

 XBOX 360®

WWE 12

**BIGGER.
BADDER.
BETTER.**

ACTIVE ONLINE AXCESS
See back of manual for details



THQ

XBOX 360 CONTROLLER

Pick Up Objects **LB** **LT** (Hold) + **LT** - Run **RT** Reverse/Block Attacks

LT + **LB** Toward Ropes/Apron - Enter/Exit Ring, Pick up Object

LT + **LB** Toward Ropes/Apron (Tap) - Step on Apron

Move **LT** Superstar

BACK

Taunt

Y Signature/Finisher

X Strike/Strong Strike (Hold)

B Irish Whip/Pin Irish Whip (Standing)/Pin (Near Grounded Opponent)

A Grapple

START Pause

CHAIN GRAPPLE HOLDS

Grappling a non-groggy opponent will put you in a grapple hold state. Press **A** and move **LT** **↑/↓/←/→** to move into 1 of 4 different grapple holds. From a grapple hold state, the following actions can be performed:

Grapple Attack - **A** + **LT** **↑/↓/←/→**

Breaking Point Submission - Hold **A**

Strike/Strong Strike - **X**/Hold **X**

Change Holds - **LT** **↑/↓/←/→**

Drag - Pull & Hold **LT** + **RT** + Move **LT**

GROGGY GRAPPLES

Grappling a standing groggy opponent will trigger a groggy grapple. Groggy grapples are stronger than chain grapples so when given the opportunity, best to take advantage. When facing the front or rear of groggy opponent, the following actions can be performed:

Groggy Grapple Attack - **A** + **LT** **↑/↓/←/→**

Breaking Point Submission - Hold **A**

Turn - **RT**

Transition Into a Chain Hold - Pull **LT** + **RT**

REPOSITION STICK

The **LT** can be used to reposition your opponent. Below is a list of gameplay situations in which the **LT** can be used:

Grounded Opponent:

LT **↑** - Lift opponent

LT **↓** - Lift opponent to stand behind them

LT **←/→** - Turn opponent

Corner Groggy Opponent:

RT **↑** - Lift opponent into top rope groggy state

RT **↓** - Place opponent in Tree of Woe

RT **←/→** - Turn opponent

Groggy Against the Ropes:

RT any direction - Place opponent in middle rope groggy position

LIMB TARGET SYSTEM

Hold **RB** when clutching your opponent in a grapple hold or facing a groggy opponent to activate the all-new Limb Target System. Use limb targeting to focus your grapple attacks to the head, arms and legs of your opponent. While holding **RB** press **Y** to attack the head, **X/B** to attack the arms and **A** to attack the legs. Against a grounded opponent, hold **RB** and press **A** near the upper body, side and lower body to attack the head, arms and legs respectively. Inflicting critical damage to body parts will result in the following gameplay altering side-effects:

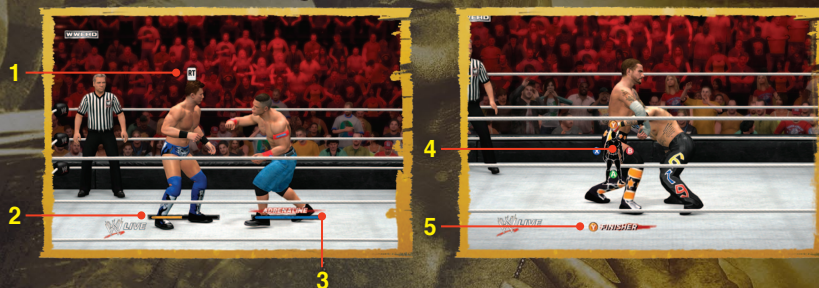
Head - The odds of your opponent getting into a standing groggy state increase.

Torso - Able to perform groggy grapples after a gut kick. Move **LT** **↑/↓** + **X** to perform the gut kick.

Arms - Your opponent's submission strength will be reduced making it harder for them to submit opponents.

Legs - Your opponent's movement speed will be reduced.

GAME SCREEN



1. REVERSAL PROMPT: Time the button press correctly to counter the opponent's attack.

2. MOMENTUM GAUGE: Execute successful attacks to build momentum.

3. ADRENALINE METER: Keep track of your adrenaline, if it runs out you will move slowly around the ring.

4. LIMB TARGET HUD

5. FINISHER PROMPT