stick toward ring + tap the Z Button	Push the L Stick toward ring + tap the ZL Button	Push the Control Stick toward ring + tap the Z Button
Dash	Hold the C Button + Control Stick	Hold the L Button + L Stick	Hold the L Button + Control Stick
Climb turnbuckle	Hold the C Button + Control Stick toward turnbuckle, or dash toward turnbuckle	Hold the ZL Button + L Stick toward turnbuckle, or dash toward turnbuckle	Hold the L Button + Control Stick toward turnbuckle, or dash toward turnbuckle
Climb corner from outside of ring	Hold the C Button + Control Stick toward post, or dash toward post	Hold the ZL Button + L Stick toward post, or dash toward post	Hold the L Button + Control Stick toward post, or dash toward post

STRONG STRIKES AND STRIKE COMBINATIONS

Striking is the quickest way to show your opponent who's in charge. Pressing the A Button/ y Button/X Button performs a quick strike against your opponent. Holding the A Button/ y Button/X Button unleashes a powerful but slower (and easier to counter) heavy strike. Combining the A Button/ y Button/X Button while pushing the Control Stick/L Stick/ Control Stick in a direction gives you a variety of different strikes.

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

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Strike Attack	Press the A Button	Press the y Button	Press the A Button
Alternate Strike Attacks	Press the A Button + the Control Stick ↑/↓/←/→/↗/↘	Press the y Button + L Stick ↑/↓/←/→/↗/↘	Press the A Button + Control Stick ↑/↓/←/→/↗/↘
Strong Strike	Hold the A Button	Hold the y Button	Hold the A Button
Alternate Strong Strike	Hold the A Button + Control Stick ↑/↓/←/→/↗/↘	Hold the y Button + L Stick ↑/↓/←/→/↗/↘	Hold the A Button + Control Stick ↑/↓/←/→/↗/↘
2-hit Combo	A Button during Strike Attack	y Button during Strike Attack	A Button during Strike Attack
3-hit Combo	A Button during 2nd combo hit	y Button during 2nd combo hit	A Button during 2nd combo hit
4-hit Combo	A Button during 3rd combo hit	y Button during 3rd combo hit	A Button during 3rd combo hit
Gut Kick	A Button + Control Stick ↙/↘	y Button + L Stick ↙/↘	A Button + Control Stick ↙/↘

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

CHAIN GRAPPLES

All grapple attacks in ***WWE '12*** start from one of four chain grapple states. To enter a chain grapple state, approach a standing opponent, hold the B Button/b Button/B Button and push the Control Stick/L Stick/Control Stick in a direction.

Rear Waist Lock:

Wii Remote + Nunchuk: B Button + Control Stick ↓ facing opponent or B Button from behind opponent
Classic Controller: b Button + L Stick ↓ facing opponent or b Button from behind opponent
Nintendo GameCube Controller: B Button + Control Stick ↓ facing opponent or B Button from behind opponent

Wrist Lock:

Wii Remote + Nunchuk: B Button + Control Stick → facing opponent
Classic Controller: b Button + L Stick → facing opponent
Nintendo GameCube Controller: B Button + Control Stick → facing opponent

Front Face Lock:

Wii Remote + Nunchuk: B Button + Control Stick ↑ facing opponent or B Button by itself
Classic Controller: b Button + L Stick ↑ facing opponent or b Button by itself
Nintendo GameCube Controller: B Button + Control Stick ↑ facing opponent or B Button by itself

Side Head Lock:

Wii Remote + Nunchuk: B Button + Control Stick ← facing opponent
Classic Controller: b Button + L Stick ← facing opponent
Nintendo GameCube Controller: B Button + Control Stick ← facing opponent

Once your opponent is locked in a grappled state, you've got them right where you want them. Use the following commands to dish out the punishment or set them up for something even worse:

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Grapple Attack (4 different kinds)	B Button + Control Stick ⬆/⬇/⬅/➡	b Button + L Stick ⬆/⬇/⬅/➡	B Button + Control Stick ⬆/⬇/⬅/➡
Breaking Point Submission	Hold the B Button	Hold the b Button	Hold the B Button
Strike	Press the A Button	Press the y Button	Press the A Button
Strong Strike	Hold the A Button	Hold the y Button	Hold the A Button
Irish Whip	Z Button + C Button + Control Stick	a Button	X Button
Transition to Front Face Lock	A Button + B Button + Control Stick ⬆	R Stick ⬆	C Stick ⬆
Transition to Wrist Lock	A Button + B Button + Control Stick ➡	R Stick ➡	C Stick ➡
Transition to Rear Waist Lock	A Button + B Button + Control Stick ⬇	R Stick ⬇	C Stick ⬇
Transition to Side Head Lock	A Button + B Button + Control Stick ⬅	R Stick ⬅	C Stick ⬅
Walk Opponent Around the Ring	Hold the B Button + Z Button + Control Stick	Hold the L Button + R Button + L Stick	Hold L Button + R Button + Control Stick
Release Chain Grapple Hold	C Button	L Button	Z Button

Note: *If your opponent tries to lock you into a grappled state, press the B Button/R Button/ R Button as soon as they make the attempt to reverse the grapple.*

GROGGY GRAPPLES

There's nothing better than catching an opponent when the lights are on but nobody's home. To perform a groggy grapple, approach an opponent from the front or behind while they're in a groggy state, hold the B Button/b button/B Button and push the Control Stick/ L Stick/Control Stick in any direction to execute a strong grapple attack.

To make an opponent groggy, 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 utilised (read up on the all-new Limb Targeting System below).

