







TABLE OF CONTENTS

- **2 PRODUCT SUPPORT**
- **3 GAME CONTROLS**
- 4 CONTROLS
- 4 BASIC OFFENSE
- 4 BASIC DEFENSE
- 5 ADVANCED OFFENSE
- **6 ADVANCED DEFENSE**
- 7 PRO STICK™: SHOOTING
- 8 PRO STICK™: DRIBBLING
- 9 POST MOVES
- 9 POST SHOTS
- 10 DEFENSIVE CONTROLS
- 11 NBA 2K18 GAME CREDITS
- 20 LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

AWARNING Before playing this game, read the Xbox One system, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

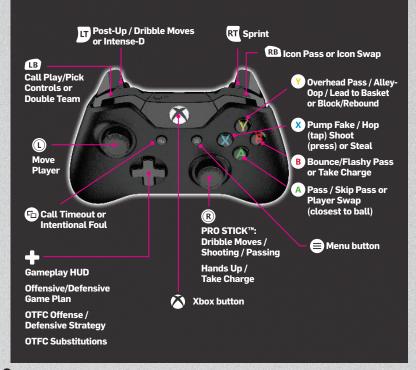
A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" 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.



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.

GAME CONTROLS XBOX ONE WIRELESS CONTROLLER



XBOX ONE WIRELESS CONTROLLER

Basic Offense	Control	Basic Defense
Move Player	0	Move Player
PRO STICK™: Dribble Moves / Shooting / Passing	®	Hands Up / Take Charge
Post-Up / Dribble Moves	<u> 1</u>	Intense-D
Sprint	RT	Sprint
Call Play / Pick Controls	(B)	Double Team
Icon Pass	RB	Icon Swap
Pass (tap) / Skip Pass (press and hold)	A	Player Swap (closest to ball)
Bounce Pass (tap), Flashy Pass (double tap) , Receiver Control (press and hold)	В	Take Charge
Shoot (press) Pump Fake / Hop (tap) Spin Gather (double tap)	8	Steal (press) Intentional Foul (hold)
Overhead Pass (tap), Alley-Oop (double tap), Lead to Basket (press and hold)	•	Block / Rebound
Gamplay HUD	ô	Gameplay HUD
Offensive Game Plan	O)	Defensive Game Plan
OTFC Offense Strategy	(OTFC Defensive Sets
OTFC Substitutions	Q	OTFC Substitutions

ADVANCED OFFENSE

Action	Input
Positional Playcall	Tap 🗗, tap desired teammate's player icon, choose play from menu
Pick Control	Press and hold @. Use @ to choose Roll vs. Fade and @ to choose pick side
Bounce Pass	Тар 🖲
Overhead Pass	Тар ♥
Flashy Pass	Double-tap ³
Alley-Oop	Double-tap 😲
Receiver Control	Press and hold [®] , then use [®] to move the selected receiver, release [®] to pass the ball.
Lead to Basket Pass	Press and hold to force the selected teammate to make a basket cut, wait for him to get in range or release to force the pass early
Fake Pass	
Give & Go	Press and hold @ to retain control of passer, release @ to pass the ball back to him
Putback Dunk/Layup Finish Alley-Oop (when controlling receiver)	Hold [™]
PRO STICK™ Pass	RB + ®
Call Timeout	View button

ADVANCED DEFENSE

Action	Input
Move	0
Fast Shuffle	□ + ₹ □ + €
Steal	Tap [®]
Block	•
Rebound	○ (ball in air)
Take Charge	B
Flop	Double-tap 0
Crowd Dribbler	Hold 🖾
Hands Up	Hold ®
Deny Hands Out	Hold (while playing offball defense)
Double Team	Hold 🕮
Icon Double Team	Tap @, 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 (③ determines direction of hop)
Spin Gather	■ + Double tap
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)	Ⅲ + Hold ③ 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 ② 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	ष्य + 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 **D** TO POST UP)

Action	Input
Post Movement	Hold [®]
Quick Spin	Rotate ® to outside shoulder
Hook Drive	Rotate ® to inside shoulder
Fakes	Tap ® in any direction but away from the hoop
Switch Dribble Hand	Tap ® away from hoop
Pickup Dribble	Tap ® toward hoop
Post Hop	Hold [®] to the left or right away from hoop, then tap [®]
Post Stepback	Hold ® away from hoop, then tap ®
Dropstep	Hold ⑤ to the left or right toward hoop, then tap ॐ

POST SHOTS

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

DEFENSIVE CONTROLS

Action	Input	Context
Move	©	Any
Fast Shuffle	□ + ₹ + ©	Any
Steal	Tap ⊗	Any
Block	•	Any
Rebound		Any
Take Charge	B	Any
Flop	Double-tap ®	Onball Defense
Intense-D	Hold 📴	Onball Defense
Crowd Dribbler	Hold 🗗 + Move 🕲 towards the dribbler	Onball Defense
Hands Up	Hold ® in any direction	Onball Defense
Deny Ball	Hold ® in any direction	Offball Defense
Double Team	LB C	Any

NBA 2K18 GAME CREDITS

VISUAL CONCEPTS ENTERTAINMENT, INC.

