





#### 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.

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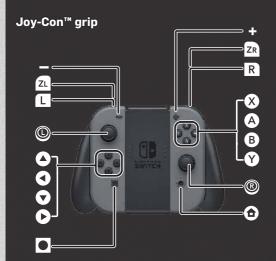
Product Support: http://support.2k.com

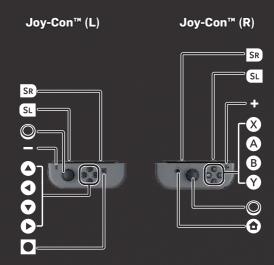
Please note that NBA 2K18 online features are scheduled to be available until December 31, 2019 though we reserve the right to modify or discontinue online features on 30-days' notice.

Visit www.nba2k.com/status for more information.

### CONTROLLERS

This manual refers to the Joy-Con $^{\rm IM}$  grip and the Joy-Con $^{\rm IM}$  (L) and Joy-Con $^{\rm IM}$  (R) used in the horizontal position.





## **DEFAULT CONTROLS**Joy-Con™ grip

, , ,		
Action	Control	
Move Player	0	
Sprint	ZR	
Icon Pass or Icon Swap	R	
Post-Up or Intense-D/Defensive Assist	ZL ZL	
Lob Pass/Alley-Oop or Block/ Rebound	⊗	
Dribble Moves/Shooting/Passing or Steal/Hands Up	0	
N/A	Press ®	
Bounce/Flashy Pass or Take Charge	A	
Pass/Touch Pass or Player Swap(Closest to ball)	В	
Call Play/Pick Controls or Double Team	C	
Call Timeout or Intentional Foul	-	
Pause	+	

## **DEFAULT CONTROLS**Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)
Move Player	0	0
Sprint	SR	SR
Icon Pass or Icon Swap	No Control	No Control
Post-Up or Intense-D/ Defensive Assist	SL	SL
Lob Pass/Alley-Oop or Block/ Rebound	٥	<b>v</b>
Dribble Moves/Shooting/ Passing or Steal/Hands Up	No Control	No Control
N/A	Press 🔘	Press 🔘
Bounce/Flashy Pass or Take Charge	0	8
Pass/Touch Pass or Player Swap(Closest to ball)	0	A
Call Play/Pick Controls or Double Team	No Control	No Control
Call Timeout or Intentional Foul	No Control	No Control
Pause	_	+

## CONTROLS Joy-Con™ grip

Basic Offense	Control	Basic Defense
Move Player	0	Move Player
PRO STICK: Dribble Moves/Shooting/Passing	0	Steal/Hands Up
Post Up	ZL	Intense-D/Defensive Assist
Sprint	ZR	Sprint
Call Play/Pick Controls		Defensive Adjustments/ Double Team
Icon Pass	R	Icon Swap
Pass/Touch Pass	В	Player Swap(closest to ball)
Bounce Pass(tap), Flashy Pass(double tap)	A	Take Charge
Shoot (press), Pump Fake/Hop Gather(Tap), Spin Shot(double tap)	<b>v</b>	Steal(press), Intentional Foul(hold)
Lob Pass(tap), Alley-Oop (double tap)	8	Block/Rebound
Gameplay HUD	٥	Gameplay HUD
Offensive Game Plan	0	Defensive Game Plan
OTFC Offense Strategy	0	OTFC Defensive Sets
OFTC Substitutions	0	OTFC Substitutions

## CONTROLS Joy-Con™

Basic Offense	Joy-Con™ (L)	Joy-Con™ (R)	Basic Defense
Move Player	0	0	Move Player
PRO STICK: Dribble Moves/Shooting/ Passing	No Control	No Control	Steal/Hands Up
Post Up	SL	SL	Intense-D/Defensive Assist
Sprint	SR	SR	Sprint
Call Play/Pick Controls	No Control	No Control	Defensive Adjustments/Double Team
Icon Pass	No Control	No Control	Icon Swap
Pass/Touch Pass	0	A	Player Swap(closest to ball)
Bounce Pass(tap), Flashy Pass(double tap)	0	8	Take Charge
Shoot (press), Pump Fake/Hop Gather(Tap), Spin Shot(double tap)	0	В	Steal(press), Intentional Foul(hold)
Lob Pass(tap), Alley- Oop (double tap)	٥	Ø	Block/Rebound
Gameplay HUD	No Control	No Control	Gameplay HUD
Offensive Game Plan	No Control	No Control	Defensive Game Plan
OTFC Offense Strategy	No Control	No Control	OTFC Defensive Sets
OFTC Substitutions	No Control	No Control	OTFC Substitutions