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Front Grapple Attack (4 different kinds)	B Button + Control Stick ⬆/⬇/⬅/➡ facing opponent	b Button + L Stick ⬆/⬇/⬅/➡ facing opponent	B Button + Control Stick ⬆/⬇/⬅/➡ facing opponent
Rear Grapple Attack (4 different kinds)	B Button + Control Stick ⬆/⬇/⬅/➡ behind standing opponent	b Button + L Stick ⬆/⬇/⬅/➡ behind standing opponent	B Button + Control Stick ⬆/⬇/⬅/➡ behind standing opponent
Front Breaking Point Submission	Hold the B Button facing opponent	Hold the b Button facing opponent	Hold the B Button facing opponent
Rear Breaking Point Submission	Hold the B Button behind standing opponent	Hold the b Button behind standing opponent	Hold the B Button behind standing opponent
Switch to Front Face Lock/Drag	Hold the B Button + Z Button	Hold the L Button + R Button	Hold the L Button + R Button

IRISH WHIP

Take control of the match by sending your opponent running out of control. Press the Z Button + C Button/ a Button/X Button to send your opponent running into the ropes with an Irish whip. Catch them on the rebound with a strike (A Button/y Button/A Button) or grapple (B Button/b Button/B Button).

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Irish Whip Opponent	Z Button + C Button	a Button	X Button
Counter Strike	A Button when opponent is running at you	y Button when opponent is running at you	A Button when opponent is running at you
Counter Grapple	B Button when opponent is running at you	b Button when opponent is running at you	B Button when opponent is running at you
Alternate Counter Grapple	Hold the B Button when opponent is running at you	Hold the b Button when opponent is running at you	Hold the B Button when opponent is running at you
Duck or Leap Frog Running Opponent	Z Button when opponent is running at you	ZL Button when opponent is running at you	Z Button when opponent is running at you
Pull Back Grapple	Press the B Button in the midst of performing an Irish whip (before opponent is released)	Press the b Button in the midst of performing an Irish whip (before opponent is released)	Press the B Button in the midst of performing an Irish whip (before opponent is released)
Pull Back Strike	Press the A Button in the midst of performing an Irish whip (before opponent is released)	Press the y Button in the midst of performing an Irish whip (before opponent is released)	Press the A Button in the midst of performing an Irish whip (before opponent is released)

Note: *After you send your opponent running, you have to act fast. After they bounce off of the ropes for the second time, he regains control and can use running attacks against you.*

REVERSALS

Just because some jobber throws a punch at you, that doesn't mean you have to stand there and take it! Press the B Button/R Button/R Button as soon as your opponent begins their strike or grapple attack to reverse 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 counterattack!

Punch Reversals

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Strike	A Button	y Button	A Button
Chain Grapple	B Button + Control Stick	b Button/R Stick	B Button/C Stick
Finishing Move	A Button + B Button, if you have a Finishing Move Icon and your Superstar has a front or rear finisher	x Button, if you have a Finishing Move Icon and your Superstar has a front or rear finisher	Y Button, if you have a Finishing Move Icon and your Superstar has a front or rear finisher
Breaking Point Submission	Hold the B Button	Hold the b Button	Hold the B Button
Reverse the Reversal	B Button as soon as your opponent attempts to reverse your attack	R Button as soon as your opponent attempts to reverse your attack	R Button as soon as your opponent attempts to reverse your attack

Kick Reversals

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Strike	A Button	y Button	A Button
Chain Grapple	B Button	b Button/R Stick	B Button/C Stick
Kick Reversal Grapple	Control Stick + B Button	b Button	B Button
Finishing Move	A Button + B Button, if you have a Finishing Move Icon and your Superstar has a front or rear finisher	x Button, if you have a Finishing Move Icon and your Superstar has a front or rear finisher	Y Button, if you have a Finishing Move Icon and your Superstar has a front or rear finisher
Breaking Point Submission	Control Stick + Hold the B Button	Hold the b Button	Hold the B Button
Reverse the Reversal	B Button as soon as your opponent attempts to reverse your attack	R Button as soon as your opponent attempts to reverse your attack	R Button as soon as your opponent attempts to reverse your attack

POSITIONING—NEW!

For the first time, ***WWE '12*** 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 groggy—reposition them strategically and hit them with your most powerful attacks.

From a Grappled State:

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Front Facelock	A Button + B Button + Control Stick ⬆	R Stick ⬆	C Stick ⬆
Side Headlock	A Button + B Button + Control Stick ⬅	R Stick ⬅	C Stick ⬅
Waist Lock	A Button + B Button + Control Stick ⬇	R Stick ⬇	C Stick ⬇
Wrist Lock	A Button + B Button + Control Stick ➡	R Stick ➡	C Stick ➡

While Opponent Is Down:

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Lift Opponent	Control Stick ⬆ + C Button	R Stick ⬆	C Stick ⬆
Turn Opponent Over	Control Stick ⬅/➡ + C Button	R Stick ⬅/➡	C Stick ⬅/➡
Lift Opponent and Get Behind Him	Control Stick ⬇ + C Button	R Stick ⬇	C Stick ⬇

Standing In Front Of or Behind a Groggy Opponent:

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Turn Opponent Around	Control Stick ⬆/⬇/⬅/➡ + C Button	R Stick ⬆/⬇/⬅/➡	C Stick ⬆/⬇/⬅/➡

Opponent Groggy In the Corner:

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Turn Opponent Around	Control Stick ⬅/➡ + C Button	R Stick ⬅/➡	C Stick ⬅/➡
Lift to Top Of Turnbuckle	Control Stick ⬆ + C Button	R Stick ⬆	C Stick ⬆
Place In Tree Of Woe (Hanging Upside Down In Corner)	Control Stick ⬇ + C Button	R Stick ⬇	C Stick ⬇

Opponent Groggy Against The Ropes:

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Place Opponent On Middle Rope	Control Stick ⬆/⬇/⬅/➡ + C Button	R Stick ⬆/⬇/⬅/➡	C Stick ⬆/⬇/⬅/➡

Note: *Placing the opponent on the middle rope is a new attack position for* ***WWE '12****, and it's the perfect setup for Rey Mysterio's 619.*

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, the A Button/y Button/A Button is always a strike and the Control Stick + B Button/b Button/B Button is always a grapple, but be sure to check out some of these special situational attacks and add them to your arsenal.