LEAD ENGINEER Andrew Marrinson

ART DIRECTOR

ENGINEERING

AI ENGINEERS Matt Hamre Shawn Lee

Gordon Read Eddie Park Andrew Brown Ben Hester Karthik Krishnamurthy David Brown

ENGINEERS

Tim Meekins Johnnie Yang Mark Horsley Chris Larson Nick Jones Mark Roberts Nate Bamberger Evan Harsha Tim Schroeder Steven Fuller David Conelovici Matthias Wloka Harlan Young Paul Hale **Brad Jones** Barry LaVergne Kiiin Keum Qiong Wang Anthony Lundquist Ian Citti Jeff Brizzolara Nathan DeGrand Scott Kohn Katherine Hayton

Kyung-Kun Ko Wen Chi Gu

Bihua "Bella" Oiu

Eleftherios "Leftos" Aslanoglou

David Yu

Ivan Gusev Heem Patel

Yu Gu Arvind Gopalakrishnan Kefei Lei Doug Marien Jingjing Wang Kiran George Kai-Chaun Hsiao Igor Pevac Anish Ramaswamy Mark Chatfield Goksu Ugur Zongye Yang Daniel Finch John Friar Pujan Dave Tianyi Yang Jacob Longazo JD Minwong Sagar Mistry Sang-Won Kim Alex Cordova Dominic Nicholson Kevin Dec Evan Li John Conover

ENGINEER INTERNS

Kshitij Jain Emre Findik Samuel Flores Zhen Feng Alex Longazo

Apurva Kumar

Kemi Peng

Chi-Hao Kuo

TECH GROUP

DIRECTOR OF TECHNOLOGY

LEAD LIBRARY ENGINEER
Tyar Olsen

LIBRARY ENGINEERS Boris Kazanskii Zhe Peng Brian Ramagli

MAYA TOOLS SOFTWARE ENGINEER Andras Jambori

TOOLS ENGINEER
Praiwal Maniunath

BUILD TOOLS ENGINEER Nick Contini

PRODUCTION

EXECUTIVE PRODUCER
Jeff Thomas

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

Zach Timmerman

GAMEPLAY DIRECTOR

Mike Wang

PRODUCTION & DESIGN Jerson Sapida Dion Peete Jay Iwahashi Jason Souza Dan Indra Joe Levesque Abe Navarro Jon Corl Eric Dillard Nino Samuel Dan Bickley Jesse Bean Dave Zdvrko Matt Underwood Robert Nelson Kurtis Hon Erik O'Keady Michael Stauffer Scott O'Gallagher Charles Williams Jesse Hamburger Pierre Luc-Grenon Ben Horne Himanshu Vartak Brett Hawkins Shane Coffin

Peter Cornforth Grant Wilson

CHARACTER LEAD Ann Sidenblad

CHARACTER ARTIST Evan Ahlheim Tim Auer Andy Foster Chris Darroca 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

ENVIRONMENT LEAD

ENVIRONMENT ARTIST Tim Doonan

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

GAMERIAY TECHNICAL LEAD

Jamie Wicks ANIMATOR Eric Perrier Wilster Phung

Sam Yazaji

ADDITIONAL ANIMATION Robert Firestone

PERFORMANCE CAMERA Jonathan Lyons

ADDITIONAL PERFORMANCE CAMERA

PERFORMANCE FACIAL LEAD

PERFORMANCE FACIAL ANIMATION Alex Bittner Jean Lin Rhea Shetty Tim Waddy

UI ART DIRECTOR Herman Fok

UI ART LEAD Justin Cook

UI VISUAL DESIGN

Anthony Yau USER INTERFACE Albert Carmona

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 Mocap Matt Chalwell Lee Olsen Miquel Carrasquillo Scape Martinez Tony Reynolds Virtuos XPEC Art Center

VC AUDIO TEAM

AUDIO DIRECTOR

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

2KTV CAST

HOST & PRODUCER Rachel A. DeMita

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

James Yanisko Brian Buel

Ian Levasseur

VC SOUTH

TECHNICAL DIRECTOR Steve Ranck

CREATIVE DIRECTOR Brian Silva

DIRECTOR OF PRODUCT 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

B Fresh Sherry Cola Bryan Lee Scott Allen Perry Coach Draught Donathan Walters Boo Boo Thompson Nelson Scott Hannah Shapiro Veronika West Charlie Skiddnes Tom Gelo Aron Agrawal Eli Ezra Lil Juua Siddharth Dhananiay 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

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

TEAM TRAINER 1

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

DJ FAN BOY Christian Papierniak

REPORTERS Evan deRouin Alexandra Grant Christian Papierniak

NBA STARS

Joet Embiid, as Himself Devin Booker, as Himself Karl-Anthony Towns, as Himself Devin Booker, as Himself Devin Booker, as Himself Kyrle Ivring, as Himself Kristaps Porzingis, as Himself Damian Lillard, as Himself Paul George, as Himself Paul George, as Himself