### ADVANCED OFFENSE Joy-Con™ grip

Action	Control
Positional Playcall	Tap L, tap desired teammate's player icon, choose play from menu
Overhead/Lob Pass	⊗
Flashy Pass	Double-Tap (A)
Alley-Oop	Double-Tap 🗴
Dribble Pitch/Handoff	Press and hold (A) to bring the selected teammate to the ball, wait for him to get into handoff range or release (A) to force the pass early
Lead to Basket Pass	Press and hold X to force the selected teammate to make a basket cut, wait for him to get in range or release X to force the pass early
Fake Pass	<b>8</b> + <b>6</b>
Jump Pass	<b>V</b> + <b>3</b>
Give & Go	Press and hold B to retain control of passer, release B to pass the ball back to him
Putback Dunk/Layup, Finish Alley-Oop(when controlling receiver)	Hold <b>♡</b>
PRO STICK Pass	R + ®

## ADVANCED OFFENSE Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)
Positional Playcall	No Control	No Control
Overhead/ Lob Pass	٥	•
Flashy Pass	0	Double-Tap 🗴
Alley-Oop	٥	Double-Tap Y
Dribble Pitch/ Handoff	Press and hold to bring the selected teammate to the ball, wait for him to get into handoff range or release to to force the pass early	Press and hold & to bring the selected teammate to the ball, wait for him to get into handoff range or release & to force the pass early
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	Press and hold (*) to force the selected teammate to make a basket cut, wait for him to get in range or release (*)
Fake Pass	<b>△</b> +®	<b>*</b> + <b>*</b>
Jump Pass	O+0	<b>3</b> + <b>A</b>
Give & Go	Press and hold to retain control of passer, release to pass the ball back to him	Press and hold (A) to retain control of passer, release (A) to pass the ball back to him

Action	Joy-Con™ (L)	Joy-Con™ (R)
Putback Dunk/Layup, Finish Alley- Oop(when controlling receiver)	Hold <b>∢</b>	Hold ®
PRO STICK Pass	No Control	No Control

### ADVANCED DEFENSE Joy-Con™ grip

Action	Control
Move	©
Fast Shuffle	ZR + ZL + (1)
Steal	Тар 🕎
Block	8
Rebound	★ (ball in air)
Take Charge	A
Flop	Double-tap A
Ball Denial	Hold ZL when near opponent
Intense Defense	ZL
Crowd Dribbler	Hold ZL

Action	Control
Hands Up	Hold ®
Deny Hands Out	Hold (() (while playing offball defense)
Double Team	Press and hold L
Icon Double Team	Tap L then press and hold desired double teamer's player icon

## ADVANCED DEFENSE Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)
Move	0	0
Fast Shuffle	SR + SL + O	SR + SL + O
Steal	Tap 🕙	Tap B
Block	٥	<b>v</b>
Rebound	(ball in air)	Y (ball in air)
Take Charge	0	8
Flop	Double-tap 🕞	Double-tap 🗴
Ball Denial	Hold SL when near an opponent	Hold SL when near an opponent
Intense Defense	SL	SL
Crowd Dribbler	Hold st when near an opponent	Hold SL when near an opponent

Action	Joy-Con™ (L)	Joy-Con™ (R)
Hands Up	No Control	No Control
Deny Hands Out	No Control	No Control
Double Team	No Control	No Control
Icon Double Team	No Control	No Control

