



WARNING Before playing this game, read the Xbox 360[®] console, Xbox 360 Kinect[®] Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

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 for more information.



1 PRODUCT SUPPORT

- 2 CONTROLS
- 2 BASIC OFFENSE
- 2 BASIC DEFENSE
- 2 ADVANCED OFFENSE
- 3 ADVANCED DEFENSE
- 4 PRO STICK[™]: SHOOTING 4 PRO STICK[™]: DRIBBLING
- 4 PRO STICK'": DR 5 POST MOVES
- 5 POST MOVE
- 6 POST SHOTS
- 6 DEFENSIVE CONTROLS
- **7 KINECT VOICE COMMANDS**
- 9 NBA 2K18 GAME CREDITS
- 15 LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT & INFORMATION USE DISCLOSURES

XBOX 360 CONTROLLER

Basic Offense	Control	Basic Defense
Move Player	0	Move Player
PRO STICK™: Dribble Moves / Shooting / Passing	8	Hands Up / Shade / Contest
N/A	Ř	Hard / Wrap Foul
Pass Modifier	IJ	Intense-D
Sprint	RT	Sprint
Call Play	LB	Double Team
Icon Pass	RB	Icon Swap
Pass / Touch Pass	A	Player Swap (closest to ball)
Pick Control	B	Take Charge
Pump Fake / Hop (tap) Shoot (press)	8	Steal
Post-Up	Y	Block / Rebound
Signature Skills HUD	ô	Signature Skills HUD
OTFC Quick Plays	>	OTFC Defensive Sets
OTFC Offense Strategy	¢	OTFC Defense Strategy
OTFC Substitutions	Q	OTFC Substitutions
Timeout	BACK	Intentional Foul
Pause	START	Pause

ADVANCED OFFENSE

Action	Input	
Positional Playcall	Tap 💷, tap desired teammate's player icon, choose play from menu	
Send Teammate on Cut	Tap 🖽, tap desired teammate's player icon, move 🗘 in direction you want him to cut	
Pick Control	Hold 📵 (length of hold determines roll or fade, press 🔞 again to slip the screen)	
Bounce Pass	x + ()	

Action	Input
Overhead/Lob Pass	<u>1</u> + Y
Flashy Pass	<u></u> +
Fake Pass	⊗ + ⊗
Alley-Oop	□ +
Off-Glass Alley-Oop	$\overline{\mathbf{D}}$ + \mathbf{S} , with trailing teammate
Give & Go	Press and hold (A) to retain control of passer, release (A) to pass the ball back to him
Putback Dunk or Layup	Hold 🔇
PRO STICK [™] Pass	9 + 6

ADVANCED DEFENSE

Action	Input	
Move	B	
Fast Shuffle	<u>v</u> + a + 0	
Steal	Тар 🔇	
Block	?	
Rebound	😗 (ball in air)	
Take Charge	ß	
Flop	Double-tap 🖲	
Wrap Foul	Press 🗘	
Intense Defense	Hold 👿	
Shade Stance Change	🗊 + 🕄 Left / Right	
Crowd Dribbler	Hold 🗳 + Move 🤁 toward the dribbler	
Hands Up	Hold 🕄	
Deny Ball	Hold 🕄 (while playing offball defense)	
Double Team		

PRO STICK™

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

PRO STICK™: SHOOTING

Action	Input	
Jump Shot	Hold 🗘 in any direction	
Pump Fake	Start a jump shot, then quickly release 🗘	
Runner / Floater (driving mid-range)	Hold 🕄 away from hoop	
Stepback Jumper (driving lateral)	Hold 🕄 away from hoop	
Hop Gather	Tap 😵 while driving (🏶 determines direction of hop)	
Spin Shot	Rotate 🗘 from ball hand around player's back, then hold	
Half-Spin Shot	Rotate 🕼 in a quarter-circle from ball hand to hoop, then hold	
Normal Layup (driving to hoop)	Hold 🕄 toward hoop	
Euro Step Layup (driving to hoop)	Hold 🕄 away left/right	
Hop Step Layup (driving to hoop)	🗉 + Hold 🕄 left/right	
Reverse Layup (driving along baseline)	Hold 🗘 toward baseline	
Dunks (driving to hoop)	🗉 + Hold 🚱 toward hoop	
Mid-Air Change Shot	Start dunk/layup, 🤀 toward 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 🗘	Triple Threat
Triple Threat Stepback	🗉 +Tap 🕄 away from hoop	Triple Threat
Stutter	🗉 +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

Action	Input	Context
Crossover (front)	Tap 🕄 toward off hand	Dribbling
Crossover (between legs)	Tap 🕄 between off hand and player's back	Dribbling
Behind the 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 **Y** TO POST UP)

Action	Input	
Post Movement	Hold 🗘	
Faceup Drive (from hold)	🕫 toward key or baseline + 😗	
Disengage Drive (from dribble)	🗘 toward baseline + 😗	
Aggressive Backdown	🗉 + 🗘 toward hoop	
Drive to Key	🗉 + 🗘 toward key	
Drive to Baseline	🗉 + 🗘 toward baseline	
Quick Spin	Rotate 🗘 to outside shoulder	
Hook Drive	Rotate 🕼 to inside shoulder	
Fakes	Tap 🗘 in any direction but away from hoop	
Post Hop	Hold $oldsymbol{\Phi}$ to the left or right away from hoop, then tap $oldsymbol{8}$	
Post Stepback	Hold 🤀 away from hoop, then tap 😵	
Dropstep	Hold $oldsymbol{\Phi}$ to the left or right toward hoop, then tap $oldsymbol{\otimes}$	

POST SHOTS

Action	Input	
Post Hook (close range)	🗘 toward hoop	
Post Fade (beyond close range)	 left or right away from hoop Hold a then move b left or right toward hoop Hold then move left or right away from hoop Start a shot listed above then move b to neutral 	
Step Through Layup		
Shimmy Fade		
Pump Fake		
Up & Under / Step Through	Pump fake, then 🏶 again before pump fake ends	

DEFENSIVE CONTROLS

Action	Input	Context
Move	8	Any
Fast Shuffle	<u></u> + - + -	Any
Steal	Тар ጰ	Any
Block	Ŷ	Any
Rebound	Y (ball in air)	Any
Take Charge	6	Any
Flop	Double-tap B	Onball Defense
Wrap Foul	Press 🗘	Any
Intense Defense	Hold 🗷	Onball Defense
Shade Stance Change	😈 + 🗘 Left / Right	Onball Defense
Crowd Dribbler	Hold 🗾 + Move 🤁 toward the dribbler	Onball Defense
Hands Up	Hold 🕄	Onball Defense
Deny Ball	Hold 🕄	Offball Defense
Double Team	LB	Any

KINECT VOICE COMMANDS

You can use Kinect Voice Commands to implement a variety of actions while playing.

