

XBOX ONE


 **NBA 2K18**

**2K**



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 **WARNING** Before playing this game, read the Xbox One system, and accessory manuals for important safety and health information. [www.xbox.com/support](http://www.xbox.com/support).

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A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

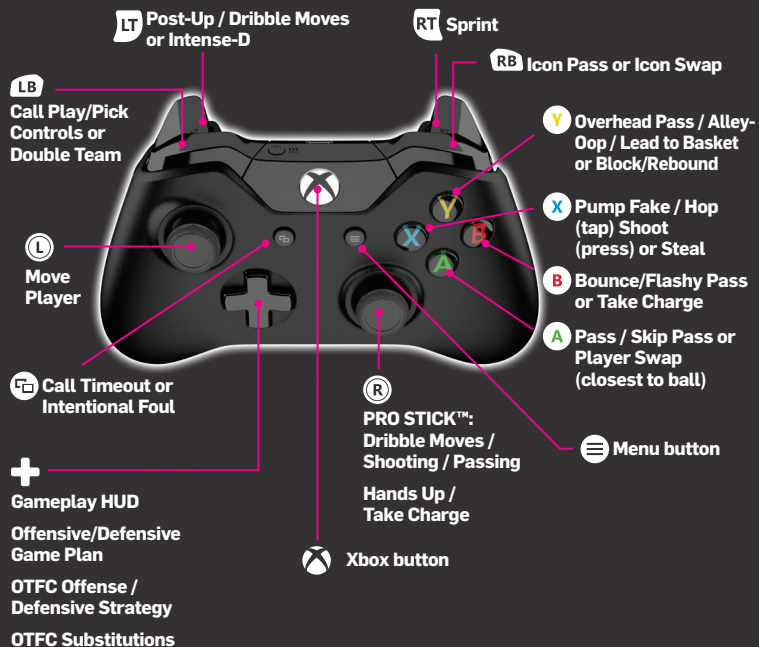


Product Support:  
<http://support.2k.com>

**Please note** that NBA 2K18 online features are scheduled to be available until **December 31, 2019** though we reserve the right to modify or discontinue online features on 30-days' notice. Visit [www.nba2k.com/status](http://www.nba2k.com/status) for more information.

## GAME CONTROLS

### XBOX ONE WIRELESS CONTROLLER



## XBOX ONE WIRELESS CONTROLLER

Basic Offense	Control	Basic Defense
Move Player	<b>L</b>	Move Player
PRO STICK™: Dribble Moves / Shooting / Passing	<b>R</b>	Hands Up / Take Charge
Post-Up / Dribble Moves	<b>LT</b>	Intense-D
Sprint	<b>RT</b>	Sprint
Call Play / Pick Controls	<b>LB</b>	Double Team
Icon Pass	<b>RB</b>	Icon Swap
Pass (tap) / Skip Pass (press and hold)	<b>A</b>	Player Swap (closest to ball)
Bounce Pass (tap), Flashy Pass (double tap), Receiver Control (press and hold)	<b>B</b>	Take Charge
Shoot (press) Pump Fake / Hop (tap) Spin Gather (double tap)	<b>X</b>	Steal (press) Intentional Foul (hold)
Overhead Pass (tap), Alley-Oop (double tap), Lead to Basket (press and hold)	<b>Y</b>	Block / Rebound
Gameplay HUD	<b>+</b>	Gameplay HUD
Offensive Game Plan	<b>+</b>	Defensive Game Plan
OTFC Offense Strategy	<b>+</b>	OTFC Defensive Sets
OTFC Substitutions	<b>+</b>	OTFC Substitutions

## ADVANCED OFFENSE

Action	Input
Positional Playcall	Tap <b>LB</b> , tap desired teammate's player icon, choose play from menu
Pick Control	Press and hold <b>LB</b> . Use <b>RB</b> to choose Roll vs. Fade and <b>RT</b> to choose pick side
Bounce Pass	Tap <b>B</b>
Overhead Pass	Tap <b>Y</b>
Flashy Pass	Double-tap <b>B</b>
Alley-Oop	Double-tap <b>Y</b>
Receiver Control	Press and hold <b>B</b> , then use <b>○</b> to move the selected receiver, release <b>B</b> to pass the ball.
Lead to Basket Pass	Press and hold <b>Y</b> to force the selected teammate to make a basket cut, wait for him to get in range or release <b>Y</b> to force the pass early
Fake Pass	<b>Y</b> + <b>B</b> (while standing or driving)
Give & Go	Press and hold <b>A</b> to retain control of passer, release <b>A</b> to pass the ball back to him
Putback Dunk/Layup Finish Alley-Oop (when controlling receiver)	Hold <b>X</b>
PRO STICK™ Pass	<b>RB</b> + <b>○</b>
Call Timeout	View button

## ADVANCED DEFENSE

Action	Input
Move	<b>○</b>
Fast Shuffle	<b>LT</b> + <b>RT</b> + <b>○</b>
Steal	Tap <b>X</b>
Block	<b>Y</b>
Rebound	<b>Y</b> (ball in air)
Take Charge	<b>B</b>
Flop	Double-tap <b>B</b>
Crowd Dribbler	Hold <b>LT</b>
Hands Up	Hold <b>○</b>
Deny Hands Out	Hold <b>○</b> (while playing offball defense)
Double Team	Hold <b>LB</b>
Icon Double Team	Tap <b>LB</b> , then press and hold desired double teamer's action button

## PRO STICK™

The PRO STICK™ gives you more control over your offensive arsenal than ever before.

### PRO STICK™: SHOOTING

Action	Input
Jump Shot	Move and Hold Ⓢ in any direction (toward hoop for bank shot)
Pump Fake	Start a jump shot, then quickly release Ⓢ
Runner / Floater (driving mid-range)	Hold Ⓢ away from hoop
Hop Gather	Tap Ⓢ while standing or driving (Ⓢ determines direction of hop)
Spin Gather	Ⓜ + Double tap Ⓢ while standing or driving
Normal Layup (driving to hoop)	Hold Ⓢ left, right, or toward hoop while driving (Ⓢ direction determines finish hand)
Euro Step Layup (driving to hoop)	Double tap Ⓢ while holding Ⓢ toward off hand
Cradle Layup (driving to hoop)	Double tap Ⓢ while holding Ⓢ toward ball hand.
Reverse Layup (driving along baseline)	Hold Ⓢ toward baseline
2-Hand Dunks (driving to hoop)	Ⓜ + Hold Ⓢ toward hoop
Dominant/Off-Hand Dunk (driving to hoop)	Ⓜ + Hold Ⓢ left or right to dunk with that hand
Flashy Dunks (driving to hoop)	Ⓜ + Hold Ⓢ away from hoop
Mid-Air Change Shot	Start dunk/layup, Ⓢ any direction while in air
Step Through	Pump fake, then hold Ⓢ again before pump fake ends

## PRO STICK™: DRIBBLING

Action	Input	Context
Triple Threat Jab Step	Tap Ⓢ Left/Right/Forward	Triple Threat
Triple Threat Spinout	Rotate Ⓢ then quickly return to neutral	Triple Threat
Triple Threat Stepback	Ⓜ + Tap Ⓢ away from hoop	Triple Threat
Rhythm Dribble	Tap Ⓢ toward hoop	Dribbling
Hesitation (quick)	Tap Ⓢ toward ball hand	Dribbling
Hesitation (escape)	Ⓜ + Tap Ⓢ toward ball hand	Dribbling
In and Out	Ⓜ + Tap Ⓢ toward hoop	Dribbling
Crossover (front)	Tap Ⓢ toward off hand	Dribbling
Crossover (between legs)	Tap Ⓢ between off hand and player's back	Dribbling
Crossover (escape)	Ⓜ + Tap Ⓢ toward off hand	Dribbling
Behind Back	Tap Ⓢ away from hoop	Dribbling
Spin	Rotate Ⓢ from ball hand around player's back, then quickly return to neutral	Dribbling
Half-Spin	Rotate Ⓢ in a quarter-circle from ball hand to hoop, then quickly return to neutral	Dribbling
Stepback	Ⓜ + Tap Ⓢ away from hoop	Dribbling