Grounded Opponent

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Pinfall Attempt	Hold the C Button	a Button	X Button
Ground Strike	A Button	y Button	A Button
Dash Ground Strike	A Button while running toward downed opponent	y Button while running toward downed opponent	A Button while running toward downed opponent
Drag Opponent	Hold the B Button + Z Button and push the Control Stick	Hold the L Button + R Button and push the L Stick	Hold the L Button + R Button and push the Control Stick
Release Dragged Opponent	Let go of the B Button + Z Button	Let go of the L Button + R Button	Let go of the L Button + R Button
Lift Up	Control Stick ⬆ + C Button	R Stick ⬆	C Stick ⬆
Lift Up and Stand Behind	Control Stick ⬇ + C Button	R Stick ⬇	C Stick ⬇
Turn Opponent Over	Control Stick ⬅/➡ + C Button	R Stick ⬅/➡	C Stick ⬅/➡
Breaking Point Submission	Control Stick ⬆/⬇/⬅/➡ + Hold the B Button	Hold the b Button	Hold the B Button
Ground Grapple	Control Stick + B Button	b Button	B Button

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.*

Opponent Groggy Against The Ropes

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Grab Opponent	Control Stick + B Button	b Button	B Button
Irish Whip	Z Button + C Button	a Button	X Button

Facing Opponent Groggy (Standing) In Corner

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Corner Front Strike	A Button	y Button	A Button
Running Corner Front Strike	A Button while running toward corner	y Button while running toward corner	A Button while running toward corner
Transition Opponent Into a Seated Corner Position	Hit with Gut Kick (Control Stick ↖/↗ + A Button)	Hit with Gut Kick (L Stick ↖/↗ + y Button)	Hit with Gut Kick (Control Stick ↖/↗ + A Button)
Lift Opponent Into Top Rope Groggy Position	Control Stick ↑ + C Button	R Stick ↑	C Stick ↑
Place Opponent In Tree of Woe	Control Stick ↓ + C Button	R Stick ↓	C Stick ↓
Corner Front Grapple	Control Stick ←/→ + B Button	b Button	B Button
Alternate Corner Front Grapple	Control Stick ↑/↓ + B Button	L Stick + b Button	Control Stick + B Button
Irish Whip	Z Button + C Button	a Button	X Button
Turn Opponent Around	Control Stick ←/→ + C Button	R Stick ←/→	C Stick ←/→

Facing Opponent Down (Sitting) In Corner

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Front Down Corner Strike	A Button	y Button	A Button
Running Front Down Corner Strike	A Button while running toward corner	y Button while running toward corner	A Button while running toward corner
Front Down Corner Grapple	Control Stick ←/→ + B Button	b Button	B Button

Behind Opponent Groggy (Standing) In Corner

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Corner Rear Strike	A Button	y Button	A Button
Running Corner Rear Strike	A Button while running toward corner	y Button while running toward corner	A Button while running toward corner
Lift Opponent Into Top Rope Groggy Position	Control Stick ⬆ + C Button	R Stick ⬆	C Stick ⬆
Place Opponent In Tree of Woe	Control Stick ⬇ + C Button	R Stick ⬇	C Stick ⬇
Corner Rear Grapple	Control Stick ⬅/➡ + B Button	b Button	B Button
Alternate Corner Rear Grapple	Control Stick ⬆/⬇ + B Button	L Stick + b Button	Control Stick + B Button
Irish Whip	Z Button + C Button	a Button	X Button
Turn Opponent Around	Control Stick ⬅/➡ + C Button	R Stick ⬅/➡	C Stick ⬅/➡

Running Attack Against Opponent in Corner

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Rear Down Corner Strike	A Button	y Button	A Button
Running Rear Down Corner Strike	A Button while running toward corner	y Button while running toward corner	A Button while running toward corner
Rear Down Corner Grapple	Control Stick ⬅/➡ + B Button	b Button	B Button
Alternate Rear Down Corner Grapple	Control Stick ⬆/⬇ + B Button	L Stick + b Button	Control Stick + B Button

Tree of Woe

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Tree of Woe Strike	A Button	y Button	A Button
Running Tree of Woe Strike	A Button while running toward corner	y Button while running toward corner	A Button while running toward corner
Tree of Woe Grapple	Control Stick ⬅/➡ + B Button	b Button	B Button

RUNNING ATTACKS

What's better than walking up to an opponent and smacking them around? Running at them and ploughing straight into them! Run at your opponent by holding the C Button/ L Button/L Button and pushing the Control Stick/L Stick/ Control Stick toward him, and then use the A Button/ y Button/A Button or the B Button/b Button/B Button to hit him with a strike or grapple attack.

DIVING 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 diving attacks against standing or downed opponents, but be careful not to let your foes turn them against you. It's a long way down!

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Dash At Opponent	Hold the C Button and push the Control Stick toward opponent	Hold the L Button and push the L Stick toward opponent	Hold the L Button and push the Control Stick toward opponent
Dash Strike	Press the A Button while running toward standing opponent	Press the y Button while running toward standing opponent	Press the A Button while running toward standing opponent
Alternate Dash Strike	Hold the A Button while running toward standing opponent	Hold the y Button while running toward standing opponent	Hold the A Button while running toward standing opponent
Front Grapple	Press the B Button while running toward standing opponent	Press the b Button while running toward standing opponent	Press the B Button while running toward standing opponent
Alternate Front Grapple	Hold the B Button while running toward standing opponent	Hold the b Button while running toward standing opponent	Hold the B Button while running toward standing opponent
Rear Grapple	Press the B Button while running toward back of standing opponent	Press the b Button while running toward back of standing opponent	Press the B Button while running toward back of standing opponent
Alternate Rear Grapple	Hold the B Button while running at back toward standing opponent	Hold the b Button while running at back toward standing opponent	Hold the B Button while running at back toward standing opponent

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 Signature move or Finishing move, like John Cena's Attitude Adjustment or CM Punk's GTS.