Voice Command	Action		
Always Active	Always Active		
"Time Out" "Call Time Out"	Call a time	Call a time out	
"Switch Camera"	Move to the	e next camera position	
"Gatorade Dunk"	Dunk the c	oach during applicable situations	
Offense			
"Isolation" "Post play" "Pick and Roll" "Three Point"	Play types		
"Quick Isolation" "Quick Iso" "Clear Out" "Pick and Roll" "Quick Post Up" "Quick Spot Up Three"	Quick play	Quick play control	
"Set a Screen for me" "Set a Pick for me"	Quick scree	Quick screen	
"Shoot the Ball!" "Shoot that Shot" "Take that Shot" "Shoot that!" "Shoot it"	Call for AI	Call for AI shot	
Defense			
"Double Team"		Call for AI double team	
"Help Me"		Call for help from team	
"Intentional Foul"		Call for intentional foul	
"Pick up ball"		Call for nearest AI player to switch to the ball handler if he doesn't have him already	
"Bring in – Bench Player Last Name/ Full Name"		Initiate a substitution with a specific player	

Defense

"Man to Man"	
"Zone 2-3"	
"Zone 3-2"	
"Halfcourt Press"	Call for defensive
"Fullcourt Press"	
"Halfcourt Trap"	
"Fullcourt Trap"	

MyCAREER Offense

"Alley-Oop" "Throw the Alley"	Call for alley-oop
"Pass the ball to me" "Pass me the ball" "Pass the ball to Player Last Name / Full Name / Position"	Call for pass
"Quick Isolation" "Quick Iso" "Clear Out" "Pick and Roll" "Quick Post Up" "Quick Spot Up Three"	Quick play control
"Set a Screen for me" "Set a Pick for me"	Quick screen
"Shoot the Ball!" "Shoot that Shot" "Take that Shot" "Shoot that!" "Shoot it"	Call for AI shot

e set

NBA 2K18 GAME CREDITS

Karthik Krishnamurthy

VISUAL CONCEPTS ENTERTAINMENT

NC

Tang Mengjia TECHNICAL DIRECTOR Shi Qiang

LEAD PROGRAMMER Phang Chingyoong

Phang Chingyoong PROGRAMMER

Gong Tianyi Xing Bo Meng Ao

DATA MANAGER

Fang Yuqin

ART TEAM

ART DIRECTOR Darren Baines

LEADER ARTIST Li Xiaoyi

ENVIRONMENT ARTIST Qiu Ziqian

QA TEAM

QA DIRECTOR Bao Bo

QA TEAM LEADER Xu Lichao

Gao Wenxin QA TEAM Wang Xuan Zhang Yingqi Song Yueyu

STUDIO MANAGEMENT

CEO Gilles Langourieux

STUDIO MANAGER Vivan Tian

GROUP DEVELOPMENT DIRECTOR Elijah Freeman

IT SUPPORT Zheng Rui

VISUAL CONCEPTS NOVATO

LEAD ENGINEER Andrew Marrinson

> ART DIRECTOR Joel Friesch

ENGINEERING

AI ENGINEERS Matt Hamre Shawn Lee Gordon Read Eddie Park Andrew Brown Ben Hester

David Brown ENGINEERS Tim Meekins Johnnie Yang Mark Horsley Chris Larson Nick Jones Mark Roberts Nate Bamberger Evan Harsha Tim Schroeder Steven Fuller David Copelovici Matthias Wloka Harlan Young Paul Hale Brad Jones Barry LaVergne Kijin Keum 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 Bihua Bella Oiu Yu Gu Arvind Gopalakrishnan Kefei Lei Ivan Gusev Ivan Gusev Heem Patel Doug Marien Jingjing Wang Kiran George Kai-Chaun Hsiao Mark Chatfield Anish Ramaswamy Igor Pevac Goksu Ugur Zongye Yang Li Lin Daniel Finch John Friar Tianyi Yang Jacob Longazo JD Minwong Sagar Mistry Alex Cordova Dominic Nicholson Kevin Dec Evan Li John Conover Apurva Kumar Pujan Dave Kemi Peng Chi-Hao Kuo

TECH GROUP

Ivar Olsen

DIRECTOR OF TECHNOLOGY Tim Walter

LEAD LIBRARY ENGINEER

LIBRARY ENGINEERS Boris Kazanskii Zhe Peng Brian Ramaqli

MAYA TOOLS SOFTWARE ENGINEER Andras Jambori

TOOLS ENGINEER Prajwal Manjunath BUILD TOOLS ENGINEER Nick Contini

PRODUCTION

EXECUTIVE PRODUCER Jeff Thomas

SENIOR PRODUCERS Asif Chaudhri Erick Boenisch Felicia Steenhouse Ben Bishop Rob Jones

GAMEPLAY DIRECTOR Mike Wang

PRODUCTION & DESIGN Zach Timmerman Jerson Sapida Dion Peete Jay Iwahashi Jason Souza Dan Indra Abe Navaro Jon Cotl Eric Dillard Eric Dillard Hino Samuel Dan Bickley Jane Schley Jane Schley Jane Schley Jane Key Matt Underwood Robert Nelson Kurtis Hon Erik O'Gallagher Charles Williams Ben Horne Himanshu Vartak Brett Hawkins Shane Coffin Peter Cornforth Grant Wilson Jesse Hamburger Pierre Luc-Grenon

ART TEAM

CHARACTER LEAD Ann Sidenblad

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

ADDITIONAL CHARACTER ART Matt Fagan

3D SCANNING TECHNICIAN Chris O'Neill

TECHNICAL ART LEAD Stewart Graff

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

ADDITIONAL TECHNICAL ART Crysta Frost

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 ELI Figueroa

PERFORMANCE TECHNICAL LEAD Derek Kurimoto

GAMEPLAY TECHNICAL LEAD Jamie Wicks

ANIMATOR Eric Perrier Wilster Phung

ADDITIONAL ANIMATION Robert Firestone Sam Yazaji

PERFORMANCE CAMERA Jonathan Lyons

ADDITIONAL PERFORMANCE CAMERA Justin Mettam

PERFORMANCE FACIAL LEAD Joel Flory

PERFORMANCE FACIAL ANIMATION Alex Bittner Jean Lin Rhea Shetty

ADDITIONAL FACIAL ANIMATION Tim Waddy

UI ART DIRECTOR Herman Fok

UI ART LEAD Justin Cook

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

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

10

SPECIAL THANKS 2K Mocap Matt Chalwell Miquel Carrasquillo Scape Martinez Lee Olsen 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 Greg Anthony 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 Antoni Daimiel Jorge Quiroga

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

STUDIO SHOW MUSIC Cody Mills BEAT MACHINE MUSIC Gramoscope Music

NATIONAL ANTHEM VOCALIST

ADDITIONAL CAPTURE SUPPORT Christopher Jones

PLAYER CHATTER Derek Breakfield Michael Patterson Gleb Kaminer Marton Cowart Devin Glischinski PJ King Christian Nielson-Buckholdt Dorian Lockett Eric Larsen Jacob Battersby Gordon Danet Dshome Johnson Jr.