## POST MOVES (PRESS **LB** TO POST UP)

Action	Input
Post Movement	Hold <b>L</b>
Quick Spin	Rotate <b>R</b> to outside shoulder
Hook Drive	Rotate <b>R</b> to inside shoulder
Fakes	Tap <b>C</b> in any direction but away from the hoop
Switch Dribble Hand	Tap <b>C</b> away from hoop
Pickup Dribble	Tap <b>C</b> toward hoop
Post Hop	Hold <b>L</b> to the left or right away from hoop, then tap <b>X</b>
Post Stepback	Hold <b>L</b> away from hoop, then tap <b>X</b>
Dropstep	Hold <b>L</b> to the left or right toward hoop, then tap <b>X</b>

## POST SHOTS

Action	Input
Post Hook (close range)	<b>C</b> toward hoop (with <b>L</b> neutral)
Shimmy Hook	<b>RT</b> + <b>R</b> toward hoop (with <b>L</b> neutral)
Post Fade (beyond close range)	<b>R</b> left or right away from hoop
Step Through Layup	<b>R</b> toward hoop (while holding <b>L</b> toward hoop)
Shimmy Fade	Hold <b>RT</b> then move <b>C</b> left or right away from hoop (with <b>L</b> neutral)
Pump Fake	Start a shot listed above then move <b>C</b> to neutral
Up & Under / Step Through	Pump fake, then <b>C</b> again before pump fake ends

## DEFENSIVE CONTROLS

Action	Input	Context
Move	<b>L</b>	Any
Fast Shuffle	<b>LB</b> + <b>RT</b> + <b>L</b>	Any
Steal	Tap <b>X</b>	Any
Block	<b>Y</b>	Any
Rebound	<b>Y</b> (ball in air)	Any
Take Charge	<b>R</b>	Any
Flop	Double-tap <b>R</b>	Onball Defense
Intense-D	Hold <b>LB</b>	Onball Defense
Crowd Dribbler	Hold <b>LB</b> + Move <b>L</b> towards the dribbler	Onball Defense
Hands Up	Hold <b>R</b> in any direction	Onball Defense
Deny Ball	Hold <b>C</b> in any direction	Offball Defense
Double Team	<b>LB</b>	Any

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**警告** 在您開始玩遊戲之前，請詳讀 Xbox One™ 以及其他任何配件說明書內重要的安全及健康資訊。[www.xbox.com/support](http://www.xbox.com/support)

### 進行視訊遊戲的重要健康警告

#### 光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作。這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀。這類未經診斷的症狀稱為「光刺激誘發癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀。相較於成人，兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險，可以進行下列預防措施：

- 待在距離螢幕較遠的地方
- 使用較小的螢幕
- 在照明充足的室內進行遊戲
- 不要在感覺疲累或倦怠時進行遊戲

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。



產品支援：

<http://support.2k.com>

**請注意**，「NBA 2K18」線上功能預計開放到 **2019 年 12 月 31 日**，我們保留修改或中斷線上功能的權利 (30 天前通知) 如需詳細資訊，請至 [www.nba2k.com/status](http://www.nba2k.com/status)

## GAME CONTROLS (遊戲控制)

### XBOX ONE WIRELESS CONTROLLER (XBOX ONE 無線控制器)



## XBOX ONE WIRELESS CONTROLLER (XBOX ONE 無線控制器)

Basic Offense (基本進攻)	Control (控制)	Basic Defense (基本防禦)
移動球員	<b>L</b>	移動球員
PRO STICK™: 運球移動 / 投籃 / 傳球	<b>R</b>	雙手高舉 / 製造撞人犯規
單吃 / 運球動作	<b>LT</b>	鎖定防守
衝刺	<b>RT</b>	衝刺
呼叫戰術 / 掩護控制	<b>LB</b>	包夾
指定傳球	<b>RB</b>	指定切換
傳球 (輕按) / 高角度傳球 (按下)	<b>A</b>	切換球員 (離球最近的人)
彈地傳球 (輕按), 快速傳球 (按兩下) 接球者控制 (按住)	<b>B</b>	製造進攻犯規
投籃 (按下) 投籃假動作 / 跳步 (輕按) 轉身起跳 (按兩下)	<b>X</b>	抄截 (按下) 故意犯規 (按住)
過頂傳球 (輕按), 空中接力 (雙擊), 切入直傳 (按住)	<b>Y</b>	阻擋 / 籃板球
遊戲 HUD	<b>+</b>	遊戲 HUD
進攻比賽計畫	<b>↶</b>	防禦比賽計畫
OTFC 進攻策略	<b>↷</b>	OTFC 防守姿勢
OTFC 換人	<b>↻</b>	OTFC 換人

## ADVANCED OFFENSE (進階進攻)

Action (動作)	Input (輸入)
位置戰術	輕按 <b>RT</b> 、輕按你要的隊員之球員圖示，再從選單中選擇 play (開始遊戲)
掩護控制	按住 <b>RT</b> ，使用 <b>LB</b> 選擇 Roll vs. Fade (翻滾對跳投) 及 <b>RB</b> 來選擇掩護的一側
地傳球	輕按 <b>B</b>
往上傳球	輕按 <b>Y</b>
快速傳球	連按兩下 <b>B</b>
空中接力灌籃	連按兩下 <b>Y</b>
接球者控制	按住 <b>B</b> ，之後 <b>RT</b> 移動選擇的 <b>B</b> 接球者，釋放按鍵以傳球。
往籃框方向傳球	按住 <b>Y</b> 要求選擇的隊友強行切往籃下，等他進入範圍或放開 <b>Y</b> 強行提前傳球
假傳球	<b>Y</b> + <b>B</b> (立位或突破時)
傳切戰術	按住 <b>A</b> 不放可繼續控制傳球者，放開 <b>A</b> 則會將球傳回給他
補籃/帶球上籃完成空中接力灌籃 (控制接球者時)	按住 <b>X</b>
PRO STICK™ 傳球	<b>LB</b> + <b>RB</b>
要求比賽暫停	檢視按鈕

## ADVANCED DEFENSE (進階防守)

Action (動作)	Input (輸入)
移動	<b>RT</b>
快速滑步	<b>LB</b> + <b>RB</b> + <b>RT</b>
抄截	輕按 <b>X</b>
阻擋	<b>Y</b>
籃板球	<b>Y</b> (球在空中時)
製造進攻犯規	<b>B</b>
假摔	連按兩下 <b>B</b>
硬擠運球	按住 <b>LB</b>
雙手高舉	按住 <b>RB</b>
干擾雙手高舉	按住 <b>RT</b> (無球防守時)
包夾	按住 <b>RT</b>
指定包夾	輕按 <b>RT</b> ，然後按住想要包夾的動作按鈕

## PRO STICK™

PRO STICK™ 讓你比以往更能操控進攻的節奏。

### PRO STICK™: SHOOTING( PRO STICK™: 投籃 )

Action (動作)	Input (輸入)
跳投	按住移動 Ⓔ 直降 (直線上升的擦板投籃)
投籃假動作	先跳投，然後快速放開 Ⓔ
跑投/ 拋投 (中程突破)	往籃框反方向按住 Ⓔ
撤步起跳	立位或突破時輕按 ✕ (Ⓔ 可決定跳步的方向)
身起跳	Ⓔ + 突破或立位時靠近輕按兩下 ✕
一般上籃 (突破上籃)	按住 Ⓔ 左、右或突破時向前上籃 (Ⓔ 方向決定上籃的手)
切入變向上籃 (突破上籃)	輕按兩下 ✕ 同時 Ⓔ 朝非慣用手推住
搖擺上籃 (切入籃下)	輕按兩下 ✕ 同時 Ⓔ 朝運球手推住。
反手上籃 (沿著底線突破)	往底線方向按住 Ⓔ
雙手灌籃 (突破上籃)	Ⓔ + 往籃框方向按住 Ⓔ
主導/立即灌籃 (突破上籃)	Ⓔ + 向左或右按住 Ⓔ 用那隻手灌籃
快速灌籃 (突破上籃)	Ⓔ + 往籃框反方向按住 Ⓔ
拉桿	先灌籃/ 上籃，接著在半空中時往任一方向按下 Ⓔ
跨步	先做投籃假動作，然後在假動作結束前再按住 Ⓔ 一次