PRODUCTION

DIRECTOR Christian Papierniak

PRODUCTION MANAGER
Evan deRouin

WRITERS
Jason Concepcion

WRITERS Jay Larson WRITERS

ADDITIONAL WRITING & EDITING
Ben Bishop

ADDITIONAL WRITING
Dan Indra

ADDITIONAL WRITING Christian Papierniak

CASTING DIRECTOR
Dean Fronk

MyGM STORY

WRITER James Marceda

STORY BY Erick Boenisch

DIRECTED BY Barry LaVergne

MOTION CAPTURE DEPARTMENT

SUPERVISOR David Washburn

STAGE MANAGER Anthony Tominia

SENIOR PRODUCTION MANAGER

RESEARCH AND DEVELOPMENT
J. Mateo Baker

TECHNICAL MANAGER Nateon Aiello

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 Danielle O'Dea Chrystal Linaja Emily Jones

CAMERA OPERATORS Alan Ricardez Mike Montoya Cody Flowers Garrett Saur Italo Robinson Stenhanie Sanchez

ADDITIONAL AUDIO

ARENA ORGAN, BEATS Music. & Additional

IN-GAME MUSIC Casey Cameron STUDIO SHOW MUSIC Cody Mills

BEAT MACHINE MUSIC

NATIONAL ANTHEM VOCALIST

ADDITIONAL CAPTURE SUPPORT Christopher Jones

PLAYER CHATTER Derek Breakfield

PLAYER CHATTER
Michael Patterson
Gleb Kaminer
Marton Cowart
Devin Glischinski
PJ 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 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 Ohira Danielle Strickland Joshua Cervantes Reinard Coloma Christopher Nichols Javmi Valdes Rebecca Friedman Daniel Stafford Megan Knapp

CAMERA OPERATORS

Alan Ricardez Michael Montoya Stephanie Sanchez Connor Vickers Brian Bisby

MYCAREER MUSIC & SCORE

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 Rill 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 PJ King Christian Nielson-Buckholdt Dorian Lockett Eric Larsen Jacob Battersby Gordon Donell Dshone Johnson Jr. Sean Lasatar Shane Meston Matt Pymm Nick Powers Carney Lucas Michael Distad Will Dagnino
Michael Turner
Spencer Douglass
Todd Bergmann
Cecil Hendrix Sean Pacher Brian Shute Fric White

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 Ohira Danielle Strickland Joshua Cervantes Reinard Coloma Christopher Nichols Jaymi Valdes Rebecca Friedman Daniel Stafford Megan Knapp Leslie Peacock

PRESIDENT David Ismailer

SVP. SPORTS OPERATIONS Jason Argent

PRESIDENT, SPORTS DEVELOPMENT Grea Thomas

2K CREATIVE DEVELOPMENT

VP. CREATIVE DEVELOPMENT Josh Atkins

CREATIVE DIRECTOR

SR. DIRECTOR OF CREATIVE PRODUCTION Jack Scalici

SR. MANAGER OF CREATIVE PRODUCTION Josh Orellana

CREATIVE PRODUCTION ASSISTANTS William Gale Cathy Neeley

SR. MARKET RESEARCHER David Rees

USER TESTING MANAGER

Francesca Reyes

Megan Rohr

USER RESEARCHER Jonathan Bonillas

2K MARKETING TEAM

VP OF MARKETING Alfie Brody

DIRECTOR OF MARKETING Mike Rhinehart

SR. BRAND MANAGERS Andrew Blumberg William Inglis

VP OF COMMUNICATIONS. THE AMERICAS Rvan Jones

SR. COMMUNICATIONS MANAGER Rvan 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 MARKETING MANAGER
Marc McCurdy

PARTNER MARKETING SPECIALIST Kelsie Lahti

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

SR. DIRECTOR, TRADESHOWS & EVENTS
Leslie Zinn Abarcar

EVENTS MANAGER

DIRECTOR, CUSTOMER SERVICE

CUSTOMER SERVICE MANAGER
David Eggers

KNOWLEDGE BASE COORDINATOR Mike Thompson

CUSTOMER SERVICE LEAD Crystal Pittman

SENIOR CUSTOMER SERVICE ASSOCIATES Alicia Nielsen Rvosuke Kurosawa

2K OPERATIONS

SVP, SR. COUNSEL Peter Welch

COUNSEL Justyn Sanderford Aaron Epstein VP, PUBLISHING OPERATIONS
Steve Lux

DIRECTOR OF ANALYTICS
Mehmet Turan

SR. DATA ANALYST Adam Dobrin

SR. ANALYST Tuomo Nikulainen

DIRECTOR OF OPERATIONS
Dorian Rehfield

LICENSING/OPERATIONS SPECIALIST

2KIT

SR. DIRECTOR, 2K IT

TECHNICAL DIRECTOR
Russell Mains

SR. IT MANAGER Bob Jones

SR. ENGINEERING MANAGER Jon Heysek

SR. NOC MANAGER Vaclav Dolezal

SR. IT MANAGER Lee Rvan

ONLINE MANAGER Scott Darone

NETWORK ENGINEER Don Claybrook

SYSTEMS ENGINEERS

Joseph Davila Manish Patel Petr Fiala Peter Pribylinec Radek Trojan

SYSTEMS ADMINISTRATORS Fernando Ramirez Tareq Abbassi Scott Alexander Davis Krieghoff Joseph Thompson