CROWD CHATTER Ben Anderson Scott Darone Marion Dreo William Gale

Michael Howard Anaoshak 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 Khaleisheia Jones Jesse Langland Rolan Jed Negranza Hana Ohra Danielle Ghrvantes Janiel Cohrvantes Janiel Cohrvantes Janiel Cohrvantes Janiel Cohrvantes Janiel Stafford Megan Knapp

2

PRESIDENT David Ismailer

SVP SPORTS OPERATIONS Jason Argent

PRESIDENT SPORTS DEVELOPMENT Greg Thomas 2K CREATIVE DEVELOPMENT

VP CREATIVE DEVELOPMENT Josh Atkins

CREATIVE DIRECTOR Eric Simonich

SR. DIRECTOR OF CREATIVE PRODUCTION Jack Scalici

SR. MANAGER OF CREATIVE PRODUCTION Josh Orellana

CREATIVE PRODUCTION ASSISTANTS William Gale Cathy Neeley Megan Rohr

SR. MARKET RESEARCHER David Rees USER TESTING MANAGER Francesca Reves

USER RESEARCHER Jonathan Bonillas

2K MARKETING TEAM

VP OF MARKETING Alfie Brody

DIRECTOR OF MARKETING Mike Rhinebart

SR. BRAND MANAGERS Andrew Blumberg William Inglis

VP OF COMMUNICATIONS, THE AMERICAS Rvan Jones

SR. COMMUNICATIONS MANAGER Ryan Peters

SR. DIRECTOR MARKETING PRODUCTION Jackie Truong

PROJECT MANAGER Heidi Oas

MANAGER MARKETING PRODUCTION Ham Nguyen

PRODUCTION DESIGNER Nelson Chao

SR. GRAPHIC DESIGNER Christopher Maas

GRAPHIC DESIGNER Chris Cratty

DIRECTOR VIDEO PRODUCTION Kenny Crosbie

VIDEO EDITOR / MOTION GRAPHIC DESIGNERS Michael Regelean Eric Neff

VIDEO EDITOR Shane McDonald

ASSOCIATE VIDEO PRODUCTION MANAGER Nick Pylvanainen ART DIRECTOR, WEB Gabe Abarcar WEB DIRECTOR Nate Schaumberg SR. WEB DESIGNER Keith Echevarria

WEB DEVELOPER Gryphon Myers WEB PRODUCER

Tiffany Nelson SR. CHANNEL MARKETING MANAGER

Anna Nguyen CHANNEL M<u>ARKETING MANAGER</u>

Marc McCurdy

SR. DATA ANALYST

Adam Dobrin

SR. ANALYST

Dorian Rehfield

Xenia Mul

2K IT

Tuomo Nikulainen

DIRECTOR OF OPERATIONS

LICENSING/OPERATIONS SPECIALIST

SR. DIRECTOR 2K IT

Russell Mains

Bob Jones

Jon Hevsek

Vaclay Dolezal

Scott Darone

Don Clavbrook

Joseph Davila Manish Patel

Peter Pribylinec Radek Troian

Fernando Ramirez Tareg Abbassi

Scott Alexander Davis Krieghoff Joseph Thompson

Christopher Smith

IT ANALYST

Michael Caccia

Murray Pannell

Ion Pooko

Petr Fiala

Lee Ryan

SR. IT MANAGER

SR. NOC MANAGER

SR. IT MANAGER

ONLINE MANAGER

NETWORK ENGINEER

SYSTEMS ENGINEERS

SYSTEMS ADMINISTRATORS

IT SUPPORT SPECIALIST

2K INTERNATIONAL

VP PUBLISHING & OPERATIONS

SENIOR DIRECTOR INTERNATIONAL MARKETING AND COMMUNICATIONS

HEAD OF INTERNATIONAL PRODUCT MARKETING David Halse

SENIOR INTERNATIONAL BRAND MANAGER

HEAD OF INTERNATIONAL COMMUNICATIONS

INTERNATIONAL COMMUNICATIONS MANAGER

11

Aurelien PalleGamage

JR. INTERNATIONAL BRAND MANAGER

James Dodd

Wouter van Vugt

Amy White

TECHNICAL DIRECTOR

SR. ENGINEERING MANAGER

PARTNER MARKETING SPECIALIST Kelsie Lahti

SR. DIRECTOR OF EVENTS Lesley Zinn Abarcar

DIRECTOR DIGITAL MARKETING Ronnie Singh

SOCIAL MEDIA MANAGER Chris Manning

ASSOCIATE MANAGER Michael Howard

MARKETING ASSISTANT Jessica Perez

SR. DIRECTOR PARTNERSHIPS & LICENSING Jessica Hopp

MANAGER PARTNERSHIPS & LICENSING Greg Brownstein

ASSOCIATE MANAGER PARTNERSHIPS & LICENSING Ashley Landry

ASSOCIATE MANAGER PARTNERSHIPS Aaron Hiscox

EVENTS MANAGER

David Eggers

Mike Thompson

Crystal Pittman

Alicia Nielsen

SENIOR CUSTOMER SERVICE ASSOCIATE

SERVICE ASSOCIATES

2K OPERATIONS

Ryosuke Kurosawa

SVP, SR. COUNSEL Peter Welch

Justyn Sanderford Aaron Epstein

VP. PUBLISHING OPERATIONS

DIRECTOR OF ANALYTICS

COUNSEL

Steve Lux

Mehmet Turan

DIRECTOR CUSTOMER SERVICE Ima Somers CUSTOMER SERVICE MANAGER

KNOWLEDGE BASE COORDINATOR

CUSTOMER SERVICE LEAD

INTERNATIONAL COMMUNITY & SOCIAL MANAGER Rov Boateng

HEAD OF INTERNATIONAL TERRITORY AND EXPORT MARKETING Warner Guinee

SPECIAL THANKS Dan Warren

2K INTERNATIONAL PRODUCT DEVELOPMENT

INTERNATIONAL PRODUCERS Mark Ward Jean-Sebastien Ferev

DIRECTOR OF CREATIVE SERVICES & LOCALIZATION Nathalie Mathews

LEAD PROJECT MANAGER Emma Lepeut

LOCALISATION PROJECT MANAGER Alessandro Irranca

SR. DESIGN MANAGER Tom Baker

GRAPHIC DESIGNER James Quinlan

EXTERNAL LOCALIZATION TEAMS Around the Word Robert Bock Synthesis Iberia Synthesis International srl