### PRO STICK™: DRIBBLING ( PRO STICK™: 運球 )

Action (動作)	Input (輸入)	Context (關聯動作)
三重威脅刺探步	往左/ 右/ 前輕按 Ⓔ	三重威脅
三重威脅轉身突破	轉動 Ⓔ 然後快速放開	三重威脅
三重威脅運球退步	Ⓔ + 往籃框反方向輕按 Ⓔ	三重威脅
節奏運球	往籃框方向輕按 Ⓔ	運球
晃人 (快速)	往持球的手輕按 Ⓔ	運球
晃人 (逃避)	Ⓔ + 往持球的手輕按 Ⓔ	運球
單手內外控球	Ⓔ + 往籃框方向輕按 Ⓔ	運球
交叉運球過人 (正面)	往未持球的手輕按 Ⓔ	運球
交叉運球過人 (雙腿之間)	在未持球的手和玩家的背之間輕按 Ⓔ	運球
交叉運球過人 (逃避)	Ⓔ + 往未持球的手輕按 Ⓔ	運球
背後運球	往籃框反方向輕按 Ⓔ	運球
轉身	從持球的手往球員背後轉動 Ⓔ 然後快速放開	運球
半轉身	從持球的手往籃框方向轉動 Ⓔ 然後快速放開	運球
運球退步	Ⓔ + 往籃框反方向輕按 Ⓔ	運球

## POST MOVES (PRESS **D** TO POST UP)

### (站位進攻；按下 **D** 即可單吃)

Action (動作)	Input (輸入)
單吃動作	按住 <b>Q</b>
快速轉身	將 <b>Q</b> 往外側肩膀旋轉
鉤射突破	將 <b>Q</b> 往內側肩膀旋轉
假動作	往球框反方向的任何方向輕按 <b>Q</b>
開關運球手	往籃框反方向輕按 <b>Q</b>
拿起運球	往籃框方向輕按 <b>Q</b>
背身跳步	往球框反方向的左邊或右邊按住 <b>Q</b> ，然後輕按 <b>X</b>
背身退步	往籃框反方向按住 <b>Q</b> ，然後輕按 <b>X</b>
低位轉身	往籃框方向的左邊或右邊按住 <b>Q</b> ，然後輕按 <b>X</b>

## POST SHOTS (低位投籃)

Action (動作)	Input (輸入)
背身勾手投籃 (近距離)	往籃框方向按住 <b>Q</b> ( <b>Q</b> 不動)
擺振掛鉤	<b>Alt</b> + <b>Q</b> 往籃框方向按住 ( <b>Q</b> 不動)
背身後仰投籃 (近距離外)	<b>Q</b> 往籃框反方向的左邊或右邊
跨步上籃	往籃框方向按住 <b>Q</b> (同時往籃框方向按住 <b>Q</b> )
晃肩後仰投籃	按住 <b>Alt</b> ，然後將 <b>Q</b> 往籃框反方向的左邊或右邊推 ( <b>Q</b> 不動)
投籃假動作	先用上列的方式投籃，然後讓 <b>Q</b> 回到中間
假動作後投籃	先做投籃假動作，然後在假動作結束前再按 <b>Q</b> 一次

## DEFENSIVE CONTROLS (防守控制)

Action (動作)	Input (輸入)	Context (關聯動作)
移動	<b>Q</b>	任何動作
快速滑步	<b>D</b> + <b>Alt</b> + <b>Q</b>	任何動作
抄截	輕按 <b>X</b>	任何動作
阻擋	<b>Q</b>	任何動作
籃板球	<b>Q</b> (球在空中時)	任何動作
製造進攻犯規	<b>Q</b>	任何動作
假摔	按兩下 <b>Q</b>	持球防守
鎖定防守	按住 <b>D</b>	持球防守
硬擠運球	按住 <b>D</b> + <b>Q</b> 朝著運球者	持球防守
雙手高舉	任何方向輕按 <b>Q</b>	持球防守
干擾	任何方向輕按 <b>Q</b>	無球防守
包夾	<b>Alt</b>	任何動作

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Karthik Krishnamurthy  
David Brown

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Chris Larson  
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Mark Roberts  
Nate Bamberger  
Evan Harsha  
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Steven Fuller  
David Copalovci  
Matthias Wiloka  
Harlan Young  
Paul Hale  
Brad Jones  
Barry LaVergne  
Kilin Kaum  
Qiong Wang  
Anthony Lundquist  
Ian Citti  
Jeff Brizzolara  
Nathan DeGrand  
Scott Kohn  
Katherine Hayton  
Kyung-Kun Ko  
Wen Chi Gu  
David Yu  
Eleftherios "Leftos" Aslanoglou  
Bilhue "Beta" Qiu  
Yu Gu  
Arvind Gopalakrishnan  
Kefei Lei  
Ivan Gusev  
Heem Patel

Doug Marien  
Jingjing Wang  
Kiran George  
Kai-Chaun Hsiao  
Igor Pevac  
Anish Ramaswamy  
Mark Chatfield  
Goksu Ugur  
Zongye Yang  
Li Lin  
Daniel Finch  
John Friar  
Pujan Dave  
Tiamyi Yang  
Jacob Longazo  
JD Minwong  
Sagar Mistry  
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Dominic Nicholson  
Kevin Dec  
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Apurva Kumar  
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Kshiltij Jain  
Emre Findik  
Samuel Flores  
Zhen Feng  
Alex Longazo

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Zhe Peng  
Brian Ramagli

**MAYA TOOLS SOFTWARE ENGINEER**  
Andras Jambori

**TOOLS ENGINEER**  
Prajwal Manjunath

**BUILD TOOLS ENGINEER**  
Nick Contini

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**EXECUTIVE PRODUCER**  
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Erick Boenisch  
Felicia Steenhouse  
Ben Bishop  
Rob Jones  
Zach Timmerman

**GAMEPLAY DIRECTOR**  
Mike Wang

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Jerson Sapida  
Dion Peete  
Jay Iwahashi  
Jason Souza  
Dan Indra  
Joe Levesque  
Abe Navarro  
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Eric Dillard  
Nino Samuel  
Dan Bickley  
Jesse Bean  
Dave Zdyrko  
Matt Underwood  
Robert Nelson  
Kurtis Hon  
Erik O'Keady  
Michael Stauffer  
Scott O'Gallagher  
Charles Williams  
Jesse Hamburger  
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Ben Horne  
Himanshu Vartak  
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Shane Coffin  
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### ENGINEER INTERNS

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Evan Ahlheim  
Tim Auer  
Andy Foster  
Chris Darroca  
Winnie Hsieh  
Yuki Yamamura

**CHARACTER ARTIST**  
Evan Ahlheim  
Tim Auer  
Andy Foster  
Chris Darroca  
Winnie Hsieh  
Yuki Yamamura

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**3D SCANNING TECHNICIAN**  
Chris O'Neill

**TECHNICAL ART LEAD**  
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**TECHNICAL ART**  
Joe Hultgen  
Bugi Kaigwa  
Roger Ridley  
Emre Yilmaz  
Tenghao Wang