First, you need to completely fill your momentum meter by successfully landing attacks and taunting your opponent. Once it's full, you have 20 seconds to perform your Signature Move.

If you hit your opponent with your Signature Move, you get a Super Finishing Move icon. If you guessed that that lets you execute a Super Finishing Move, then congratulations—you're sharp. Use the Super Finishing Move quickly, or it will turn into a regular Finishing Move icon.

You can also choose not to perform a Signature Move and store a regular Finishing Move icon.

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Signature Move	A Button + B Button when momentum is full	x Button when momentum is full	Y Button when momentum is full
Super Finishing Move	A Button + B Button when you have a Super Finishing Move icon	x Button when you have a Super Finishing Move icon	Y Button when you have a Super Finishing Move icon
Finishing Move	A Button + B Button when you have a regular Finishing Move icon	x Button when you have a regular Finishing Move icon	Y Button when you have a regular Finishing Move icon
Store Signature Move as Finishing Move Icon	1 Button	L Button + ZL Button	Z Button + L Button

Note: *View the wake-up taunts description on page 18.*

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

Front	You're standing and facing a standing opponent
Back	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
Side	You're standing next to the torso of a downed opponent
Lower Body	You're standing next to the legs of a downed opponent
Upper Body	You're standing next to the head of a downed opponent
Corner vs. Grounded Opp	You're standing near a corner, and your opponent is down on the mat.
Dive Vs. Ground Opp	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 groggy on the top turnbuckle, and you're standing in front of him
Top Rope, Back	The opponent is groggy on the top turnbuckle, facing away from the ring, and you're standing in the ring behind him
TB Front	You're standing facing an opponent who is on their feet but leaning against the corner turnbuckle
TB Seated	You're standing facing an opponent who is down (seated) in the turnbuckle
Rope Down	The opponent is hanging over the middle ring rope

Note: *Your Superstar's Charisma level determines how many different Finishing Moves he can have. If it's 1-79, he can have one Finishing Move. 80-89 gives him two Finishing Moves, and 90-100 gives him three Finishing Moves.*

WAKE-UP TAUNTS—NEW!

What's worse than getting jaw-jacked by a devastating Finishing Move? Being humiliated by your opponent with a Wake-Up Taunt before he puts you away!

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 Super Finishing Move quickly, or you'll lose it!

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Wake-Up Taunt	+Control Pad ⬆ when opponent is down and you have a Finishing Move icon	+Control Pad ⬆ when opponent is down and you have a Finishing Move icon	+Control Pad ⬆ when opponent is down 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 hold the C Button/press the a Button/press the X Button to go for the pin. To kick out, the opponent must hold the B Button/b Button/B Button to fill the kick-out meter and release the button once the meter reaches 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 the C Button/L Button/L Button.

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Attempt Pin	Hold the C Button	a Button	X Button
Kick Out of Pin	Hold the B Button to fill kick-out meter and release in the target zone	Hold the b Button to fill kick-out meter and release in the target zone	Hold the B Button to fill kick-out meter and release in the target zone
Release Pin (Attacker Only)	C Button	L Button	L Button

BREAKING POINT SUBMISSION

When your opponent is down, groggy or in a grappled state, hold the Control Stick + B Button/b Button/ B Button 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.

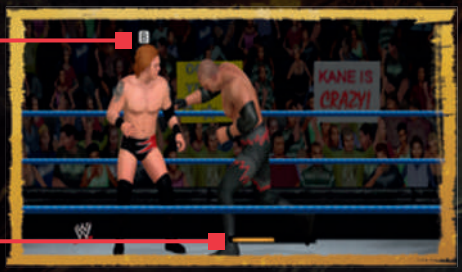
You and your opponent must mash the A Button/ a Button/A Button to increase the pressure and escape, respectively. But watch out—you can exhaust yourself if you try to get a strong opponent to tap out! To break the submission hold before this happens, press the C Button/L Button/Z Button. However, be aware that doing so will cost you a sizable amount of momentum.

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Breaking Point Submission	Control Stick + Hold the B Button when opponent is groggy, downed or grappled	Hold the b Button when opponent is groggy, downed or grappled	Hold the B Button when opponent is groggy, downed or grappled
Increase Pressure (Attacker)	A Button repeatedly	b Button repeatedly	A Button repeatedly
Release Submission (Attacker)	C Button	L Button	Z Button
Break Free (Defender)	A Button repeatedly	b Button repeatedly	A Button repeatedly
Crawl Toward Ropes (Defender)	Push the Control Stick toward ropes to crawl and initiate a rope break (when prompted)	Push the L Stick toward ropes to crawl and initiate a rope break (when prompted)	Push the Control Stick toward ropes to crawl and initiate a rope break (when prompted)

MENU CONTROLS

Use the Control Stick/L Stick/Control Stick or the +Control Pad to navigate the in-game menus. Press the A Button/b Button/A Button to confirm your selection. Press the B Button/ a Button/B Button to go back to the previous screen.

THE GAME SCREEN



SUPERSTAR SELECTION

When you're at the Superstar Selection screen, use the Control Stick/L Stick/Control Stick or the +Control Pad to highlight a Superstar. Press the +Control Pad ⬅/ L Button/L Button or the +Control Pad ➡/R Button/R Button to view the Superstar's finishers and attributes. Press the A Button/y Button/A Button to confirm your selection. To change the Superstar's attire, add a manager or access other advanced options, press the B Button/b Button/B Button after confirming.