2K INTERNATIONAL TERRITORY MARKETING AND COMMUNICATIONS

2K INTERNATIONAL TEAM Aaron Cooper Agnes Rosique Alison Gram Anne Speth Ben Seccombe Belinda Crow Carlo Volz **Carlos Villasante** Caroline Rajcom Charlye Grafton-Chuck Dave Blank Dennis de Bruin Diane Heinzelmann Francois Bouvard Gemma Woolnough Jan Sturm Jean-Paul Hardy Julien Brossat Lieke Mandermakers Maria Martinez Roger Langford Sandra Mauri Sandra Melero Sean Phillips Simon Turner Stefan Eder Yoona Kim Zaida Gomez

INTERNATIONAL OPERATIONS Anthony Dodd Nisha Verma Phil Anderton

2K ASIA

GENERAL MANAGER, ASIA Jason Wong

MARKETING DIRECTOR, ASIA Diana Tan

ASIA SR. MARKETING MANAGER JAPAN MARKETING MANAGER

Maho Sawashima KOREA MARKETING MANAGER

Dina Chung

SR. PRODUCT EXECUTIVE Rohan Tehwarlal

JAPAN MARKETING ASSISTANT Yukiko Hanzawa

SR. LOCALIZATION MANAGER Vosuke Vano

LOCALIZATION COORDINATORS Pierre Guijarro

LOCALIZATION COORDINATORS Mao Iwai

TAKE-TWO ASIA OPERATIONS Eileen Chong Veronica Khuan Chermine Tan Takako Davis Ryoko Hayashi

TAKE-TWO ASIA BUSINESS DEVELOPMENT Erik Ford Syn Chua Felix Ng Paul Adachi Fumiko Okura Hidekatsu Tani Aiki Kihara Ken Tilakaratna Anna Choi Cynthia Lee Jookyoung Hyun

2K QUALITY ASSURANCE

SR. VICE PRESIDENT OF QUALITY ASSURANCE Alex Plachowski

OUALITY ASSURANCE TEST MANAGER Jeremy Ford

QUALITY ASSURANCE LEAD TESTER Luis Nieves

2K CHENGDU QUALITY ASSURANCE

QUALITY ASSURANCE DIRECTOR Zhang Xi Kun

QUALITY ASSURANCE TEST MANAGER Steve Manners

PROJECT QA LEAD Gao You Ming ASSOCIATE LEAD OA TESTER

Wang Yi Min **OA TESTER** Charlene Artuz

Chen Ji Zhou Chen Si Yu Chen Tai Ji Fan Fu Qiang Jia Jun Yu **Tian Meng Qi** Wan Yue Wu Di

Yu Pui

Yang Wen Jing Zhang Yin Xue Zhang Yong Bin Zhou Dan

LOCALISATION QA MANAGER Du Jina

LOCALISATION QA PROJECT LEAD 7hu Jian

LOCALISATION LEAD OA TESTER Chu Jin Dan Shigekazu Tsuuchi

LOCAL ISATION SENIOR OA TESTER Oin Oi Kan Liang Cho Hyunmin

LOCAL ISATION **QA TESTER** Zhao Yu Wang Ce Tan Liu Yang Bai Xue Tang Shu Jin Xiong Jie Hu Meng Meng Li Ling Li Chen Xue Mei Zhao Jin Yi Ou Xu Wang Rui Guo Xi Jia Kang Dai Fang Jie Huang Hai

SPECIAL THANKS Zhao Hong Wei Hu Xiang Wang Peng Xie Ya Xi Su Wan Qing Wang He Fe Li Hua Zhang Pei

2K QUALITY ASSURANCE SUPPORT AND SUBMISSIONS

DIRECTOR Scott Sanford LEAD OA TESTER

Chris Adams Nathan Bell Ashley Carey

ASSOCIATE LEAD OA TESTER Jordan Wineinge Joshua Collins Zack Gartner **Michelle Paredes**

SENIOR OA TESTER Andrew Garrett Bryan Fritz Hugo Dominguez Robert Klempner

OA TESTER Jasun Graf Bryce Fernandez Douglas Reilly Julian Molina David Dalie Charles Golangco Josh Hull Alexandro Calderon Zachary Little Sommer Sherfey

2K INTERNATIONAL OUALITY ASSURANCE

LOCALIZATION OF MANAGER Jose Minana

MASTERING ENGINEER Wayne Boyce MASTERING TECHNICIAN

Alan Vincent LOCALIZATION OA SENIOR LEAD Oscar Pereira

LOCALIZATION OA LEAD Elmar Schubert Florian Genthon Jose Olivares Sergio Accettura

SENIOR LOCALIZATION **QA TECHNICIAN** Christopher Funke Harald Raschen Pahlo Menendez

LOCALISATION OA TECHNICIAN Antoine Grelin Benny Johnson Clement Mosca

Daniel Im David Sung Dimitri Gerard Dmitry Kuzmin Ernesto Rodriguez Cruz Etienne Dumor Frederic Crehin Gabriel Uriarte Gian Marco Romano Javier Vidal Julio Calle Arpon Luca Magni Luca Rungi Manuel Aguayo Martin Schucker Matteo Lanteri Namer Merli Nicolas Bonin Noriko Staton Patricia Ramon Samuel Franca Sarah Dembet Seon Hee C. Anderson Shawn Williams-Brown Sherif Mahdy Farrag Stefan Rossi Stefanie Schwamberger Timothy Cooper Toni Lopez Tristan Breeden

Will Vossler Yurv Fesechka FOX STUDIOS

FOX STUDIOS Rick Fox Michael Weber Tim Schmidt Cal Halter Keith Fox **Dustin Smith**

Joe Schmidt

PRESIDENT GLOBAL PARTNERSHIPS Salvatore LaRocca

VICE PRESIDENT LEGAL & BUSINESS AFFAIRS Hrishi Karthikevan

SENIOR MANAGER LEGAL & BUSINESS AFFAIRS Vince Kearney

EXECUTIVE VICE PRESIDENT GLOBAL PARTNERSHIPS Emilio Collins

VICE PRESIDENT GLOBAL PARTNERSHIPS Matt Holt

DIRECTOR GLOBAL PARTNERSHIPS Adrienne O'Keeffe

SPECIALIST GLOBAL PARTNERSHIPS Mary O'Laughlin

COORDINATOR GLOBAL PARTNERSHIPS Harley Opolinsky

ASSOCIATE COORDINATOR Daniel Lupin

MOTION CAPTUR ALEN

NBA TALENT Harrison Barnes Kent Bazemore Trey Burke Isaiah Canaan Will Cherry Stephen Curry Brandon Davies Dante Exum Ryan Hollins Orlando Johnson Ben McLemore James Nunnally Austin Rivers Lance Stephenson Evan Turner **Dion Waiters**