**ADDITIONAL TECHNICAL ART**  
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**ENVIRONMENT LEAD**  
John Lee

**ENVIRONMENT ARTIST**  
Tim Doonan  
Tim Loucks  
Ray Wong  
Alfonso Villar

**LIGHTING LEAD**  
Joe Clark

**LIGHTING ARTIST**  
Randy Cooper

**ANIMATION DIRECTOR**  
Roy Tse

**LEAD GAMEPLAY ANIMATOR**  
Elias "ELT" Figueroa

**GAMEPLAY TECHNICAL LEAD**  
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**ANIMATOR**  
Eric Perrier  
Wilster Phung

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Robert Firestone  
Sam Yazaji

**PERFORMANCE CAMERA**  
Jonathan Lyons

**ADDITIONAL PERFORMANCE CAMERA**  
Justin Mettam

**PERFORMANCE FACIAL LEAD**  
Joel Flory

**PERFORMANCE FACIAL ANIMATION**  
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Jean Lin  
Rhea Shetty  
Tim Waddy

**UI ART DIRECTOR**  
Herman Fok

**UI ART LEAD**  
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**UI VISUAL DESIGN**  
Zhen Xiong Tan  
Anthony Yau

**USER INTERFACE**  
Albert Carmona  
Andrew Michael Chin  
Blake Landry  
David Lee  
Jared Rubio Delamora  
Jeffrey Davis  
Myra Shadle  
Quinn Kaneko  
Rob Simmons

**USER INTERFACE SPECIAL THANKS**  
Matt Chalwell  
Chris O'Neil

**STUDIO ART DIRECTOR**  
Matt Crysdale  
Anton Dawson

**ART PRODUCER**  
Karen Huang  
Stephanie Gene Morgan  
Corie Zhang

**FACE CAPTURE**  
Pixelgun Studio

**SPECIAL THANKS**  
2K Mosaic  
Matt Chalwell  
Lee Olsen  
Miquel Carrasquillo  
Scape Martinez  
Tony Reynolds  
Virtuos  
XPEC Art Center

### VC AUDIO TEAM

**AUDIO DIRECTOR**  
Joel Simmons

**SR. AUDIO ENGINEER & AUDIO TOOLS**  
Daniel Gardopee

**SR. AUDIO ENGINEERS**  
Todd Gunnerson  
Randy Rivas

**AUDIO ENGINEER**  
James Yanisko

**SCRIPT WRITERS**  
Tor Unsworth  
Rhys Jones

**ADDITIONAL AUDIO**  
John Crysdale

**AUDIO ASSISTANT**  
Mason Thomas

**ADDITIONAL AUDIO PRODUCTION SUPPORT**  
Brian Buel

**ADDITIONAL AUDIO POST**  
Casey Cameron  
Paul Courselle

**ADDITIONAL SCRIPT WRITING**  
Kevin Asseo  
Sean Sullivan  
Dan Schultz

### BROADCAST TEAM & VOICE TALENT

**PLAY-BY-PLAY ANNOUNCER**  
Kevin Harlan

**COLOR ANALYSTS**  
Brent Barry  
Doris Burke  
Clark Kellogg  
Steve Smith  
Chris Webber

**SPECIAL GUEST**  
Kobe Bryant  
Kevin Garnett

**SIDELINE REPORTER**  
David Aldridge

**STUDIO HOST**  
Ernie Johnson

**STUDIO ANALYST**  
Shaquille O'Neal  
Kenny Smith

**PA ANNOUNCER**  
Peter Barto

**PROMO ANNOUNCER**  
Jay Styne  
Jimmy Hodson

**SPANISH ANNOUNCERS**  
Sixto Miguel Serrano  
Antonio Dalmiel  
Jorge Quiroga

## 2KTV CAST

### HOST & PRODUCER

Bryan Lee  
Scott Allen Perry  
Coach Draught  
Donathan Walters  
Boo Boo Thompson  
Nelson Scott  
Hannah Shapiro  
Veronika West  
Charlie Skiddoes  
Tom Gelo  
Aron Agrawal  
Eli Ezra  
Lil Juug  
Siddharth Dhananjay  
Derick Merrick/Erick Merrick  
Charles Parker Newton  
Doc Johnson  
Byron Bowers  
Jules Thompson  
Brian Moses  
Marco Spinelli  
Jeremy Berrick Gotch

### LEAD CAMERA & EDITOR

Alan Palmer

### GAME EXPERT & PRODUCER

Jonathan Smith

### PRODUCER

Jessica Teuscher

### EXECUTIVE PRODUCER

Joel Simmons

### EDITOR & CAMERA

Rodney Johnson  
David Park

### EDITOR

Mary Dorochowicz

### EDITOR & CAMERA

Rodney Johnson  
David Park

### LEAD GRAPHICS

Jolan Wood

### AUDIO MIX

James Yanisko  
Brian Buel

### ADDITIONAL CAMERA

Ian Levasseur

## VC SOUTH

### TECHNICAL DIRECTOR

Steve Ranck

### CREATIVE DIRECTOR

Brian Silva

### DIRECTOR OF PRODUCTION DEVELOPMENT

Chien Yu

### ENGINEERS

Mike Bowman  
Thang Nguyen  
David Msika  
Dave Wagner

## MYCAREER CAST & CREW STARRING

### MyPLAYER/DJ

Shane Paul McGhie  
Shammy Wells  
Cameron Bedford

8 Fresh  
Sherry Cola  
Bryan Lee  
Scott Allen Perry  
Coach Draught  
Donathan Walters  
Boo Boo Thompson  
Nelson Scott  
Hannah Shapiro  
Veronika West  
Charlie Skiddoes  
Tom Gelo  
Aron Agrawal  
Eli Ezra  
Lil Juug  
Siddharth Dhananjay  
Derick Merrick/Erick Merrick  
Charles Parker Newton  
Doc Johnson  
Byron Bowers  
Jules Thompson  
Brian Moses  
Marco Spinelli  
Jeremy Berrick Gotch

### MIKE REP

Meghan Lennox

### JORDAN REP

Ally Quinn

### UNDER ARMOUR REP

Aly Trasher

### ADIDAS REP

George Kareman

### GLOBAL SHOE REP

Paul Ghiringhelli

### GATORADE REP (TED)

Sam Cohan

### MOUNTAIN DEW REP

Ben Knoll

### COMMERCIAL/BILLBOARD SHOOT DIRECTOR

Matt Sampietro

### ATM

Sheldon Bailey

### PROVING GROUND MC

Mason Thomas  
Chris Ernst

### PROVING GROUND REGISTRATION

Kat Ann Nelson

### NBA TEAM SCOUT

Roy Werner

### PROVING GROUND TEAMMATE

Austin Simon

### ADDITIONAL WRITING & EDITING

Rachel A. DeMita, as Herself  
Ronnie 2K, as Himself

### TEAM TRAINER 1

Dennis Ruel

### TEAM TRAINER 2

Ray Carbonel

### ALLEY-OOPS TATTOO EMPLOYEE

Danielle O'Dea

### SWAG'S EMPLOYEE

Melissa O'Keefe

### NBA STORE EMPLOYEE

Evan deRouin

### FOOT LOCKER EMPLOYEE

Joel Ferreira-Clifton

### GATORADE FUEL BAR ATTENDANT

Xander McNally

### JBL HEADPHONE STORE ATTENDANT

Jake Bohigian

### DJ FAN BOY

Christian Papierniak

### REPORTERS

Evan deRouin  
Alexandra Grant  
Christian Papierniak

## NBA STARS

Joel Embiid, as Himself  
Devin Booker, as Himself  
Karl-Anthony Towns, as Himself  
D'Angelo Russell, as Himself  
Isaiah Thomas, as Himself  
Kyrie Irving, as Himself  
Kristaps Porzingis, as Himself  
Damian Lillard, as Himself  
Paul George, as Himself  
DeMar DeRozan, as Himself