### **PRO STICK™**

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

### PRO STICK™: SHOOTING Joy-Con™ grip

Action	Control
Jump Shot	Move and hold ® straight down(straight up for bank shot)
Pump Fake	Start a jump shot, then quickly release
Runner/Floater(driving mid- range)	Hold ® away from hoop
Hop Gather	Tap Y while standing or driving (© determines direction of hop)
Spin Gather	z <sub>R</sub> + Double tap Y while standing or driving
Normal Layup(driving to hoop)	Hold () left, right, or toward hoop while driving(() direction determines finish hand)
Euro Step Layup(driving to hoop)	Double tap 省
Reverse Layup(driving along baseline)	Hold © toward baseline

Action	Control
2-Hand Dunks(driving to hoop)	R + Hold ® toward hoop
Dominant/Off-Hand Dunk(driving to hoop)	R + Hold © left or right to dunk with that hand
Flashy Dunks(driving to hoop)	R + Hold ® away from hoop
Mid-Air Change Shot	Start dunk/layup, <sup>®</sup> any direction while in air
Step Through	Pump fake, then hold <sup>®</sup> again before pump fake ends

## PRO STICK™: SHOOTING Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)
Jump Shot	No Control	No Control
Pump Fake	No Control	No Control
Runner/ Floater(driving mid-range)	No Control	No Control
Hop Gather	Tap 🕙	Тар \Beta
Spin Gather	SR + Double tap  while standing or driving	SR + Double tap B while standing or driving
Normal Layup(driving to hoop)	No Control	No Control
Euro Step Layup(driving to hoop)	Double tap	Double tap B

Action	Joy-Con™ (L)	Joy-Con™ (R)
Reverse Layup(driving along baseline)	No Control	No Control
2-Hand Dunks(driving to hoop)	No Control	No Control
Dominant/ Off-Hand Dunk(driving to hoop)	No Control	No Control
Flashy Dunks(driving to hoop)	No Control	No Control
Mid-Air Change Shot	No Control	No Control
Step Through	No Control	No Control

### PRO STICK™: DRIBBLING Joy-Con™ grip

Action	Control
Triple Threat Jab Step	Tap   Reft/Right/Forward
Triple Threat Spinout	Rotate ®
Triple Threat Stepback	z <sub>R</sub> + Tap ® away from hoop
Rhythm Dribble	Tap ® toward hoop
Hesitation (quick)	Tap ® toward ball hand
Hesitation (escape)	z + Tap ® toward ball hand
In and Out	zR + Tap ® toward hoop
Crossover (front)	Tap ® toward off hand
Crossover (between legs)	Tap <sup>©</sup> between off hand and player's back
Crossover (escape)	zR + Tap ® away from hoop
Behind the Back	Tap ® away from hoop
Spin	Rotate © from ball hand around player's back, then quickly return to neutral
Half-Spin	Rotate © in a quarter-circle from ball hand to hoop, then quickly return to neutral
Stepback	zR + tap @ away from hoop

## PRO STICK™: SHOOTING Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)
Triple Threat Jab Step	No Control	No Control
Triple Threat Spinout	No Control	No Control
Triple Threat Stepback	No Control	No Control
Rhythm Dribble	No Control	No Control
Hesitation (quick)	No Control	No Control
Hesitation (escape)	No Control	No Control
In and Out	No Control	No Control
Crossover (front)	No Control	No Control
Crossover (between legs)	No Control	No Control
Crossover (escape)	No Control	No Control
Behind the Back	No Control	No Control
Spin	No Control	No Control
Half-Spin	No Control	No Control
Stepback	No Control	No Control

### POST SHOTS Joy-Con™ grip

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

### POST SHOTS Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)
Post Hook(close range)	No Control	No Control
Shimmy Hook	No Control	No Control
Post Fade(beyond close range)	No Control	No Control
Step Through Layup	No Control	No Control

Action	Joy-Con™ (L)	Joy-Con™ (R)
Shimmy Fade	No Control	No Control
Pump Fake	No Control	No Control
Up & Under/ Step Through	No Control	No Control