By default the Superstar Selection screen shows all of the WWE Superstars that you have unlocked. To view Created Superstars or Divas, highlight the appropriate button on the screen.

MAIN MENU

Press the +Button/+Button/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 '12*** has over 70 different kinds of match variations that your Superstars can compete in.

WWE UNIVERSE

Making its return to ***WWE '12*** is 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'll also run into over 100 new story-driven cinematics throughout your gameplay that are set up by the Universe. 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!

ROAD TO WRESTLEMANIA

WrestleMania: the Showcase of the Immortals! Earn WWE immortality along the *Road to WrestleMania XXVII* and unlock additional features as you secure your favourite Superstars' place in the WWE history books.

WWE CREATIONS

WWE '12's eight Create Modes let you customise virtually every aspect of your WWE experience!

- **Superstar:** Define a new Superstar's appearance
- **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
- **Finisher Move:** Design a unique finishing move for your Superstar
- **Story:** Book your own WWE storyline

OPTIONS

From here, you can check out the in-game manual, set the options for Match Creator, 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 '12***.

LIMB TARGET SYSTEM—NEW!

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 '12's all-new 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 groggy opponent, a grappled opponent or a downed opponent.

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Target Standing Groggy/Grappled Opponent's Head	Hold the Z Button + Control Stick ↑ + press the A Button	Hold the R Button + x Button	Hold the R Button + Y Button
Target Standing Groggy/Grappled Opponent's Arm	Hold the Z Button + Control Stick ←/→ + A Button	Hold the R Button + y Button/a Button	Hold the R Button + A Button/X Button
Target Standing Groggy/Grappled Opponent's Leg	Hold the Z Button + Control Stick ↓ + A Button	Hold the R Button + b Button	Hold the R Button + B Button
Target Downed Groggy/Grappled Opponent's Head	Hold the Z Button + Control Stick ↑ + press the A Button while standing near opponent's head	Hold the R Button + x Button while standing near opponent's head	Hold the R Button + Y Button while standing near opponent's head
Target Downed Groggy/Grappled Opponent's Arm	Hold the Z Button + Control Stick ↑ + press the A Button while standing near opponent's arm	Hold the R Button + x Button while standing near opponent's arm	Hold the R Button + Y Button while standing near opponent's arm
Target Downed Groggy/Grappled Opponent's Legs	Hold the Z Button + Control Stick ↑ + press the A Button while standing near opponent's legs	Hold the R Button + x Button while standing near opponent's legs	Hold the R Button + Y Button 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!

Targeting different body parts has different effects on your opponent:

Head:

- Striking or grappling their head is more likely to force them into a standing groggy state.
- Attempting a submission against their head increases the odds that they'll tap out

Arm:

- Opponent's Breaking Point Submission strength is reduced
- Attempting a submission against their arms increases the odds 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 increases the odds that they'll tap out

Torso:

- Opponent's adrenaline meter is reduced
- Standing groggy grapples can now be executed following a Gut Kick (Control Stick ↙/↘ + A Button/L Stick ↙/↘ + y Button/ Control Stick ↙/↘ + A Button). While the opponent is bent over from the kick, push the Control Stick + B Button/L Stick + b Button/ Control Stick + B Button to perform one of four different groggy grapple moves.
- Attempting a submission against their torso increases the odds that they'll tap out

EXTREME RULES CONTROLS

In an Extreme Rules Match, the only rule is that there are no rules! Brawl outside the ring and smash your opponent with a steel chair.

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.

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Object Strike	A Button	y Button	A Button
Object Grapple	B Button	R Stick	C Stick
Grab Object	Z Button	ZL Button	Z Button
Set Table On Fire	A Button + B Button when standing next to a set-up table while in possession of a stored finishing move icon (Extreme Rules Match only)	x Button when standing next to a set-up table while in possession of a stored finishing move icon (Extreme Rules Match only)	Y Button when standing next to a set-up table while in possession of a stored finishing move icon (Extreme Rules Match only)
Running Object Strike	A Button while holding object and dashing toward opponent	y Button while holding object and dashing toward opponent	A Button while holding object and dashing toward opponent
Throw Object At Downed Opponent	Push the Control Stick toward downed opponent and press the Z Button	Push the L Stick toward downed opponent and press the ZL Button	Push the Control Stick toward downed opponent and press the Z Button
Drop Object	Z Button	ZL Button	Z Button
Slide Object Into Ring	While outside of ring, push the Control Stick toward ring and press the Z Button	While outside of ring, push the L Stick toward ring and press the ZL Button	While outside of ring, push the Control Stick toward ring and press the Z Button
Run Into Ring With Object	Dash toward ring while holding object	Dash toward ring while holding object	Dash toward ring while holding object
Slide Object Out of Ring	While inside ring, push the Control Stick toward outside of ring and press the Z Button	While inside ring, push the L Stick toward outside of ring and press the ZL Button	While inside ring, push the Control Stick toward outside of ring and press the Z Button
Run Out of Ring With Object	Dash toward ring rope while standing near ring rope and holding object	Dash toward ring rope while standing near ring rope and holding object	Dash toward ring rope while standing near ring rope and holding object
Look For Object Under Ring	Z Button while standing outside of ring near middle of ring apron	ZL Button while standing outside of ring near middle of ring apron	Z Button while standing outside of ring near middle of ring apron

***Note:** Disqualifications can be set to OFF in the Match Rules.*

TLC CONTROLS

TLC stands for “tables, ladders and chairs,” and that’s exactly what these moves are meant to use. These moves can be used in any match types where tables, ladders and chairs are part of the action!