## PRODUCTION

### DIRECTOR

Christian Papierniak

### PRODUCTION MANAGER

Evan deRouin

### WRITERS

Jason Concepcion

### WRITERS

Jay Larson

## WRITERS

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### ADDITIONAL WRITING

Dan Indra

### ADDITIONAL WRITING

Christian Papierniak

### CASTING DIRECTOR

Dean Fronk

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### WRITER

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### STORY BY

Erick Boenisch

### DIRECTED BY

Barry LaVergne

## MOTION CAPTURE DEPARTMENT

### SUPERVISOR

David Washburn

### STAGE MANAGER

Anthony Tomlinia

### SENIOR PRODUCTION MANAGER

David Voci

### RESEARCH AND DEVELOPMENT

J. Mateo Baker

### TECHNICAL MANAGER

Nateon Ajello

### PIPELINE ENGINEER

Charles Harris III

### ASSISTANT DIRECTOR

Alexandra Grant

### STAGE TECHNICIAN II

Jennie Antonio  
Emma Castles  
Jeremy Schichtel

### STAGE TECHNICIAN I

Roy Matos

### MOTION CAPTURE STAGE BUILDER

Viqui Peralta

## MOTION CAPTURE SPECIALIST II

Ryan Girard  
Jose Gutierrez  
Gil Espanto

## MOTION CAPTURE SPECIALIST I

Jeremy Wages  
Michelle Hill

## PRODUCTION ASSISTANTS

Marilyn Escobar  
Erica Cunningham  
Kenneth Ellis

## MOTION CAPTURE AUDIO ENGINEERS

Anthony Garcia  
Daniel Morales  
Garrett Montgomery

## MAKE-UP ARTISTS

Daryll Jones  
Khaleisha Jones  
Jesse Langland  
Rolan Jed Negranza  
Hana Ohira  
Danielle Strickland  
Joshua Cervantes  
Reinard Coloma  
Christopher Nichols  
Jaymi Valdes  
Rebecca Friedman  
Daniel Stafford  
Megan Knapp

## CAMERA OPERATORS

Alan Ricardez  
Mike Montoya  
Cody Flowers  
Garrett Saur  
Italo Robinson  
Stephanie Sanchez

## ADDITIONAL AUDIO

### ARENA ORGAN, BEATS

Music, & Additional

### IN-GAME MUSIC

Casey Cameron

### STUDIO SHOW MUSIC

Cody Mills

### BEAT MACHINE MUSIC

Gramoscope Music

### NATIONAL ANTHEM VOCALIST

Linda Lind

### ADDITIONAL CAPTURE SUPPORT

Christopher Jones

### PLAYER CHATTER

Derek Breakfield

### PLAYER CHATTER

Michael Patterson  
Gleb Kaminer  
Marlon Cowart  
Devin Glschinski  
P J King  
Christian Nielson-Buckholdt  
Dorian Lockett  
Eric Larsen  
Jacob Battersby Gordon  
Donell Dshone Johnson Jr.

## CROWD CHATTER

Ben Anderson  
Scott Darone  
Marion Dreo  
William Gale  
Michael Howard  
Amaoshak Khavarian  
Katie Lahi  
Ashley Landry  
Wilster Phung  
Adrianne Pugh  
Jonathan Smith  
Charles Williams  
Niko Ackerman  
Steven Baston  
Marcus Boddy  
Vincent Byrne Davis  
Philip Floyd  
Ben Hader  
Daryll Jones  
Khaleisha Jones  
Jesse Langland  
Rolan Jed Negranza  
Hana Ohira  
Danielle Strickland  
Joshua Cervantes  
Reinard Coloma  
Christopher Nichols  
Jaymi Valdes  
Rebecca Friedman  
Daniel Stafford  
Megan Knapp

## CAMERA OPERATORS

Alan Ricardez  
Mike Montoya  
Stephanie Sanchez  
Connor Vickers  
Brian Bisby

## MYCAREER MUSIC & SCORE

Linda Lind

## "BURNING" AND "ALL NIGHT LONG"

Written and Produced by Linda Lind

## 2K SPORTS THEME MUSIC

THE CONTEST AND NETWORK SPORTS TONIGHT

Written, Engineered, and Produced by Bill Kole

## THE COMEBACK, THE RIVALRY, AND THE BREAKDOWN

Written by Joel Simmons  
Engineered and Produced by Bill Kole

## 2K THEMES

Performed by CosmoSquad

## ARENA ORGAN, BEATS, MUSIC, & ADDITIONAL IN-GAME MUSIC

Casey Cameron



**MYPARK LOADING MUSIC  
& STUDIO SHOW MUSIC**  
Cody Mills

**NATIONAL ANTHEM VOCALIST**  
Linda Lind

**ADDITIONAL CAPTURE SUPPORT**  
Christopher Jones

**SPECIAL THANKS**

Tim Anderson  
Phil Johnson  
Fresno State Bulldog  
Marching Band  
Greg Ortiz  
Craig Rettmer  
Aggie Pack  
California Aggie  
Marching Band

**PLAYER CHATTER**

Derek Breakfield  
Michael Patterson  
Gleb Kaminer  
Marlon Cowart  
Devin Glischinski  
P.J. King  
Christian Nielson-Buckholdt  
Dorian Lockett  
Eric Larsen  
Jacob Battersby Gordon  
Donell Dshone Johnson Jr.  
Sean Lasatar  
Shane Meston  
Matt Pymm  
Nick Powers  
Carrey Lucas  
Michael Distad  
Will Dagnino  
Michael Turner  
Spencer Douglass  
Todd Bergmann  
Cecil Hendrix  
Sean Pachter  
Brian Shute  
Eric White

**CROWD CHATTER**

Ben Anderson  
Scott Darone  
Marion Dreo  
William Gale  
Michael Howard  
Amaashak Khavarian  
Kelsie Lahti  
Ashley Landry  
Wilster Phung  
Adrianne Pugh  
Jonathan Smith  
Charles Williams  
Niko Ackerman  
Steven Baston  
Marcus Boddy  
Vincent Byrne Davis

Philip Floyd  
Ben Hader  
Daryll Jones  
Khailesheia Jones  
Jesse Langland  
Rolan Jed Negranza  
Hana Ohira  
Danielle Strickland  
Joshua Cervantes  
Reinard Coloma  
Christopher Nichols  
Jaymi Valdes  
Rebecca Friedman  
Daniel Stafford  
Megan Knapp  
Leslie Peacock

**2K**

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**SVP, SPORTS OPERATIONS**  
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**PRESIDENT, SPORTS DEVELOPMENT**  
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**WEB DEVELOPER**  
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**WEB PRODUCER**  
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& LICENSING**  
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PARTNERSHIPS & LICENSING**  
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**COUNSEL**  
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**SR. DATA ANALYST**  
Adam Dobrin

**SR. ANALYST**  
Tuomo Nikulainen

**DIRECTOR OF OPERATIONS**  
Dorian Rehfield

**LICENSING/OPERATIONS SPECIALIST**  
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Russell Mains

**SR. IT MANAGER**  
Bob Jones

**SR. ENGINEERING MANAGER**  
Jon Heysek

**SR. NOC MANAGER**  
Vaclav Dolezal

**SR. IT MANAGER**  
Lee Ryan

**ONLINE MANAGER**  
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Don Claybrook

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Peter Pribylínek  
Radek Trojan

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Tareq Abbassi  
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Davis Krieghoff  
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**IT ANALYST**  
Michael Caccia

**2K INTERNATIONAL**

**VP, PUBLISHING & OPERATIONS**  
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MARKETING AND COMMUNICATIONS**  
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**SENIOR INTERNATIONAL  
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Aurélien Pallegame

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BRAND MANAGER**  
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**INTERNATIONAL  
COMMUNICATIONS MANAGER**  
Amy White