BASKETBALL TALENT Antonio Biglow Josh Bitton

Jake Bohigian Myree "Reemix" Bowden Michael Bowens Jr. Justin Brown Dominic Calegari Collin Chiverton Joell Crawford Roy Giles Dominique Grant Tim Harris Justin Herold Pe'Shon Howard Allen Huddleston Tony Johnson John Jordan Jawon Mack Mike McChristian Mike McChristiar Corey McIntosh Mikh McKinney Xander McNally Aalim Moor Kareem Nitoto Michael Nunnally

Jayson Obazuaye Scott O'Gallagher Jerald "J.P." Pruitt Michael Purdie Chris Reaves Jordan Richardson Patrick "Pat The Roc" Robinson Nick Ross Franklin Session Les Smith Ryan Sypkens Dominique Taplin Dar Tucker Christian Williams Roshun Wynne Jr.

SACRAMENTO KINGS DANCERS Megan Beeson Brittney Bliatout Andrea Cabrera Roxanne Cortez Angela Inouye Katerina Kountouris Moira Niesman

ADDITIONAL DANCERS Jennifer Carrico Christopher Williams Rachel Lee Taylor Lee

MASCOT Todd Maroldo

Lynsi Teixeira Isela Perez

Tammier Porter

FACIAL EXPRESSION ACTORS Allen Huddleston Sarunas J. Jackson

SPECIAL THANKS Billy "Dunkademics" Doran Roy "Lee" Giles John Jordan Aalim Moor James Nunnally Franklin Session Kammron Taylor Ben Pensack Adam Pensack Pensack Sports Management Group

VISUAL CONCEPTS SPECIAL THANKS Strauss Zelnick Karl Slatoff Lainie Goldstein Dan Emerson Jordan Katz David Cox Steve Glickstein Scott Patterson Take-Two Sales Team Take-Two Digital Sales Team Take-Two Channel Marketing Team Siobhan Boes Hank Diamond Alan Lewis Daniel Einzig Christopher Fiumano Pedram Rahbari Jenn Kolbe Greg Gibson Take-Two Legal Team David Boutry Juan Chavez Rajesh Joseph Gaurav Singh Alexander Raney Barry Charleton Jon Titus Gail Hamrick Tony MacNeill Chris Bigelow Brooke Grabrian Katie Nelson Chris Burton **Daniella Gutierrez**

Betsy Ross Pete Anderson Oliver Hall Maria Zamaniego Nicholas Bublitz Nicole Hillenbrand Danielle Williams Gwendoline Oliviero Ariel Owens-Barham Kyra Simon Ashish Popli Mark James Christina Vu Mark Little Jean-Sebastien Ferey Access Communication Operation Sports tions David Cook Cameron Goodwin Simon Cooke Andrew Farrier Tracy Carnahan Sandra Smith Congdon Chris Casanova Ethan Abeles Joseph Gomez Zachary Romer Jeff Schrader Max Ehrlich Jessica Mitchell The Lee Family

Published by 2K a publishing label of Take-Two Interactive Localization Tools and Support provided by XLOC Inc.

Bankers Life Fieldhouse and the Bankers Life Fieldhouse logo are trademarks owned by The names and logos of all arenas are trademarks of their respective permission.

Uses Simplygon (TM) Copyright (c) 2016 Donya(TM) Labs AB

Portions of this software

Copyright 2017 by STATS LLC. Any commercial use or distribution of the Licensed Materials without the express written consent of STATS LLC is strictly prohibited.

Basketball Equipment Supplied by Gared Sports the exclusive supplier and rims to NBA arenas.

Software Inc.

normission

rights reserved.

All trademarks are

the property of their respective owners.

owners and are used by

Certain trademarks used herein [or hereon] are properties of American Airlines Inc. used under license to 2K Sports. All

This software is based in part on the work of the Independent JPEG Group **CNO Financial Group** Inc. and are used by

are Copyright (c) 2014 Pablo Fernandez Alcantarilla Jesus Nuevo. All Rights Reserved

The NBA and NBA member team identifications are the intellectual property of NBA Properties Inc. and the respective NBA member teams. Copyright 2017 NBA Properties Inc. All Rights Received

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

This limited software warranty and license agreement (this "Agreement") may be periodically updated and the current version will be posted at www. take2games.com/eula (the "Website"). Your continued use of the Software after a revised Agreement has been posted constitutes your acceptance of its terms. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT. THE ACCOMPANYING MANUAL(S), PACKAGING, AND OTHER WRITTEN FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS.

THE SOFTWARE IS LICENSED, NOT SOLD, BY OPENING, DOWNLOADING, INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE, AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT WITH THE UNITED STATES COMPANY TAKE-TWO INTERACTIVE SOFTWARE, INC. ('ULCRNOR'), AS WELL AS THE PRIVACY POLICY LOCATED AT www.take2games.com/privacy AND TERMS OF SERVICE LOCATED AT www.take2games.com/privacy AND TERMS

OF DEFINED EAD THIS AGREEMENT CAREFULLY IF YOU DO NOT AGREE TO ALL THE TERMS OF THIS AGREEMENT. YOU ARE NOT PERMITTED TO OPEN. DOWNLOAD, INSTALL, COPY, OR USE THE SOFTWARE LICENSE

Subject to this Agreement and its terms and conditions, Licensor hereby grants you a nonexclusive, non-transferable, limited, and revocable right and license buy to only any employed in the Software for your personal, non-commercial use for grammed your announcement of the Software for your personal, non-commercial use for grammed your a single Game Pattorm (e.g. computer, mobile device, or graming console) unless otherwise expressly specified in the Software documentation. Your license rights are subject to pur compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either osal of the Software or the termination of this Agreement (see belo

The Software is licensed, not sold, to you, and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. Licensor retains all right, title, and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by U.S. copyright and trademark Character names, somes, balog, settings, artivork, sounds amees, musical works, and moral rights. In software is protected by U.S. copyright and trademark has well applicable laws and trademark world. The Software may not be copied or applicable of any money or medium, involute of the software is protected by the software in the software may not be copied or applicable of any money or medium, or medium, will be wilfully violating the copyright laws and may be subject to civil and criminal penalties in the U.S. copyright violations are subject to statutory penalties of up to S150000 per violation. The Software contains certain licensions licensions may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted under this Agreement are reserved by Licension and, as applicable, to Licensors.