Table Moves

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Table Attack	A Button while holding table	y Button while holding table	A Button while holding table
Set-Up Table	Z Button while holding table	ZL Button while holding table	Z Button while holding table
Drag Set-Up Table	Hold the Z Button standing near table + push the Control Stick	Hold the ZL Button standing near table + push the L Stick	Hold the Z Button standing near table + push the Control Stick
Lean Table/Ladder In Corner	Control Stick toward corner + the Z Button while holding table/ ladder near corner	L Stick toward corner + the a Button while holding table/ladder near corner	Control Stick toward corner + the X Button while holding table/ladder near corner
Table Grapple	Control Stick + B Button while holding a table to set defender against table in a groggy state	Press the b Button while holding a table to set defender against table in a groggy state	Press the B Button while holding a table to set defender against table in a groggy state
Lay Opponent On Top Of Table	Control Stick + B Button when facing a table leaning groggy opponent to lay them on top of the table	Press the b Button when facing a table leaning groggy opponent to lay them on top of the table	Press the B Button when facing a table leaning groggy opponent to lay them on top of the table
Table Finisher	A Button + B Button when you have a Finisher icon and the defender is lying on or leaning against a table	x Button when you have a Finisher icon and the defender is lying on or leaning against a table	Y Button when you have a Finisher icon and the defender is lying on or leaning against a table

Ladder Moves

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Pick Up Ladder	Z Button	ZL Button	Z Button
Set Up Ladder (While Holding Ladder)	Hold the Z Button	ZL Button	Z Button
Move a Set-Up Ladder or Table	Hold the Z Button while standing near the side of a ladder or table	Hold the ZL Button while standing near the side of a ladder or table	Hold the Z Button while standing near the side of a ladder or table
Release Ladder	Release the Z Button while dragging ladder	Release the ZL Button while dragging ladder	Release the Z Button while dragging ladder
Climb Ladder (With No Opponents On Ladder)	Control Stick toward ladder + hold the Z Button	L Stick toward ladder + hold the ZL Button	Control Stick toward ladder + hold the Z Button
Climb Ladder (With One Opponent On Ladder)	Z Button near ladder	ZL Button near ladder	Z Button near ladder
Assume dive position on ladder	Press the Z Button when perched in default ladder position (press the Z Button to return to default position)	Press the ZL Button when perched in default ladder position (press the ZL Button to return to default position)	Press the Z Button when perched in default ladder position (press the Z Button to return to default position)
Lean Ladder in Corner	Control Stick toward corner, etc. + X Button	L Stick toward corner, etc. + a Button	Control Stick toward corner, etc. + X Button
Climb Down From Ladder	C Button while on ladder	a Button while on ladder	X Button while on ladder
Grab Suspended Object	Hold Control Stick ⬆ to grab the object, and then move Control Stick ⬇ when prompted by the HUD	Hold R Stick ⬆ to grab the object, and then move R Stick ⬇ when prompted by the HUD	Hold C Stick ⬆ to grab the object, and then move C Stick ⬇ when prompted by the HUD
Weak Strike	Press the A Button when on ladder with opponent	Press the y Button when on ladder with opponent	Press the A Button when on ladder with opponent
Strong Strike	Hold the A Button when on ladder with opponent	Hold the y Button when on ladder with opponent	Hold the A Button when on ladder with opponent

Ladder Moves Continued

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Ladder Grapple	Control Stick ⬅/➡ + B Button when on ladder with opponent	L Stick ⬆/⬅/➡ + b Button	Control Stick ⬆/⬅/➡ + B Button
Groggy Ladder Grapple	Control Stick ⬅/➡ + B Button facing a groggy opponent	L Stick ⬆/⬅/➡ + b Button facing a groggy opponent	Control Stick ⬆/⬅/➡ + B Button facing a groggy opponent
Ladder Finishing Move	A Button + B Button when on ladder with opponent (must be in possession of a Finishing move icon)	x Button when on ladder with opponent (must be in possession of a Finishing move icon)	Y Button when on ladder with opponent (must be in possession of a Finishing move icon)
Alternate Ladder Finishing Move	Control Stick + A Button + B Button when on ladder with opponent (must be in possession of a Finishing move icon)	L Stick + x Button when on ladder with opponent (must be in possession of a Finishing move icon)	Control Stick + Y Button when on ladder with opponent (must be in possession of a Finishing move icon)
Dodge Opponent's Ladder Attack	Control Stick ⬇ when opponent attacks you on ladder	L Stick ⬇ when opponent attacks you on ladder	Control Stick ⬇ when opponent attacks you on ladder
Hanging Diving Attack	A Button when you are on the top turnbuckle and your opponent is hanging from the suspended object	y Button when you are on the top turnbuckle and your opponent is hanging from the suspended object	A Button when you are on the top turnbuckle and your opponent is hanging from the suspended object
Hanging Grapple	B Button when you are near an opponent hanging from the suspended object	b Button when you are near an opponent hanging from the suspended object	B Button when you are near an opponent hanging from the suspended object
Hanging Springboard Attack	Control Stick toward opponent + the A Button when you are standing on the ring apron and your opponent is hanging from the suspended object	L Stick toward opponent + the y Button when you are standing on the ring apron and your opponent is hanging from the suspended object	Control Stick toward opponent + the A Button 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 an object suspended over 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 the Control Stick ⬆/R Stick ⬆/C Stick ⬆ to grab the object. When the Superstar has grabbed hold of the object you will be prompted to PULL the item by moving the Control Stick ⬇/R Stick ⬇/C Stick ⬇. Time it correctly to receive another opportunity to pull the item down. And time your move carefully—if your timing is off, you'll be forced to start over.

Note: *When you want to knock over a ladder without picking it up, striking it (A Button/ y Button/X Button) 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 the Control Stick + B Button/b Button/B Button.*

Climb the ladder and push the Control Stick ⬆/R Stick ⬆/C Stick ⬆ to grab the suspended object above the ring.