**INTERNATIONAL COMMUNITY  
SOCIAL MANAGER**  
Roy Boateng

**SPECIAL THANKS**  
Dan Warren

**2K INTERNATIONAL  
PRODUCT DEVELOPMENT**

**INTERNATIONAL PRODUCER**  
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**2K INTERNATIONAL  
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**DIRECTOR OF CREATIVE  
SERVICES & LOCALIZATION**  
Nathalie Mathews

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**SR. DESIGN MANAGER**  
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**GRAPHIC DESIGNER**  
James Quintan

**EXTERNAL LOCALIZATION TEAMS**  
Around the World  
Robert Böck  
Synthesis Iberia  
Synthesis International srl

**2K INTERNATIONAL  
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AND COMMUNICATIONS**

Aaron Cooper  
Agnès Rosique  
Alison Gram  
Alan Moore  
Ben Seccombe  
Carlo Volz  
Carlos Villasante  
Caroline Rajcom  
Dave Blank  
Dennis de Bruin  
Gemma Woolnough  
Jan Sturm  
Jean-Paul Hardy  
John Ballantyne  
Julien Brossat  
Marie Martinez  
Roger Langford  
Sandra Mauri  
Sandra Melero  
Sean Phillips  
Simon Turner  
Stefan Eder  
Warner Guinée  
Yoona Kim  
Zaida Gómez

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Phil Anderton  
Nisha Verma  
Denisa Polcerova  
Robert Willis

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**GENERAL MANAGER, ASIA**  
Jason Wong

**MARKETING DIRECTOR, ASIA**  
Diana Tan

**SR. MARKETING MANAGER, ASIA**  
Daniel Tan

**JAPAN MARKETING MANAGER**  
Maho Sawashima

**KOREA MARKETING MANAGER**  
Dina Chung

**SR. PRODUCT EXECUTIVE**  
Rohan Ishwarlal

**JAPAN MARKETING ASSISTANT**  
Yukiko Hanzawa

**SR. LOCALIZATION MANAGER**  
Yosuke Yano

**LOCALIZATION COORDINATORS**  
Pierre Guizarro  
Mao Iwai

**TAKE-TWO ASIA**

**OPERATIONS**  
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Veronica Khuan  
Chermine Tan  
Takako Davis  
Ryoko Hayashi

**BUSINESS DEVELOPMENT**  
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Syn Chua  
Felix Ng  
Paul Adachi  
Fumiko Okura  
Hidekatsu Tani  
Aki Kihara  
Ken Tilakaratna  
Anna Choi  
Cynthia Lee  
Jookyoung Hyun

**2K QUALITY ASSURANCE**

**SR. VICE PRESIDENT OF  
QUALITY ASSURANCE**  
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**QUALITY ASSURANCE DIRECTOR**  
Scott Sanford

**QUALITY ASSURANCE TEST MANAGER**  
Jeremy Ford

**QUALITY ASSURANCE TEST  
MANAGER - SUPPORT TEAMS**  
Josh Lagerson

**PROJECT LEAD**  
Luis Nieves

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Nathan Bell  
Ashley Carey  
Phylcia Fletcher  
Timothy Erbil

**ASSOCIATE LEAD TESTERS**  
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Jeffrey Schrader  
Ana Garza  
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Jordan Wineinger  
Steve Yun

**SENIOR TESTERS**

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Thomas Sammons  
Tim Parham  
Rob Marrazzo  
Johnathon Lak  
Anthony Wair  
Adam Junior  
Cory Waterman  
James Schindler  
Joshua Brown-Sage  
Jemel Jordan-Butler  
Shaylea Gallagher  
Cassandra Del Hoyo  
Bar Peretz  
Greg Jefferson  
Kristine Naces  
Andrew Garrett  
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Robert Klempner  
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**QUALITY ASSURANCE TESTERS**

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Austin Anderson  
Bobby Cofield  
Max Ehrlich  
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Scott Luedtke  
Charles Maidman  
Edward Niecikowski  
Richard Pugh  
Jeff Mott  
Darwin Layco  
Dolores Reymolds  
Kyle Bellas  
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雖然可以透過授權而使用虛實貨幣及虛實商品,但若您軟體允許您購買及或獲得虛實貨幣及虛實商品,則下列額外條款與條件適用之。

**虛實貨幣及虛實貨幣:** 軟體將讓使用者使用專用的虛實貨幣做為軟體內專屬之兌換媒介(以下稱“虛實貨幣”,或“VC”),以及(或)取得儲備金或虛實商品的存取權(例如特權或特權) (以下稱“遊戲貨幣”,或“VG”)。儲備金、VC 和 VG 均須受合約的規則之限制取得與使用。儲備金之條款及條件適用。授權人在此授權與使用時,不可轉讓、不可轉讓權、有限期的限制和專賣權,基於個人非商業用途使用您所得之 VC 及 VG 進行遊戲,惟僅於您取得 VC 及 VG 後即可使用。您不得將 VC 及 VG 授權他人使用,或在您認知不會轉移或轉讓 VC 及 VG 中具有之任何非專屬,但上述使用仍禁止您將 VC 及 VG 用於任何目的。本合約不視出無任何 VC 及 VG 之任何權利。

VC 及 VG 並非以實質貨幣與之同等價值,且不能替代實質貨幣。您應知且同意授權人,可以隨時修正或採取影響 VC 及 VG 之任何價值或價格行為,但若相關法律禁止則不在此限。授權人得決定提供軟體中已停止行之 VC 及 VG 不產生未使用之費用;不過前項以下與 VC 及 VG 之授權將依據本合約之條款與條件和軟體文件而行。授權人得決定保留對使用 VC 或 VG 之權利收費之權利,及或藉由 VC 及 VG 是否通過授權。

**購買與購買虛實貨幣及虛實商品:** 您得為了完成軟體中之某些活動或就或由授權人購買 VC 或獲得 VG 的能力。例如,授權人可能在完成遊戲內活動時提供 VC 或 VG,例如如達到新等級、完成任務或建立使用者名稱。VC 及 VG 一旦取得,便可存入您的使用者帳戶。您只能透過購買 VC 及 VG,或透過參與協力廠商商店、應用程式商店或授權人授權之其他商店(以下稱“軟體商店”),的平台購買、透過軟體商店購買及使用遊戲內道具或實質貨幣軟體商店之規範文件拘束,包括但不限於服務條款及使用者合約。本線上服務已由軟體商店轉讓予 GF 授權人可以針對 VC 之購買提供折扣從價,且授權人得隨時未經通知便修改或中止此等折扣及促銷,於應用程式商店完成經授權之 VC 購買後,所購買的 VC 金額將存入您的使用者帳戶。

授權人應訂定每筆交易及或自己可以購買之 VC 金額上限,且可能限制相關之軟體而有所差異。授權人得自行決定對任何以購買或 VC 金額、您使用 VC 的方式,以及得以使用您的使用者帳戶 VC 對上之限制或取消您的限制。您對您所購買的 VC 金額負責,無論其是否因您授權而行或可。

**購買、登入及使用者名稱:** 您應知及瞭解自己將與他人使用相同的 VC 及 VG 金額。購買、登入及使用者名稱,對自行決定保留對使用者帳戶進行任何 VC 及 VG 的所有權和特權。授權人保留進一步審計、進行背景調查或調查 VC 或 VG 或其他何種而從的使用者帳戶存入或扣除 VC 的金額及方式。授權人執行一致對合理的審計行為以此等審計;因此除非您可以提供核對計算週邊現在含有審計證據之證明文件對您的使用者帳戶內 VC 及 VG 的確定無異結果。