LICENSE CONDITIONS

You agree not to

commercially exploit the Software:

distribute, lease, license, sell, rent, convert into convertible currency, or otherwise transfer or assign the Software, or any copies of the Software, including but not limited to Virtual Goods or Virtual Currency (defined below) without the express prior written consent of Licensor or as expressly set forth in this Agreement; make a copy of the Software or any part thereof (other than as set forth herein):

make a copy of the Software available on a network for use or download by multiple users;

except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer or gaming unit at the same time;

copy the Software onto a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently); use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate license agreement to make the Software available for commercial use;

reverse engineer, decompile, disassemble, display, perform, prepare derivative works based on, or otherwise modify the Software, in whole or in part; remove or modify any proprietary notices, marks, or labels contained on or within the Software;

restrict or inhibit any other user from using and enjoying any online features of the Software;

cheat or utilize any unauthorized robot, spider, or other program in connection with any online features of the Software;

violate any terms, policies, licenses, or code of conduct for any online features of the Software; or

transport, export, or re-export (directly or indirectly) into any country forbidden to receive the Software by any U.S. export laws or regulations or U.S. economic sanctions or otherwise violate any laws or regulations, or the laws of the country in which the Software was obtained, which may be amended from time to time. ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DIGITAL COPIES: Software download, redemption of a unique serial code, registration of the Software, membership in a third party service and/or membership in a Licensor service (including acceptance of related terms and policies) may be required to activate the Software, access digital copies of the Software, or access certain un-lockable, downloadable, online, or other special content, services, and/or functions (collectively, Special Features). Access to Special Features is limited to a single User Account (as defined below) per servial content, and access to Special Features cannot be transferred, soft, leased, licensed, rented, converted into convertible intrula currency, or re-registered by another user unless otherwise expressly specified. The provisions of this paragraph super soft any other tim this Agreement.

User unless onerwise expressy specifies. The provisions of this paragraph superside any onner term in this Agreement. TRANSER OF PRE-RECORDED COPY LICENSE: You may transfer the entire physical copy of pre-recorded Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any pertion or component of the Software or accompanying documentation, and the recipient argrees to the terms of this Agreement. Transfer of the pre-recorded copy license may require you to take specific steps, as set forth in the Software documentation. You may not transfer, and the recipient consent. Special Features, including content otherwise unavailable without a single-use serial code are not transferrable to any circumstances. Software is intended for private use only. NOTWITHSTANDING THE FOREGOING, YOU MAY NOT TRANSFER ANY PRE-RELEASE COPIES OF THE SOFTWARE.

TECHNICAL PROTECTIONS: The Software may include measures to control access to the Software, control access to certain features or content, prevent TECHNICAL PROTECTIONS: The Software may include measures to control access to the Software, control access to perial features or content, prevent inauthorized conjects, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. Such measures may include incorporating license management, product activation, and other security technology in the Software and monitoring usage, including, but not limited to time date, access, or other controls, counters, serial annuers, and/or other security devices designed to prevent the unauthorized access, use, and copying of the Software, or any portions or components thereof, including any violations of this Agreement. Such security devices access, use, and copying of the Software, or any portions or components thereof, including any violations of this Agreement. Licensor reserves the right to monitor use of the Software may not function property. If the Software permits access to Special Features, only one copy of the Software may access these. Software software subject to a valid license can be used to access online services, including updates and patches. Except as otherwise prohibited by Software subject to a valid license can be used to access online services, including updates and patches. Except as otherwise prohibited by applicable law, licensor may limit, suspend, or terminate the license granted hereunder and access to the Software, including, but not limited to, any related services and products, at any time without notice for any reason whatsever.

Services and produces, at any time without notice for any reason whatsoever. USER CREATED CONTENT: The Software may allow you to create content, including, but not limited to, a gameplay map, scenario, screenshot, car design, item, or video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, inrevocable, hully transferable, and sub-licensable vord/wide right and license to use your contributions in any way and for any purpose in concention with the Software and related goods and services, including, but not limited to, the rights to produce, copy, adapt, modify perform, display, publish, broadcast, intramit, or otherwise communicate to the public by any means whether more known or unknown and distribute your contributions without any lurther notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by publishe types. This License grant to commentions 'too how of any distribute in connection with the Software and related your of any and rights of patiently, pelated ign is and sen, does underlange bub Licensor's and other players' use and encipyment di such assettion connection with the Software and relations and esse underlange bub Licensor's and other players' use and encipyment di such assettion connection with the Software and reternishiption difficult and internitional to Licensor's and and rems above regarding any applicable laws around rights (bub viewe and reternishiption difficult and senvices in the software and rights). With services and the complexes in the software and rights, with save therein before the Aremennet. termination of this Agreemer

INTERNET CONNECTION: The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions

USER ACCOUNTS: In order to use the Software or a software feature, or for certain features of the Software to operate properly, you may be required to have Oser Accounts is more to use the Software or a software feature, or for certain features of the Software to general engager, you may be required to have and maintain a valid and active user account with an online service, such as a third-party gaming platform or social network account [Third-Party Account], or an account with Licensor or a Licensor affiliate, as set forth in the Software documentation. If you do not maintain such accounts, then certain features of the Software may also require you consist and account [Third-Party Accounts] in order to access the Software and its functionality and features. Your User Accounts in the certain set and the security of your User Accounts and yn Third-Party Accounts. Your engager software and the software and the software and any Third-Party Accounts. that you use to access and use the Softwar

VIDTUAL CURRENCY AND VIRTUAL COODS

If the Software allows you to purchase and/or earn though play a license to use Virtual Currency and Virtual Goods, the following additional terms and conditions apply

VIRTUAL CURRENCY & VIRTUAL GOODS: The Software may enable users to (i) use fictional virtual currency as a medium of exchange exclusively within The both contracts of a window control of the source may ended bars to in the internal control of an internal control of a set index of the source of the so

VC and VB do not have an equivalent value in real currency and do not act as a substitute for real currency. You acknowledge and agree that Licensor may revise or take action that impacts the perceived value of or purchase price for any VC and/or VC at any time according as prohibited by applicable law. VC and VG do not incur fees for non-use, provided, hower, that the locensor granted hereunder to VC and VG will terminate in accordiance with the terms and conditions of this Agreement and the Software documentation, when Licensor ceases providing the Software, or the Software or VG with or whitture therwise terminated Licensor, in its sole discretion, reserves the right to charge less of the right to access or use VC or VG and/or may distribute VC or VG with or whitch charge.