When the prompt to remove the object appears, push the Control Stick ⬇/R Stick ⬇/C Stick ⬇ to pull it down.

Chair Moves

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Downed Chair Grapple	B Button when standing near downed opponent and holding a chair	b Button when standing near downed opponent and holding a chair	B Button when standing near downed opponent and holding a chair
Chair Downed Corner Attack	While holding a chair, run toward opponent downed (seated) in corner and press the A Button	While holding a chair, run toward opponent downed (seated) in corner and press the y Button	While holding a chair, run toward opponent downed (seated) in corner and press the A Button
Sandwich Chair in Corner	Push the Control Stick toward corner while holding a chair and press the Z Button	Push the L Stick toward corner while holding a chair and press the a Button	Push the Control Stick toward corner while holding a chair and press the X Button

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 '12***. 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 to damage your opponent.

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Climb Up Cage	Control Stick Toward cage wall + Z Button	L Stick toward cage wall + ZL Button	Control Stick Toward cage wall + Z Button
Escape From Cage	Z Button at the top of the cage	b Button at the top of the cage	B Button at the top of the cage
Diving Attack From Top of Cage	A Button at the top of the cage vs standing or downed opponent	y Button at the top of the cage vs standing or downed opponent	A Button at the top of the cage vs standing or downed opponent
Pull Opponent Off Cage	Control Stick + B Button/A Button below opponent trying to climb the cage	b Button/y Button below opponent trying to climb the cage	B Button/A Button below opponent trying to climb the cage
Cancel Climb Attempt	C Button	L Button	L Button
Escape Through Door	Press the A Button near groggy opponent in the lower left corner of the ring	Press the b Button near groggy opponent in the lower left corner of the ring	Press the B Button near groggy opponent in the lower left corner of the ring
Smash Opponent Into Cage Wall	Hold the Z Button + hold the C Button and push the Control Stick toward cage; must have the Hammer Throw ability	Hold the a Button and push the L Stick toward cage; must have the Hammer Throw ability	Hold the X Button and push the Control Stick toward cage; must have the Hammer Throw ability
Skewer Attack	Control Stick + B Button while opponent is groggy in the corner of the ring	b Button while opponent is groggy in the corner of the ring	B Button while opponent is groggy in the corner of the ring
Throw Opponent Into Cage Wall	Control Stick + B Button near opponent who is groggy against the ropes	b Button near opponent who is groggy against the ropes	B Button near opponent who is groggy 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 dangerous match type.

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Throw Opponent Off Top Edge of Cell	Control Stick + B Button near opponent at edge of Cell	b Button/a Button near opponent at edge of Cell	B Button/A Button near opponent at edge of Cell
Environmental Grapple	Control Stick + B Button when near a Cell wall.	b Button when near a Cell wall.	B Button when near a Cell wall.
Cell Destruction Finisher	A Button + B Button inside of the cell on the same side as the commentary tables with a Finishing Move icon	x Button inside of the cell on the same side as the commentary tables with a Finishing Move icon	Y Button inside of the cell on the same side as the commentary tables with a Finishing Move icon

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:

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Climb Onto Top of Chamber	Control Stick + Z Button while on turnbuckle	L Stick + ZL Button while on turnbuckle	Control Stick + Z Button while on turnbuckle
Climb Up Chamber Wall	Control Stick toward Chamber wall + Z Button	L Stick toward Chamber wall + ZL Button	Control Stick toward Chamber wall + Z Button
Pull Opponent Down from Chamber Wall	Control Stick + B Button near climbing opponent	b Button	B Button

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.

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Tag	Control Stick toward partner + Z Button	L Stick toward partner + ZL Button	Control Stick toward partner + Z Button
Corner Double Team Grapple Moves	Irish whip an opponent toward your corner and push Control Stick ⬆/⬇/⬅/➡ + B Button; your waiting partner must be positioned near the turnbuckle where a tag would normally occur	Irish whip an opponent toward your corner and push L Stick ⬆/⬇/⬅/➡ + b Button; your waiting partner must be positioned near the turnbuckle where a tag would normally occur	Irish whip an opponent toward your corner and push Control Stick ⬆/⬇/⬅/➡ + B Button; 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 Control Stick ⬆/⬇/⬅/➡ + B Button	Approach your partner while they are grappling an opponent and push L Stick ⬆/⬇/⬅/➡ + b Button	Approach your partner while they are grappling an opponent and push Control Stick ⬆/⬇/⬅/➡ + B Button
Tag Team Finisher	With a stored Finishing move icon, Irish whip an opponent toward your corner (and your waiting partner), approach the opponent and press the A Button + B Button	With a stored Finishing move icon, Irish whip an opponent toward your corner (and your waiting partner), approach the opponent and press x Button	With a stored Finishing move icon, Irish whip an opponent toward your corner (and your waiting partner), approach the opponent and press Y Button
Call In Tag Partner	+Control Pad ⬆/⬇ + Z Button	+Control Pad ⬆/⬇ + R Button	+Control Pad ⬆/⬇ + Z Button

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.

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Punch	A Button	y Button	A Button
Pull Down Rope (To Cause Irish Whipped Opponent To Fall To Ringside)	B Button	a Button	X Button
Call For Tag	Z Button	ZL Button	Z Button
Grapple In-Ring Opponent	Control Stick + B Button	b Button	B Button
Enter Ring	Control Stick + Z Button	L Stick + ZL Button	Control Stick + Z Button
Tell Ref That Opponents Are Cheating/Distract Referee	+Control Pad	+Control Pad	+Control Pad ⬅/➡
Climb Turnbuckle	C Button + Control Stick toward corner	L Button + L Stick toward corner	L Button + Control Stick toward corner
Hot Tag	C button + A button + B button when critically damaged and in the ring for more than 2 minutes	R button + X button when critically damaged and in the ring for more than 2 minutes	Z button + Y button when critically damaged and in the ring for more than 2 minutes

INFERNO MATCH MOVES

In an Inferno Match, the ring is surrounded with searing flames, and the only way to win is to set your opponent on fire!