**使用虛實貨幣及虛實貨幣:** 所有已購買之遊戲內道具或虛實貨幣可能由玩家在遊戲的過程中依隨單一依據遊戲之規則而使用或提供提高遊戲的實質商品,您可能因不同軟體而有所差異。VC 及 VG 僅能使用於遊戲內,且授權人得自行決定是否將 VC 及 VG 之使用限制於一遊戲。VC 及 VG 之使用僅於可能的範圍。您的使用者可將您之可用之 VC 及 VG 用於每次您在軟體內使用 VC 及 VG 或降低、任何 VC 及 VG 之使用均對使用者帳戶提出請求,但從其中可用的 VC 及 VG 中扣除。您的使用者帳戶中必須有足夠的可得 VC 及 VG,才能完成軟體內的交易。您的使用者帳戶中 VC 及 VG 可能在發生您使用軟體之相關事件後,未經通知而扣除。例如,您可能因為遊戲結束或人物角色死亡而損失 VC 或 VG。若您透過您的使用者帳戶進行 VC 及 VG 之全部使用負責起部的責任,無論其是否由您授權進行者皆同。一旦發現您的使用者帳戶內 VC 及 VG 進行未經授權之使用,您必須立即利用下列網址提交要求來知照我們 [www.take2games.com/support](http://www.take2games.com/support)。

**無法折換:** VC 及 VG 僅得折換為遊戲中之商品及服務,您不得出售、租賃、授權或出借 VC 或 VG。您不得將您的 VC 或 VG 僅得折換為可換取之 VC 或 VG 僅得折換為遊戲中之商品或服務,且不得將任何授權人或對其他個人或實體折換任何金額實質價值或其他商品,但在此項下規定之相關法律另行規限則不在此限,且 VC 及 VG 沒有現金價值,且不可換取任何現金或實質商品。

**無異:** VC 及 VG 所有實質權益最終歸授權人,且在任何情況下,此等貨幣均無法退款、移轉或兌換。授權人擁有絕對權利可自行決定管理、規範、控制、修改、中止及或恢復此等 VC 及 VG 內之貨幣,但經授權人同意則不在此限,且授權人對行使此等權利之應如何行使個人無任何責任。

**不得轉讓:** 除了授權人明示授權您在遊戲中使用軟體外,授權人禁止或將禁止任何 VC 或 VG 進行任何轉讓、交易、販售或兌換給他人(以下稱“未經授權之交易”),包括但不限於其他任何使用者。授權人得自行決定將授權中止,或修改您的使用者帳戶及其 VC 及 VG 內之貨幣,以及若您簽署、協助或要求從未授權之交易則終止本合約。參與此等之交易所應由自行承擔執行此動作之風險,並且在與此等動作所造成或連帶的損失及費用由使用者授權人、其合作夥伴、授權人、聯合企業、承包商、經理、專賣、員工和代理人,使其承擔連帶,使其承擔連帶。您應知授權人與或或之關係、任何相關法律或規定之反饋情事,或任何何處之蓄意行為、造成惡劣之其他方式,或可能以任何方式干預軟體之商業運作。授權人得要求相關程式碼停止、中止、自行決定斷絕您原何未經授權之交易,無論未經授權之交易何時發生(或尚未發生)。若我們相信或有理由懷疑您已從事未經授權之交易,您應停止、中止、中止、斷絕您原何未經授權之用戶帳戶內之 VC 及 VG,或若終止之您的使用者帳戶,以及您對任何 VC 和或使用者帳戶相關之其他項目的權利。

**位置:** 您可能在某些地區之 VC 或 VG 使用,若您不在您未經授權,則不得購買或使用 VC。

### 軟體商店條款

本合約及通過軟體取得之軟體(包括購買之 VC 或 VG)均受有關軟體商店上或中所列或應其要求之額外條款與條件所拘束,且所有此等額外條款與條件茲納本文件。授權人對與您在軟體內透過軟體商店進行之購買交易相關的任何信用卡、銀行相關收費、或其他收費或提款,概不負責。所有此等交易均由軟體商店所管理,而非授權人。授權人對支付排他於此等交易之任何賠償責任,而且您同意對所有交易相關之每一種措施採取來自或透過此等商店。

本合約的條與與授權人間簽訂,而非與任何軟體商店簽訂。針對軟體商店並沒有義務就軟體商店為提供任何維護或支援服務。除上述規定外,在相關法律許可的最大範圍內,軟體商店與授權人之任何合約均與他其責任無效義務。針對軟體商店負責責任,無法將本相關法或法規要求所提出之任何要求、債務責任或類似立法或司法程序或程序而提出之索賠,均受本合約所拘束。且軟體商店對此等索賠並不負任何責任。您必須遵守軟體商店之條款及任何其其他商店適用之規則或政策。軟體商店授權不可轉讓之權利。提供您之所購買或獲取之遊戲應用至本合約。

您聲明您並非位於任何美國禁運之國家/地區或其他地理區域,且並未受美國政府( U.S. Treasury Department)之特別指定國家(Specially Designated Nationals)名單或美國商業部( U.S. Department of Commerce)之拒絕出口對象( Denied Party)名單實質清單( Entity List)中。軟體商店是本合約之第三方支付方,可對您執行本合約。

### 收集和使用資訊

一旦安裝及使用軟體,即表示您同意本節中所列之資訊收集和使用的條款及授權人之隱私權政策,包括 (如適用) (i) 在美國及歐州以外之其他國家/地區或所居住之國家/地區內,包括國際保護標準較低的國家/地區,將任何個人資訊和其他資料轉移給授權人。其關係企業、廠商和商業合作夥伴,以及其他特定協力廠商(例如政府

機構); (ii) 公開展示您的資料, 例如以您的使用者身分建立之內容, 或在網站及其他平台上展示您的分數、排名、成就及其他遊戲資料; (iii) 將您的遊戲資料與硬體製造商、平台主辦和授權人的行銷合作夥伴分享; 以及 (iv) 依以上引用不定期修訂之隱私權政策規定, 對您的個人資料或其他資訊進行其他使用和揭露。如果您不願意以此方式使用或分享您的資訊, 請停止使用本軟體。

對於所有資料隱私問題, 包括您的個人資料及其他資訊之收集、使用、揭露及轉移, 則以位於 [www.take2games.com/privacy](http://www.take2games.com/privacy) 上不定期修訂之隱私權政策僅於本合約中之任何其他聲明。

#### 責任擔保

購買者擔保: 授權人對您 (指您並非軟體之最初實際購買者, 而不是自原始購買者處轉而取得之攝生複製軟體及隨附件) 提供以下責任擔保, 即自最初購買日起 90 天期限內, 本軟體對於封裝及封套上, 在正常使用及遊戲的封裝下無任何缺陷。授權人擔保本軟體軟體隨附文件中所述之最低系統要求的個人電腦硬體, 或該硬體製造商生產並保證的遊戲軟體相容。不過, 由於硬體、軟體、網路網路連線及個別使用的不同, 授權人無法擔保軟體於您的特定電腦或遊戲裝置中的效能表現。授權人不擔保該產生意外事項, 造成本軟體不穩定、本軟體不符合要求、執行本軟體可能中斷或沒有錯誤, 或本軟體與協力廠商軟體或硬體衝突, 或本軟體中所產生的任何錯誤將被修正。任何授權人或經授權的代理商所提供之口頭或書面諮詢不構成責任擔保。由於部分司法管轄權不允許排除或限制製造商、或限制消費者適用的法定權利, 部分或所有上述的排除和限制可能與您所在地區不同。

如果您在責任擔保期間發現有任何瑕疵, 授權人同意, 只要軟體仍由授權人生產製造, 便免費為您更換任何於責任擔保期間有效的瑕疵品。如果該軟體無法取得, 授權人同意更換等價或更高價的類似軟體之權利。本責任擔保僅限於由授權人提供的正版軟體產品, 且不僅適用於正常損耗。如果該瑕疵是由於意外、惡意破壞或個人疏忽所造成, 則本責任擔保不可用且無效。規章中任何顯示擔保僅限於上述 90 天責任擔保期限內有效。

除上述規定外, 本責任擔保可用以替代其他責任擔保; 無論是以口頭或書面、明示或默示, 包括其他通告性、適用於特定用途或非授權之責任擔保, 其他陳述或責任擔保對授權人不具有任何法律約束力。