Election, minis base use book reserves user right to change test of user right on access of user con trob anyout mouth of the off test of the EARNING & PURCHASING virtual currency and virtual goods. You may have the ballity to purchase Vor to earn VC from Licensor for the completion of certain activities or accomplishments in the Software. For example, Licensor may provide VC or VS upon the completion of an in-gene activity, such as and VS only within the Software Sore , Purchase and use of in-gene litensor runner provide VC or to earn VC from Licensor for the control of the software Store , Purchase and use of in-gene litensor runner provide VC or to earn VC from Licensor for the control of the software Store , Purchase and use of in-gene litensor runner provide VC or to earn before software Store as documents, including but not litented to the Terms of Service and User Agreement. This online service hables as been sublicensed to you by the Software Store Licensor may offer discounts or promotions on the purchase of VC from an Application, Store, the amount of purchased VC will be certained by Licensor at line without not plantice to you. Upon completing an authorized purchase of VC from an Application, Norm to purchase VC will be certained by Licensor at the without notice to you. Upon completing an authorized purchase of VC from an Application, Norm, the amount of purchased VC will be certained to the without notice to you. Upon completing an authorized purchase of VC from an Application, Norm, the amount of purchased VC will be certained to purchase of VC more and Application. Store (Service MC and Service Servi User Account. The Licensor shall establish a maximum amount you may spend to purchase VC per transaction and/or per day, which may vary depending on the associated Software. Licensor, in its sole discretion, may impose additional limits on the amount of VC you may purchase or use, how you may use VC, and the maximum balance of VC that may be credited to your User Account. You are solely responsible for all VC purchase that through your User Account regardless of whether or not authorized by you.

BALANCE CALCULATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which VC is credited and debited from your User Account in connection with your purchase of VG or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect

USING VIRTUAL CURRENCY AND VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by pla USING VIRTUAL CURRENCY AND VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or list by players in the course of aganeplay according to the game's rules applicable to currency and goods, which may avery depending on the associated Software. Vs and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/OF to a single game. The authorized uses and purposes of VC and VG may only be used within the Software. The use of and VC and/OF so the single game. The authorized uses and purposes of VC and VG may only change at any volume. You and/OF VG within the Software. The use of any VC and/OF work to constitutes a demand against and withdrawal from your available VC and/OF VG more than a software in software. Ye and work to constitute so the Account in your available VC and/OF VG in your User Account in your Account in your Account in available VC and/OF VG in yo authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at www.take2games.com/support.

NON-REDEEMABLE: VC and VG may only be redeemed for in-game goods and services. You may not sell, lease, license, or rent VC or VG, convert them into convertible VC. VC and VG may only be redeemed for in-game goods or services and are not redeemable for any sum of money or monetary value or other goods from Licensor or any other person or entity at any time, except as expressly provided herein or otherwise required by applicable law. VC and VG have no cash value, and nether Licensor nor any other person or entity has any obligation to exchange your VC or VG for anything of value, including. but not limited to, real currency.

NO REFUND: All purchases of VC and VG are final and under no circumstances will such purchases be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensor has the absolute right to manage, regulate, control, modify, suspend, and/or eliminate such VC and/or VG as it sees fit in its sole discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

It in its oue observation, and Licensor shall nave no usanuty to you or anytine tests of the exercise or such rights. No TRANSFERS Any transferring, trading, selling, or exchanging of any VC or VG to sonyone, other than in game play using the Software as expressly authorized by Licensor ("Unauthorized Transactions"), including, but not limited to, among other users of the Software, is not sanctioned by Licensor and is strictly forbidden. Licensor reserves the right, in its bole discretion, but community, and other must your User Account and your VC and VG and the attemmate this Agreement if you engage in, assist in, or request any Characterized Transactions. All users who participate in such activities do so at their own risk and hereby agree to indemnify and hereby agree to the software as a such activity. To any other activities do so at their own risk and damages, tosses and expenses arising directly or indirectly if rom such actions. You acknowledge that Licensor may transactor Transactor of or has Store stops, suspend, Lirminate, discontinue, or reverse any Onauthorized Transacton regardless of when such Unauthorized Transacton end or has Store stops, suspend, Lirminate, discontinue, or reverse any Onauthorized Transacton regardless of when such Unauthorized Transacton end or has Some song sogness, estimated association or revise any obtaining the instantiation regarities or when sour originations of any applicable law or regulations of applicable law or regulations of any applicable law or regulations of applicable law or regulations of applicable law or regulating or regulating a associated with your User Account

LOCATION: VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location. SOFTWARE STORE TERMS

This Agreement and the provision of the Software through any Software Store (including the purchase of VC or VG) is subject to the additional terms and This agreement and the provision of the software through any software store under the underling the purnovase of V C or Yo) is subject to the additional terms and conditions set for hor or in or required by the applicable Software Store and a lunchapticable terms and conditions are incorporated therein by this reference. Licensor is not responsible or liable to you for any credit card to bank-related charges or other Software Store Research or within the Software or through a Software Store. All such the manactions are administered by the Software Store. All such to pressly disclaims any software software through a Software Store. liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through such Software Store

This Agreement is solely between you and Licensor, and not with any Software Extore. You acknowledge that the Software Store has no obligation to furnish any maintenance or support services to you in connection with the Software. Except for the foregoing, to the maximum extent permitted by applicable law, the Software Store will have no other warranty obligation whatsoever with respect to the Software. Are util an in connection with the Software Store with service to the Software. Are util not and the Software Store with service to the Software. Are util not and the Software Store with service to the Software Store with service to the Software. Are used in in connection with the Software Store with service to the Software Store with service to the Software. Store with service to the Software Store Store with service to the Software Store Store with service to the Software Store with service to the Software Store with service to service ser product liability, a failure to conform to applicable legal or regulatory requirements, claims under consumer protection or similar legislation or intellectual property infringement are governed by this Agreement, and the Software Store is not responsible for such claims. You must comply with the Software Store Terms of Service and any other Software Store applicable rules or policies. The license to the Software is a non-transferable license to use the Software only on an applicable device that you own or control. You represent that you are not located in any U.S. embargeed countries or other geographical areas or on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's list or Entity U.S. The second sec Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

INFORMATION COLLECTION & LISAGE

INFORMATION COLLECTION & Usage By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other information and other gamelpaid authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created country including countries that may have claver standards of privacy protection; (ii) the public display of your data, such as identification of your user-created claver with and other gamelpaid, and other gamelpaid, iii) the sharing of your gamelpaid public with hardware manufactures, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information as posified in the above-referenced Privacy Policy, as amended from time to time. If you donot wind your information used or shared. In this mainter, them you should not use Bottware Policy, as amended from time to time. If you donot want your information is deformed in your software.