IT SUPPORT SPECIALIST Christopher Smith

IT ANALYST Michael Caccia

2K INTERNATIONAL

VP, PUBLISHING & OPERATIONS Murray Pannell

DIRECTOR, INTERNATIONAL MARKETING AND COMMUNICATIONS
Jon Rooke

HEAD OF INTERNATIONAL PRODUCT MARKETING
David Halse

SENIOR INTERNATIONAL BRAND MANAGER Aurélien PalleGamage

INTERNATIONAL JUNIOR BRAND MANAGER James Dodd

HEAD OF INTERNATIONAL COMMUNICATIONS Wouter van Vugt

INTERNATIONAL
COMMUNICATIONS MANAGER
Amy White

INTERNATIONAL COMMUNITY SOCIAL MANAGER Roy Boateng

SPECIAL THANKS

2K INTERNATIONAL PRODUCT DEVELOPMENT

INTERNATIONAL PRODUCER

2K INTERNATIONAL CREATIVE SERVICES

DIRECTOR OF CREATIVE SERVICES & LOCALIZATION Nathalie Mathews

LEAD PROJECT MANAGER Emma Lepeut

SR. DESIGN MANAGER Tom Baker

GRAPHIC DESIGNER
James Quinlan

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

2K INTERNATIONAL TERRITORY MARKETING AND COMMUNICATIONS

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

TAKE-TWO INTERNATIONAL

OPERATIONS
Anthony Dodd
Phil Anderton
Nisha Verma
Denisa Polcerova
Robert Willis

2K ASIA

Calvin Shen

GENERAL MANAGER, ASIA Jason Wong

MARKETING DIRECTOR, ASIA Diana Tan

MARKETING MANAGER, ASIA Daniel Tan

JAPAN MARKETING MANAGERS Maho Sawashima

Mano Sawasnima

CHINA MARKETING MANAGER

KOREA MARKETING MANAGER Dina Chung

SR. PRODUCT EXECUTIVE Rohan Ishwarlal Alicia Ng

JAPAN MARKETING ASSISTANT Yukiko Hanzawa SR. LOCALIZATION MANAGER

LOCALIZATION COORDINATORS
Pierre Guijarro
Mao Iwai

TAKE-TWO ASIA

OPERATIONS Eileen Chong Veronica Khuan Chermine Tan Takako Davis Ryoko Hayashi

BUSINESS DEVELOPMENT

Erik Ford Syn Chua Paul Adachi Fumiko Okura Hidekatsu Tani Aiki Kihara Ken Tilakaratna Anna Choi Cynthia Lee Hyun Jookyoung

2K QUALITY ASSURANCE

SR. VICE PRESIDENT OF QUALITY ASSURANCE Alex Plachowski

QUALITY ASSURANCE DIRECTOR Scott Sanford

QUALITY ASSURANCE TEST MANAGER
Jeremy Ford

QUALITY ASSURANCE TEST MANAGER - SUPPORT TEAMS Josh Lagerson

PROJECT LEAD Luis Nieves

LEAD TESTERS - SUPPORT TEAMS

Chris Adams
Nathan Bell
Ashley Carey
Phylicia Fletcher
Timothy Erbil

ASSOCIATE LEAD TESTERS

ASSUCIATE LEAD
Alexander Coffin
Joshua Collins
Jeffrey Schrader
Ana Garza
Michelle Paredes
Jordan Wineinger
Steve Yun

SENIOR TESTERS
Philip Lui
Thomas Sammons
Tim Parham
Rob Marrazzo
Johnathon Lak
Anthony Wair
Adam Junior
Cory Waterman
James Schindler
Joshus Brown-Sage
Jemel Jordan-Butler
Shaylea Gallagher
Cassandra Del Hoyo
Bar Peretz
Greg Jefferson
Kristine Naces
Andrew Garrett
Bryan Fritz
Hugo Dominquez

Robert Klempner

Brian Reiss

QUALITY ASSURANCE TESTERS

Eduardo Bancud Deion Cyriacks Taylor Galauska Austin Anderson Bobby Cofield Max Ehrlich Jessica Mitchell Scott Luedtke Charles Maidman Edward Niecikowski Richard Pugh Jeff Mott Darwin Layco Dolores Reynolds Kyle Bellas Charlene Artuz Jasun Graf Bryce Fernandez Douglas Reilly Julian Molina David Dalie Charles Golangco Josh Hull Alexandro Calderon Zachary Little Sommer Sherfey Jace McEwen Daniel Walsh Arthur Garza-Trevino Derek Hayes Dejon Cage Isaiah Cardenas Andre Cruz Nicolas Demoranville Cameron Ess-Haghabadi Michaela Galindo Brianna Hughes Maranatha Malonzo Maximiliano Martinez

Drew Morris

Nicholas Beauparlant

In Sin (Tiffany) Cheong Reginald Clark Zachary Conover Michelle Foley Sierra Roberts Adam Schaefer Wenceslao Concina

SPECIAL THANKS
Leslie Cullum
Alex Belk
Louis Napolitano
Joe Bettis
David Barksdale
Rachel McGrew
Chris Jones
Juan Corral
Cam Steed
Travis Allen
Candice Javellonar