當依上述有關責任擔保回軟體時, 請將正版軟體寄至授權人如下所指定的地址, 並加入以下資訊: 您的姓名和回郵地址、含購買日期的收據副本, 以及關於產品瑕疵和用以執行軟體的系統之簡短說明。

#### 損失賠償

您同意賠償授權人, 其合作夥伴、授權人、關係企業、承包商、經理、董事、員工和代理商並為其辯護, 使其免遭舉凡因您的行為或未遵守合約所直接或間接造成的損失及費用之損害。

在任何情況下, 對於因擁有、使用或故障之軟體所造成的特殊性、附隨性或衍生性損害, 包括但不限於財產損失、名譽受損、電腦故障或無法運作, 並於法律許可範圍之內, 對於個人體傷、財產損失、利潤損失或由於其他與本合約或軟體相關的逾期延誤損失, 無論是侵權 (包括過失)、合約、無過失責任或其他概不負責, 無論授權人是否已舉證等損失發生之可能性亦存在。在任何情況下, 授權人對於所有損失 (適用法律規定除外) 的責任均不得超過您為使用本軟體所支付的實際價格。

在任何情況下, 授權人對於您依此所提出之任何及所有索賠 (無論訴訟型或否) 的結果或賠償責任之上限, 不得超過前二 (2) 個月期間您就軟體相關事宜而支付予授權人之對價或 \$200 美元, 兩者以較高者為準。

由於部分州/國家地區不允許對索賠的期限, 及或對於由於過失、詐騙或故意不行為所造成之附隨性或衍生性損害、死亡或個人體傷進行排除或責任限制, 因此上述限制或免除事項, 以及對您因上述限制而進行任何之排除或限制, 可能對您不適用。本責任擔保之條款若經任何優先適用之聯邦、州/省或國內法所禁止, 則不得單邊適用。本責任擔保賦予您特定的法律權利, 並可享有依司法管轄區而有所不同的其他權利。

我們不且無法控制資料從我們的網路及網路網路、無線網路或其他協力廠商網路其他部分之流通狀況。此等流通大部分取決於協力廠商所提供或控制之網路網路及無線網路的效能。有時, 此等協力廠商之作為或不作為可能造成網路網路、無線網路或其中一部分的連線速度變慢或造成干擾。我們無法保證不會發生此種情況。據此, 我們對協力廠商之作為或不作為所引起 (或與之相關) 之軟體及相關服務和產品使用問題, 或對網路網路、無線網路或其中任一部分之連線速度變慢或造成干擾之問題, 概不負責。

#### 終止合約

本合約在您或授權人終止前均屬有效。若授權人判定或相信您對軟體之使用涉及或可能涉及詐騙或盜錢或任何其他非法活動, 或若您未能遵守本合約之條款與條件, 包括但不限於以上授權條件, 則本合約會在授權人終止運作軟體伺服器 (針對專門在線上運作之遊戲) 時自動終止。您可以隨時透過下列方式終止本合約: (i) 要求授權人終止及刪除您透過服務條款中所列之方式, 用來存取或使用軟體之使用者帳戶, 或 (ii) 銷毀及/或刪除您所持有、保管或控制之所有軟體的任何及全部拷貝。從遊戲平台刪除軟體不會刪除您的使用者帳戶之相關資訊, 包括與您的使用者帳戶相關聯之任何 VC 及 VB。如果您使用相同的使用者帳戶重新安裝軟體, 則您仍可存取前一個管理您的使用者帳戶, 包括與您的使用者帳戶相關聯之任何 VC 及 VB。不過, 若您使用舊使用者帳戶在合約終止時基於任何原因而重新連線, 則則您的使用者帳戶和相關聯之所有 VC 及 VB 亦會同時刪除。且您的舊無法存取軟體及與您的使用者帳戶相關聯之任何 VC 或 VB, 但若相關法律禁止則不在此限。若本合約因為您違反本合約而終止, 授權人可能會禁止您重新註冊或重新存取軟體。本合約一旦終止, 您便必須將軟體的實體拷貝銷毀或過渡予授權人, 並且永久銷毀軟體、隨附文件、相關資料及其中您所持有或控制之全部元件部分的所有拷貝, 包括從已安裝軟體之任何用戶端伺服器、電腦、遊戲裝置或行動裝置刪除。本合約一旦終止, 您便應軟體 (包括與您的使用者帳戶相關聯之所有 VC 或 VB) 之權利也會立即終止, 而且您必須中止對軟體之所有使用。本合約之終止並不會影響您本合約所產生之我們的權利或您的義務。

#### 受美國政府限制之權利

本軟體及其文件完全由私人經費所開發, 並以「商用電腦軟體」或「限制電腦軟體」的形式提供使用。由美國政府或英國政府轉包商使用、複製或公開受 OFARS 252-227-7013 的技術資料和電腦軟體權利 (Rights in Technical Data and Computer Software) 條款中的第 (c)(1)(ii) 條所限制, 或受 FAR 52.227-19 的商用電腦軟體限制權利 (Commercial Computer Software Restricted Rights) 條款中的第 (c)(1) 和 (2) 條所限制 (如果適用)、承包商/製造商下列列位置的授權人。

#### 衡平考慮

您在此同意, 如果本合約相關條款未具體實施, 則授權人將承受難以彌補的損失; 因此, 您同意授權人除了其他可用救濟外, 應享有不受規定限制之權利, 並且無須提出其他保證金、抵押品或損失證明, 即可依照本合約獲得衡平救濟, 包括暫時及永久性禁制令之救濟。

#### 稅款及費用

任何政府機構依據本合約交易進行之相關事宜, 而對授權人及其任何和所有關係企業、經理、董事、員工徵收之所有適用稅項、費用和任何型式之稅款, 應由您負責, 並由您支付和賠償前開對象, 使其免遭損害, 包括利息和罰款利息 (不包括授權人所得稅), 且無論該等稅款是否包含在授權人於任何時間傳送給您的任何發票中皆同。如果您有權獲得任何豁免, 則應將任何及所有豁免證明提供給授權人。以下與您的活動相關所發生之全部支出和費用 (若有的話), 應負起全部的責任。您沒有權利向授權人要求任何補償費用, 亦不得向由授權人造成損害。

#### 服務條款

對軟體之所有存取及使用均受本合約、相關之軟體文件、授權人之服務條款和授權人之隱私權政策所約束, 且服務條款之所有條款與條件茲此納入本合約。這些合約代表您與授權人間, 就軟體和相關服務及產品之使用相關事宜所簽訂之完整合約, 其可取代您與授權人間所簽訂之任何先前的書面或口頭合約。若本合約與服務條款間有任何抵觸情形, 以本合約為準。

#### 其他

如果本合約中的任何規定, 由於任何原因, 例如只有在必要情況下才需要強制執行條款規定, 被裁定為無法執行, 則本合約其餘部分協議將不受影響。

#### 準據法

紐約州法律適用於紐約州居民和紐約州。因此本合約應依該法之法律條文釋義 (無論是否和準據法有所衝突), 另以聯邦法為準據法則不在此限。除非由授權人以特別或違反當地法律為由, 以書面形式明確聲明放棄, 否則唯一專屬管轄權及法庭地在此處為授權人主要營業所在地之州立及聯邦法院 (美國紐約州紐約)。您及授權人同意此等法院管轄權, 並同意法律程序之通知將按照在此所指定之方式提供, 或由其他相關的州或聯邦法律所允許之方式提供。您及授權人同意當該合約 (UN Convention) 所指定的國際貿易合約規定 (Contracts for the International Sale of Goods) (1980 年「維也納」) 不適用於本合約的任何因本合約所引起的爭端或交易。

如果您對本合約有任何疑問, 請來電至以下地址: TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.

所有其他適用於您的軟體使用的終用戶授權合約的條目和條款。

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