The temperature increases as successful attacks are performed. Once it reaches its maximum and the flames become a blazing inferno, drag the opponent toward the flames. If you have inflicted enough damage on them, they will not be able to resist your infernal efforts!

Note: *Perform a finisher to increase the ring temperature to maximum instantly. For a brief time, you can try to throw the opponent through the fire and out of the ring for the victory!*

ROYAL RUMBLE CONTROLS

The 40-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!

Action	Wii Remote + Nunchuk	Classic Controller	Nintendo GameCube Controller
Royal Rumble **Finisher**	A Button + B Button when opponent is groggy against ropes or corner	x Button when opponent is groggy against ropes or corner	Y Button when opponent is groggy against ropes or corner
Eliminate Opponent	Control Stick + B Button when the opponent is groggy against the ropes, under the ropes, or in the corner, and then follow the on-screen button prompts	b Button when the opponent is groggy against the ropes, under the ropes, or in the corner, and then follow the on-screen button prompts	B Button when the opponent is groggy against the ropes, under the ropes, or in the corner, and then follow the on-screen button prompts
Change Character (After Being Eliminated)	Press up or down on the +Control Pad to scroll through Superstars, and press the Z Button to select a Superstar	Press up or down on the +Control Pad to scroll through Superstars, and press the b Button to select a Superstar	Press up or down on the +Control Pad to scroll through Superstars, and press the B Button to select a Superstar
Cancel Elimination	C Button	L Button	L Button
Instantly Escape Elimination	Z Button with a Finishing Move icon	L Button with a Finishing Move icon	L Button with a Finishing Move icon

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 the Z Button/R Button/R Button and pressing the +Control Pad ⬆ to enter the Move Thief state. You have 20 seconds to execute the Finisher from the time you enter the Move Thief state.

Comeback
If you have this ability, you will be prompted to press the A Button + B Button/x Button/Y Button when your Superstar has sustained moderate limb damage. Pressing the A Button + B Button/x Button/Y Button at the correct time will let you perform a dramatic comeback. This cannot be used when you have a Finisher or Signature Move available.

Hammer Throw
When Irish whipping an opponent, hold the Z Button + hold the C Button/hold the a Button/hold the X Button to send an opponent smashing into and over a turnbuckle or flying over the ropes and down to the arena floor.

Resiliency
Superstars and Divas with this ability can use it once per match to dramatically improve the odds of kicking out of a pin attempt. While being pinned, press the C Button/L Button/Z Button to increase the target zone on the pin meter.

Outside Dives
Press the A Button/y Button/A Button while moving into the ropes, or run across the ring and press A Button/y Button/A Button 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 the Control Stick/L Stick/Control Stick toward the ropes and press the A Button/y Button/A Button to execute a springboard attack from the ring apron.

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." In a leverage pin, the defending Superstar can try to escape normally by reaching the blue target area of the kick-out meter, or 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 the C Button/L Button/L Button 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 the Control Stick + B Button/b Button/B Button to lock into a collar-and-elbow tie-up? Press the A Button/ b Button/B Button 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 the Z Button/ZL Button/Z Button.

...that a damage multiplier is added to your strike and grapple attacks if you run off of the ropes before hitting the move?

...that you can choose which direction that you want to send an opponent running by pushing the Control Stick/L Stick/Control Stick in that direction as you're Irish whipping them?

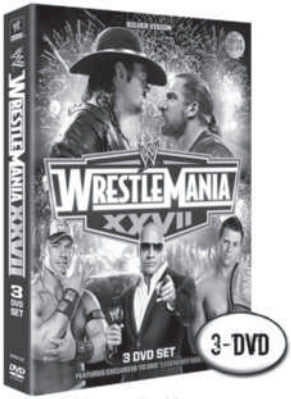
...that you can recover from being groggy more quickly by hitting the A Button/ b Button/B Button repeatedly?

...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 move.

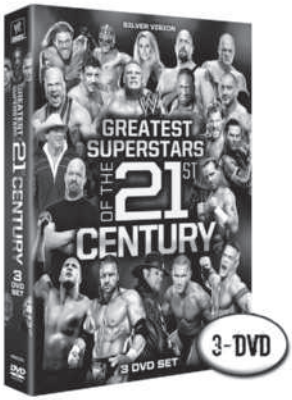
...that strong strikes can be performed from front-facing chain grapple holds (front facelock, side headlock and wrist lock) and after blocking a punch or catching a kick?

...that the announce table must be cleared before you can put an opponent through it? Approach the announce table, push the Control Stick/L Stick/Control Stick toward it and press the Z Button/ZL Button/Z Button to remove the cover. Once the cover has been removed, Irish whip the opponent toward the table, and then grapple them to place them on top of the table.

THE BEST ACTION



WRESTLEMANIA XXVII



GREATEST SUPERSTARS OF THE 21ST CENTURY

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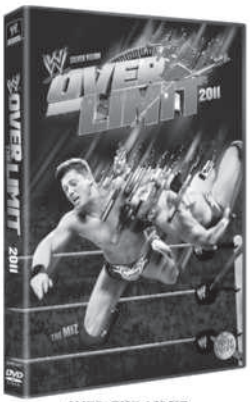

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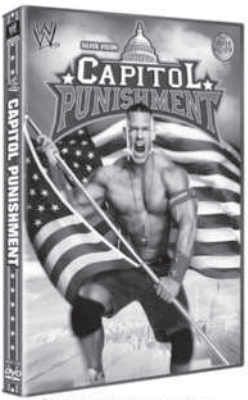

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