Jeremy Richards

2K INTERNATIONAL QUALITY ASSURANCE

LOCALIZATION QA MANAGER José Miñana

MASTERING ENGINEER Wayne Boyce

MASTERING TECHNICIAN Alan Vincent

LOCALIZATION QA SENIOR LEAD Oscar Pereira

LOCALIZATION
QA PROJECT LEAD
Oscar Pereira

LOCALIZATION QA LEADS Elmar Schubert Florian Genthon Jose Olivares

SENIOR LOCALIZATION QA TECHNI-

Christopher Funke Harald Raschen Namer Merli Pablo Menéndez

Sergio Accettura

LOCALIZATION QA TECHNICIANS Antoine Grelin Benny Johnson Clément Mosca Daniel Im David Sung Dimitri Gerard Dmitry Kuzmin

Ernesto Rodriguez-Cruz Etienne Dumont Frédéric Créhin Gabriel Uriarte Gian Marco Romano Javier Vidal Julio Calle Arpon Luca Magni Luca Rungi Manuel Aguayo Martin Schücker Matteo Lanteri Nicolas Bonin Noriko Staton Patricia Ramón Samuel França Sarah Dembet Seon Hee C. Anderson Shawn Williams-Brown Sherif Mahdy Farrag Stefan Rossi Stefanie Schwamberger Timothy Cooper Toni López Tristan Breeden Will Vossler Yury Fesechka

2K CHINA QUALITY ASSUR-ANCE

QA DIRECTOR Zhang Xi Kun

QA MANAGER Steve Manners

QA LEAD Gao You Ming

OA TESTERS

QA ASSOCIATE LEADS Huang Cheng Wang Yi Min

Chen Ji Zhou Chen Jie Yu Chen Si Yu Chen Si Yu Chen Tai Ji Fan Fu Qiang Fu Ting Yao Gong Yi Ren Huang Huang Huang Huang Huang Huang Jia Jun Yu Jiang Xiao Yu Tian Meng Qi Long Fu Yu Wan Yu Wan Yu Xin De Hua Xu Rui Yang Wen Jing Yang Wen Jing Yang Yuan Ghang Yue Chang Yue

Zhang Wei Zhang Yin Xue Zhang Yong Bin Zhao Ju Hao Zhou Dan

2K CHINA LOCALIZATION OUALITY ASSURANCE

QA DIRECTOR Zhang Xi Kun

QA MANAGER Du Jing

PROJECT LEAD Zhu Jian

LEAD QA TESTERS Chu Jin Dan Shigekazu Tsuuchi

SENIOR QA TESTERS Qin Qi Kan Liang Cho Hyunmin

QA TESTERS
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
Dia Hang Jie
Huang Hai

IT ENGINEERS Zhao Hong Wei Hu Xiang Wang Peng

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

NATIONAL BASKETBALL ASSOCIATION

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 PARTNER-SHIPS Harley Opolinsky

ASSOCIATE COORDINATOR GLOBAL PARTNERSHIPS Daniel Lupin

MOTION CAPTURE TALENT
Karl-Anthony Towns
D'Angelo Russell
Glenn Robinson III
Marquese Chriss
Aaron Gordon
Zach LaVine
Ben McLemore
Austin Rivers
Lance Stephenson
Evan Turner
Dion Wälters

BASKETBALL TALENT

Trev Abraham
Josh Akognon
Dakarai Alten
Josh Akmey
Doug Anderson
Dominic Artis
Dominique Barnes
Charles Boozer
Grayson "The Professor" Boucher

Myree "Reemix" Bowden C.J. Brown Jerry Brown Michael Bryson Lydell Cardwell Amir Carraway Christian Cavanaugh Collin Chiverton Margus Crawford James Davis Cody Demps Treaven Duffy E.J. Farris **Brian Goins** Vincent Golson Tim Harris Tvler Idowu Chuks Iroegbu Rae Jackson Darin Johnson Taiai Johnson Theo Johnson Tony Johnson Chris Jones Cris Solies
Erik Kinney
Carson MackNate Maxey
Corey McIntosh
Arron Mollet Marcus MorganLangston Morris-Walker Devin Murphy Chris Murry Devon Mynhier Scott O'Gallagher Akachi Okugo Herman Pratt IV Jerald "J.P." Pruitt Jeff Remmington Dulani Robinson Joey Rodriguez Morgan Sabia Julian Scott Matt Scott Austin Simon Chris Smith
Gary "G" Smith
Jordan Southerland
Kammron Taylor T.J. Taylor Kvi Thomas Elijah White Larry Wickett

MYPARK DANCERS
Denzel "Meechie" Harris
Daquan "Toosi" High
Judson Laipply
Eric "Kidd Strobe" Bassett
Gary "Noh-Justice" Morgan
David "Kid David" Shreibman

Roshun Wynne, Jr.