For the purposes all data privacy issues, including the collection, use, disclosure, and transfer of your personal information and other information, the Privacy Policy located at www.take2games.com/privacy, as amended from time to time, takes precedence over any other statement in this Agreement WADDANTY

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software but not if you obtain the pre-recorded Software and accompanying documentation as a transfer from the original purchaser) that the original storage medium holding the Software is free from defects in material and workmanship under mornal use and service for 90 days from the date of purchase. Licensor warrants to you that the Software is onpatible material and workmanship under normal use and service for 90 days from the date of purchase. Licensor varrants to you that the Software is compatible with a personic computer meeting the minimum system requirement listed in the Software documentation or that it has been entitled by the gaming unit producer as compatible with the gaming unit for which it has been published. However, due to variations in hardware, software, internet connections, and individual usage. Licensor dises not warrant the performance of the Software no your specific computer or gaming unit. Licensor does not warrant to perform the software with the Software with the Software not your specific computer or gaming unit. Licensor does not warrant advice provided by Licensor or any authorized representative shall create a varrantly. Because some jurisdictions do not licen the call on the the advice provided by Licensor or any authorized representative shall create a varrantly. Because some jurisdictions do not limitations may not apply to you. If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to and stabilize to valid. This warranty is limit not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of intability, fitness for a particular purpose, or non-infringement, and no other representations or warranties of any kind shall be binding on Licens. When returning the Software subject to the limited warranty above, please send the original Software only to Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software. INDEMNITY

You agree to indemnify, defend, and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents harmless from all damages, losses, and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement. IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SOFTWARE, INCLUDING, BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OF MALFUNCTION, AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, OR LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT INCLUDING NEGLIGENCEI, CONTRACT, STRICT LIABILITY, OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF INCLED AMAGES. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE

IN NO EVENT SHALL LICENSOR'S AGGREGATE LIABILITY FOR ANY AND ALL CLAIMS HEREUNDER BY YOU, REGARDLESS OF THE FORM OF ACTION, EVER EXCEED THE GREATER OF THE FEES PAID BY YOU TO LICENSOR FOR THE PRECEDING TWELVE (12) MONTH PERIOD FOR ANYTHING RELATING TO THE SOFTWARE OR US\$200, WHICHEVER IS GREATER.

BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, DEATH, OR PERSONAL INJURY RESULTING FROM NEGLIGENCE, FRAUD, OR WILLFUL MISCONDUCT THESE I MITATIONS AND/OR EXCLUSIONS AND ANY EXCLUSION OR I MITATION OTHERWISE RESULTING FROM THE AROVE INDEMNITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

WE DO NOT AND CANNOT CONTROL THE FLOW OF DATA TO OR FROM OUR NETWORK AND OTHER PORTIONS OF THE INTERNET, WIRELESS NETWORKS, OR OTHER THIRD-PARTY NETWORKS. SUCH FLOW DEPENDS IN LARGE PART ON THE PERFORMANCE OF THE INTERNET AND WIRELESS SERVICES PROVIDED OR CONTROLLED BY THIRD PARTIES. AT TIMES, ACTIONS OF INACTIONS OF SUCH THIRD PARTIES MAY IMPAIR DE DISMUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OP ROPTIONS THEREOF WE CANNOT OUR ADARATEE THAT SUCH EVENTS WILL NOT OCCUR. ACCORDINGLY, WE DISCLAIM INTERNET, WIRELESS SERVICES, OP ROPTIONS THEREOF WE CANNOT OUR ADARATEE THAT SUCH EVENTS WILL NOT OCCUR. ACCORDINGLY, WE DISCLAIM ANY AND ALL LIABILITY RESULTING FROM OR RELATED TO THIRD-PARTY ACTIONS OR INACTIONS THAT IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE USE OF THE SOFTWARE AND RELATED SERVICES AND PRODUCTS. TERMINATION

TERMINATION
This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor ceases to operate the Software servers (for games exclusively operated online), if Licensor determines or belivers your use of the Software involves or may involve faud or money laundering or any other illicat exclusively with terms and conditions of this Agreement, including, but not limited to the License Conditions above. You may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access or use the Software using the methods at torth in the Terms of Service (i) distaying and/or deleting any and all copies of all Software in your possession, custody, or control. Deleting the Software from your Game Platform will not delete the information associated with your User Account. If your ensult the Software or (ii) destroying and/or deleting applicable law, if your User Account, information, including any VC and Veassociated with your User Account. If your ensult the Software reing the software in your possession, custody, or control. Deleting the Software form your Game Platform will not delete the information associated with your User Account. If your reinst the Software in your possession custody or control. Deleting the Software regressing the Software recount. They or ensult the Software in your pression the software intervise prohibited by applicable law, if your User Account information, including any VC and Veassociated with your User Account. If this Agreement terminates due to your violation of this Agreement terminates the software in your possession consormation prohibito your form receiversing or the your User Account. If this Agreement terminates due to your violation of this Agreement the physical component parts in your yoossession or control, including from any client server, computer, gamound, your mush text Account. Will terminate inmediately, day our must case all us of the Software and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement. U.S. GOVERNMENT RESTRICTED RIGHTS

The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software". Use, duplication, or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c) (1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227.7013 or as set forth in subparagraph (c) (C) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227.49, as applicable. The Contractor/Manufacturer is Licensor at the location listed below.

EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equilable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other shallable remedies.

TAXES AND EXPENSES

You shall be responsible for and shall pay and shall indemnify and hold harmless Licensor and any and all of its affiliates, officers, directors, and employees against all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under the this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

TERMS OF SERVICE

All access to and use of the Software is subject to this Agreement, the applicable Software documentation, Licensor's terms of Service, and Licensor's Privacy Policy, and all terms and conditions of the Terms of Service are hereby incorporated into this Agreement by this reference. These agreements represent the complete agreement between you and Licensor relation to use of the Software and related exvices and products and supersede and represent the complete agreements by supersede and represent the complete agreement by supersede and represent the complete agreement by the superseder and represent the complete agreement by the superseder and represent the complete agreement by the superseder and represent the complete agreement because the software and related exvices and products and superseder and represent the complete agreement because the software and related exvices and products and superseder and represent the complete agreement by the software and related exists and the software any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

MISCELLANEOUS

If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

GOVERNING LAW

Governme Law This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local like, the sole and exclusive prinsidution and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York, County, New York, U.S.A.). You and Licensor consent to the jurisdiction of such ourst and agree that process may be served in the manner privided herein for giving of notices or otherwise as allowed by New York state or federal law. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any displace or transaction arising out of this Agreement.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.

All other terms and conditions of the EULA apply to your use of the Software.

All other terms and condutors of the EUL appy to your use of the Software. © 2005-2017 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K, the 2K logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. The NBA and Individual NBA member team identifications used on or in this product are trademarks, copyrights designs and other forms of Intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. @ 2017 NBA Properties, Inc. All the respective NBA member teams and may not be property of their respective owners. Patents and Patent Pending: www.legal.