

#### General

1	Wake up taunt
2	Taunt crowd
3	Taunt opponent
4	Change payback
Esc	Pause
W/A/S/D	Move
Left Shift	(hold) Run
С	Change target
L	Grab
I	Reversal
I	(hold) Block
J	Light attack
К	Heavy attack
Left Ctrl + K	Pin
U	Pick up/Drop object
Left Ctrl + L or Left Ctrl + I or Left Ctrl + J	Re-position opponent
Space + I	Payback
Space + L	Submission
Space + J	Signature
Space + K	Finisher/Super finisher
0	Quick setup
U	(after Irish Whip) Rebounding opponent
V	Display current target/Swap team member (if applicable)
U	Tag in/Tag out partner
0	Climb middle rope
0	(hold) Climp top rope/Exit ring/Enter ring
W/A/S/D + Left	(Hold Shift and O) Quick climb
Shift + O	top rope from ringside
Space + 4	Strap removal (only available for

#### Grabs & Combos

After grab (L):	
W/A/S/D + J	Light grapple attacks

W/A/S/D + K	Heavy grapple attacks
W/A/S/D + L	Irish whip
W/A/S/D + L	(hold) Strong Irish whip
After light attack (J)	:
J or K or L	Continue combo
As defender:	
J or K or L	Break combo/Grab

#### Carry

After grab (L):	
O + W	Powerbomb
O + S	Cradle
O + A	Fireman's carry
O + D	Shoulder carry
While performing a	qualifying grapple:
0	Interrupt into carry
From carry:	
J	Environmental attack
К	Slam
L	Throw over ropes/Off stage
Left Ctrl + J or Left Ctrl + K or Left Ctrl + L	Change carry position
As defender:	
L	Escape carry

## Dragging

After grab (L):	
U	Initiate drag
While dragging:	
W/A/S/D	Move
J	Environmental attack
L	Throw over ropes/off stage
U	Release drag
As defender:	
L	Escape drag

## Object

U		Pick	up ol	oject		

Tip: Use on the apron to get an object from under the

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U	Drop object
W/A/S/D + U	(WASD toward ropes) Drop object in/out of the ring
J	Primary attack
К	Secondary attack/Place object
L	Throw object
0	Climb ladder
U + A or U + D	Rotate ladder
Left Ctrl + I	Lift opponent onto table

# Tag team A. I. commands

U + 1	Remove turnbuckle
U + 2	Retrieve a weapon
U + 3	Setup a table at ringside
U + 4	Cutoff illegal opponent

## Special guest referee

Left Ctrl + K	Check pin/Submission
L	Call rope break
L	Grab weapon from target
J	Warn target
К	(hold) DQ/Eject target
К	Count
U	Cancel pin/Submission check
W/A/S/D + U	Drop weapon from ring
V	Toggle between referee and wrestler modes
I	Reversal
2 or 3	Taunt
J or 1	Argue with target

#### Match types & minigames

U	Ladder match - reach for belt
Left Ctrl + L or Left Ctrl + I or Left Ctrl + K or Left Ctrl + J	Ladder match - rotate key
Space	Ladder match - Insert key attempt
U	(while sitting on cage) Steel cage

	match - Escape	
U	Steel cage match - Call for the door	
U	Casket & Ambulance match - Open / Close door	
U	Wargames - Find weapon (before entering cage)	
L	(target leaning on ropes) Royal rumble - attempt elimination	
Space + K	(while target leaning on ropes) Royal rumble - Rumble finisher	
J	(hold) Start trading blows (once per match)	
J	(hold and release) Trading blows - Strike	
3 or 4	Trading blows - Taunt	
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More information: defkey.com/wwe2k24-shortcuts Customize this PDF...