Tony Ly

SPECIAL THANKS Hameed Ali Billy "Dunkademics" Doran Simon Enciso
Nate Garth
Allen Huddleston II
Tony Husary
Aalim Moor
James Nunnally
Michael Nunnally
Calvin Otiono
Chris Roberts
Franklin Session
Carlos Smothers
Ryan Sypkens
Jay Washington

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 Kolhe 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 Maria Zamaniego Nicholas Bublitz Nicole Hillenbrand Danielle Williams Gwendoline Oliviero Ariel Owens-Barham Kyra Simon Ashish Popli Mark James Christina Vu Mark Little Jean-Sabastien Ferev Access Communications



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 WRITTENFILES, 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, AND ANY OTHER CHARLES OF THE SOFTWARE, AND ANY OTHER CHARLES OF THE SOFTWARE, AND ANY OTHER CHARLES OF THE SOFTWARE, INC. ("LICENSOR"), AS WELL AS THE PRIVACY POLICY LOCATED AT www.lake2games.com/privacy AND TERMS OF SERVICE LO

PLEASEREADTHIS 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 to use one copy of the Software for your personal, non-commercial use for gameplay on a single Game Platform (e.g. compute) mobile device, or gaming console) unless otherwise expressly specified in the Software documentation. Your license rights are subject to your 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 your disposal of the Software or the termination of this Agreement See below).

The Software is licensed, not sold, to you, and you hereby acknowledge that not little 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. Lones retains all right, title and nine rest to the Software. Londuling, 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 law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced, or distributing all or any portion of the Software in any manner or medium, with those little will visible in the control of the Software in any manner or medium, will be willfully violating the copyright taws and may be subject to civil and criminal penalties in the U.S. or their local country. Be advised that U.S. copyright violations are subject to statutory penalties of up to \$150.000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All cicensors's licensors and collections of the software contains certain licensed materials and Licensor's licensors and soluciose its 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, entembership 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 serial code and access to Special Features content be transferred, sold, leased, licensed, rented, converted into convertible virtual currency, or re-registered by another user unless otherwise expressly specified. The provisions of this paragraph supersed eany other term in this Agreement.

TRANSFER 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 longs ay our testainn copies (including archivals or backup copies) of the Software can can parying documentation, or any power or the software or accompanying documentation, and the recipient agrees 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 of concernation.

currency any Virtual Currency or Virtual Goods except as expressly set forth in this Agreement or with Licensor's prior written consent. Special Features, including content otherwise unavailable without a single-use serial code, are not transferrable to another person under any circumstances, and Special Features may cease functioning if the original installation copy of the Software is deleted or the pre-recorded copy is unavailable to the user. The Software is intended for private use only. NOTWINTSTANDING THE FORESCOING, YOU MAY OUT TRANSFER ANY PER-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 unauthorized copies, 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 numbers, and/or other security devices designed to revent the unbridged access, use, and copying the Software, or any portions or components thereof, including any violations of this Agreement. Licensor reserves the right to monitor use of the Software at any time. You may not interfere with such access control measures or attempt to disable or circumvent such security features, and if you do, the Software may not function properly. If the Software permits access to Special Features, and you copy of the Software may access those Special Features, at one time. Additional terms and registration may be required to access online services, including downloading 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 via, ny related services and products, at any time without notice for any reason whatsoever.

**DESER CREATE ONTENT: The Software may allow you to create content, including, but not limited to, a ampelay may coverage 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 giver iset to any copyright interest, you hereby grant Lice lensor an exclusive, perpetual, irrevocable, fully transfer alloe and sub-licens able work older originate lost use your contributions in any way and real purpose in connection with the Software and related goods and services, including, but not limited to, the rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive and agree never to assert any moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related notes are uses under a notice and least below. This licensor was to licensor and to response on the property in the software and the players' use.

and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor, and terms above regarding any applicable moral rights, will survive any termination of this Agreement.

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 and maintain availed and active user account with anonline service, such as a third-party gaming platform or social network account!" Third-Party Account"), or an account, with a count in the software and the software may not operate or may cease to function properly, either in whole or in part. The Software may also require you to create a Software-secific user account with Licensor or a Licensor affiliate. ("User Account") in order to access the Software and its functionality and features. Your User Account tog-in may be associated with a Third-Party Account. You are responsible for all use and the security of your User Accounts and any Third-Party Accounts that you use to access and use the Software.

VINTUAL CURRENCY AND VIRTUAL GOODS.

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 SURTUAL 500DS. The Software may enable users to () used fictional virtual currency as a medium of exchange exclusively within the Software ("Virtual Currency" or "VO") and (ii) gain access to load certain limited rights to use virtual goads or within the Software ("Virtual Goads" or "Vo"). Regardless of the terminology used, VC and VG represent a limited license right governed by this Agreement. Subject to the terms of and compliance with this Agreement, Licensor hereby grants you the nonexclusive, non-transferable, non-subject-enable, limited right and license to use VC and VG Software by you for your personal non-commercial gameplay exclusively within the Software. Except as other wise prohibited by applicable law VC and VG Software licensed to you, and you hereby acknowledge than 100 to 400 and VG is being transferred or assigned hereunder. This Agreement should not be cancered as a sale of any rights in VC and VG.

VC and VG 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 VG at any time except as prohibited by applicable law. VC and VG do not incur fees for non-use, provided, however, that the license granted hereunder to VC and VG will terminate in accordance with the ram and conditions or this Agreement and the Software documentation, when Licensor ceases providing the Software, or this Agreement is otherwise terminated. Licensor, in its sole discretion, reserves the right to charge fees for the right to access or use VC or VG and/or my distribute VC or VG with or without charge.

EARNING & PURCHASING virtual currency and virtual goods: You may have the ability of purchase VC or to earn't VG from Licensor for the completion of certain activities or activities or acceptable with the Software. For example, Licensor may provide VG or VG upon the completion of an in-game activity, such as statining a new level, completing atask, or creating user content. Once obtained, VG and/or VG will be credited to your User Account. You may purchase VC and VG only within the Software or through a platform, participating third-part volinies store, application store, or other store authorized by Licensor effects of the referred to herein as "Software Store"). Purchase and use of in-game items or currency through a Software Store are subject to the Software Store's governing document, and including but not limited to, the Terms of Service and User Agreement. This online service has been sublicensed to you by the Software Store (Elecnsor may offer discounts or promotions on the purchase of VC, and such discounts and promotions may be modified or discontinued by Licensor at any time without notice to you. Upon completing an authorized purchase of VC from an Application Store, the amount of purchased VC of Voill the credited to your 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 it is sole discretion, may impose a ddittional 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 rount of your transaction 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 intentionally incorrect.

USING VIRTUAL CURRENCY AND VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be onsumed or lost by players in the course of gamepla y according to the gamer's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. The authorized uses and purposes of VC and VG may change at any time. Your available VC and/or VG as shown in your User Account will the reduced each time you use VC and/or VG within the Software. The rules of any VG and/or VG constitutes a demand against and withdrawal from your available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account may be reduced without notice upon the occurrence of certainevents. Tealed to your use of the Software. For example, you may use VG or VG upon the loss of a game or the death of your chare? You are responsible for all uses of VC and/or VG made through your User Account may be reduced without notice your discovering the unauthorized use of any VC and/or VG made through your User Account they submitted to your commendately upon discovering the unauthorized use of any VC and/or VG made through your User Account they submitting a support request at www.take.2games.com/support.

NON-REDEEMABLE: V2 and V6 may only be redeemed for in-game goods and services. You may let provide provide provided the red to the convertible of V2 C and V6 may only be redeemed for in-game goods from Licensia and are not redeemed for in-game goods from Licensia or any other personner of the red to the red

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 your any none lase for the exercise of such rights.

NO TRANSFERS: Any transferring, trading, selling, or exchanging of any XC or VG to anyone, 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 including, but not limited to, among other users of the Software, is not sanctioned by Licensor and in strictly forbidden. Licensor reserves the right, inits sole discretion, to terminate, suspend, or modify your User Account and your VG and VG and trainate this Agreement flyouengage in assist in, or request any Unauthorized Transactions. All users who participate is usuch activities do so at their own kan dehredy agree to indemnify and hold harmless Licensor, its partners, licensor as affiliates, contractors, officers, directors, employees, and agents from all damages, losses and expenses arising directly or indirectly from such actions. You sacknowledge that Licensor may request that the applicable Application Store stop, suspend, terminate, discontinue, or reverse any Unauthorized Transaction occurred for has yet to occur y when it suspects or has evidence of fraud, violations of this Agreement, violations of any applicable law or regulation, or any intentional act designed to interfere or that otherwise has the effect of or may have the effect of indirection and your rights to any Vo. VG. and we person to suspend in an Unauthorized Transaction, you further agree that Licensor may, rinits sole discretion, restrict your access to your available VC and VG in your User Account or terminate or suspend your User Account and your rights to any VC. VG. and other items associated with your User Account or terminate or suspend your User Account.

 $\textbf{LOCATION:} \ VC \ is only available to customers in certain locations. You may not purchase or use VC \ if you are not in an approved location.$

SOFTWARE STORE TERMS

This Agreement and the provision of the Software through any Software Store (including the purchase of Voor V0) is subject to the additional terms and conditions set forth on or in or required by the applicable Software Store and all such applicable terms and conditions are incorporated herein by this reference. Licensor is not responsible or liabile to you for any credit card or bank-related charges or other charges or less related to your purchase transactions within the Software or through a Software Store. All such transactions are administered by the Software Store, not Licensor expressly disclaims any liability for any such transactions, and you agree that your soft errendy regarding all transactions is from or through such Software Store.

This Agreement is solely between you and Licensor, and not with any Software Store. You acknowledge that the Software Store has no obligation to furnish any maintenance or support services to you inconnection 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. Any claim in connection with the Software related to product liability, a failure to conform to applicable legal or requirements. Calims under consumer protection or similar legislation or include property infingement 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.-embargoed 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 List. The Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

INFORMATION COLLECTION & USAGE

By installing and using the Software, you consent to the information collection and usage terms set for thin this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any per sonal information matching material to a Licensor's tas fillates, when does and business partners, and to cert a inother third parties, such as governmental 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 content or displaying your scores, ranking, aschievements, and other gameplay data on websites and other platforms, (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from time to time. If you do not want your information used or shared in this manner, then you should not use the 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.take 20ames.com/orivacy, as amended from time to time, takes precedence over any other statement in this Agreement.

WARRANTY

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 normal use and service for 90 doays from the date of purchase. Licensor warrants to you that the Software is compatible with the meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit for producer as compatible with the againing unit for which it has been published. However, due to variations in hardware software, interret connections, and individual usage. Licensor does not warrant

the per formance of the Software on your specific compute or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements, that operation of the Software will be uninterrupted or error-free, or that the Software will be compatible with third-party software or that any errors in the Software will be corrected. No oral or written advice provided by Licensor or any authorized representative shall create a warranty, Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apovit vow.

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 avail able, 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 normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any finglied warranties prescribed by Statute are expersessly 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 merchantability, fitness for a particular purpose, or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

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 SOFT WARE, INCLUDING, BUT NOT LIMITED TO, DAMAGES TO FORDERTY, LOSS OF GOODWILL, COMPUTE FALLURE OR MALFUNCTION AND, TO THE EXTENT FERMITTED 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 SOFT WARE, WHE THER ARISINGIN TOR INCLUDING INDECINED, CONTRACT, STRICT LIBILITY, OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, IN DO EVENT SHALL LICENSOR'S LIABILITY FOR ALLD AMAGES (EXCEPT) AS REQUIRED BY APPLICABLE LAW (EXCEPT) HAS PECULABLE LAW (EXCEP

INNOEVENT SHALL LICENSOR'S AGGREGATE LIABILITY FOR ANY AND ALL CLAIMS HEREUNDER BYYOU, 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 ANY THING RELATING TO THE SOFTWARE OR
USS 200, WHICHEVER IS GREATER.

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 INTERVINES, SCILCH FLOW DEPENDS IN LABEE PARTO NOT HER PERFORMANCE OF THE INTERNET AND WIRELESS SERVICES FROYUBED OR CONTROLLED BY THIRD PARTIES, ATTIMES, ACTIONS OR SINACTIONS OF SUCH THIRD PARTIES MAY MIMAIR ORD ISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF WE CANNOT GLOBARATIES THAT SUCH EVENTS WILL NOT COLUR, ACCORDINGLY, WE DISCLAIM ANY AND ALL LIABILITY RESULTING FROM ORRELATED TO THIRD-PARTY ACTIONS OR INACTIONS THAT MY PAIR ORD DISCUST YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE HEIGHT ACTIONS THAT MY PAIR ORD DISCUST YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE HEIGHT ACTIONS THAT MY PAIR ORD DISCUST YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE HEIGHT ACTIONS THAT MY PAIR ORD DISCUST YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE HEIGHT ACTIONS THAT MY PAIR ORD DISCUST YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE HEIGHT ACTIONS THAT MY PAIR ORD DISCUST YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE HEIGHT ACTIONS THAT MY PAIR ORD DISCUST YOUR CONNECTIONS TO THE WIND THE WARD AND PAIR THE PROPERTY OF THE WARD AND PAIR ACTIONS THAT MY PAIR ORD DISCUST YOUR CONNECTIONS TO THE WARD AND PAIR ACTIONS THAT MY PAIR ORD DISCUST YOUR CONNECTIONS TO THE WARD AND PAIR ACTIONS THAT WAS AND PAIR ACTIONS

TERMINATION

This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor cases to operate the Software servers (for games exclusively operated online). It Licensor determines or believes your use of the Software involves or may involve fraud or money laundering or any other illicit activity, or upon your failure to comply 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 (if requesting Licensor to terminate and delete your User Account. In out limited to the License Conditions above. You may terminate this Agreement at any time by (if requesting Licensor to terminate and delete your User Account. In out of the Software using the method set forth in the Terms of Service or (ii) destroying 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. He software using the same User Account, then you may still have access to your proir User Account. Including any VC and VGassociated with your User Account. However except as otherwise prohibited by applicable law, if your User Account. However except as otherwise prohibited by applicable taw, if your User Account. He had not the Software account of the Software accounts of this Agreement your unusual destroy or return the physical copy of Software to Licensor on the Licensor and the software accounts destroyed and the software accounts of the Software account the software accounts of the Software accounts of the Software accounts of the Software accounts of the Software accounts

U.S. GOVERNMENT RESTRICTED RIGHTS

The Software and documentation have been developed entirely at private expense and are provided as "Commentation Computer Software" or "restricted computer software". Use "Quiplication, or disclosure by the U.S. Government or J.S. Government subcontractor is subject to the Software Custor in subparagraph (c)[1] (ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or a set for this subparagraph (c)[1] and [2] of the Commercial Computer Software Restricted Rights clauses at FARS 227-17 B. as applicable. The Contractor/Manufacturer is Licensor at the Contractor in itset below.

EQUITABLE REMEDIES

You be roby 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 equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available 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 toy out 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 remibursement from Licensor for any expenses, and will clicensor harmless therefrom.

TERMS OF SERVICE

All accessed that one of the Comment of the Comment

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

This Agreements hall be construed (without regard to conflicts or choice of law principles) undor the laws of the State on New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, cooper as governed by Idental raw. Unless so expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hered shall be the state and federal courts located in Licensor consent to the jurisdiction of such courts and agree that process may be served in the manner provided 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 dispute 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.

© 2005-2017 Take-Two Interactive Software and its subsidiaries. All rights reserved. ZK, 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 er in part, without the prior written consent of NBA Properties, Inc. @ 2017 NBA Properties, Inc. All rights reserved. All other trademarks are property of their respective owners. Patents and Patent Pending: www.laceZeames.com/Logal.