## POST MOVES (PRESS 21 TO POST UP) Joy-Con™ grip

Action	Control
Post Movement	Hold ©
Quick Spin	Rotate ® to outside shoulder
Hook Drive	Rotate ® to inside shoulder
Fakes	Tap  in any direction but away from hoop
Switch Dribble Hand	Tap   away from hoop
Pickup Dribble	Tap ® toward hoop
Post Hop	Hold $\bigcirc$ to the left or right away from hoop, then tap $\bigcirc$
Post Stepback	Hold © away from hoop, then tap 🕎
Dropstep	Hold (1) to the left or right toward hoop, then tap (1)

## POST MOVES (PRESS SE TO POST UP) Joy-Con™

$\overline{}$			
Action	Joy-Con™ (L)	Joy-Con™ (R)	
Post Movement	Hold ©	Hold ©	
Quick Spin	No Control	No Control	
Hook Drive	No Control	No Control	
Fakes	No Control	No Control	
Switch Dribble Hand	No Control	No Control	
Pickup Dribble	No Control	No Control	
Post Hop	Hold © to the left or right away from hoop, then tap ◀	Hold ⊚ to the left or right away from hoop, then tap B	
Post Stepback	Hold © away from hoop, then tap ◀	Hold © away from hoop, then tap B	
Dropstep	Hold   to the left or right toward hoop, then tap   then tap   then tap   the tap  the tap   the tap   the tap   the tap   the tap   the tap   the tap  the	Hold <sup>©</sup> to the left or right toward hoop, then tap <sup>®</sup>	

## **DEFENSIVE CONTROLS**Joy-Con™ grip

Action	Control	Context
Move	©	Any
Fast Shuffle	ZR + ZL + (10)	Any
Steal	Тар 🕎	Any
Block	Тар 🗙	Any
Rebound	🗴 (ball in air)	Any
Take Charge	A	Any
Flop	Double-Tap A	Onball Defense
Intense Defense	ZL	Onball Defense
Crowd Dribbler	Hold ZL	Onball Defense
Hands Up	Hold 🕲	Onball Defense
Deny Ball	Hold ®	Onball Defense
Double Team	G	Any

## **DEFENSIVE CONTROLS** Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)	Context
Move	0	0	Any
Fast Shuffle	SR + SL + O	SR + SL + O	Any
Steal	Тар 🕙	Тар \Beta	Any
Block	Tap 🛆	Тар 🕜	Any
Rebound	(ball in air)	(ball in air)	Any
Take Charge	0	8	Any
Flop	Double-Tap	Double-Tap	Onball Defense
Intense Defense	SL	SL	Onball Defense
Crowd Dribbler	Hold St.	Hold St.	Onball Defense
Hands Up	No Control	No Control	Onball Defense
Deny Ball	No Control	No Control	Onball Defense
Double Team	No Control	No Control	Any

# OFFBALL CONTROLS OFFENSE Joy-Con™ grip

Action	Control
Stand Engage	ZL
Moving Engage	zı while moving towards defender
Push	© towards defender
Spin	Twirl © counter clockwise or clockwise, starting from the 6 position(6-1 for counter clockwise, 6-11 for clockwise)
Transition	Flick ® towards ball carrier or basket
Deny Postion Transition	Hit   up or down when the defensive player attempts to transition
Exit	© away from offensive player or let go of z
Walk down	© + ® towards defender

## OFFENSE Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)
Stand Engage	SL	SL
Moving Engage	SL while moving towards defender	SL while moving towards defender

Action	Joy-Con™ (L)	Joy-Con™ (R)
Push	O towards defender	O towards defender
Spin	No Control	No Control
Transition	No Control	No Control
Deny Postion Transition	No Control	No Control
Exit	away from offensive player or let go of st	away from offensive player or let go of s.
Walk down	No Control	No Control

### **DEFENSE** Joy-Con™ grip

Action	Control
Stand Engage to Deny or Off ball post	ZL
Push	© towards offensive player
Pull Chair	Flick  towards the direction the offensive player is pushing
Transition	Flick 🕲 up, down, left, right
Deny Position Transition	Hit   up or down when the defensive player attempts to transition
Exit	(1) away from offensive player
Bump	Hold 21 while impeding the path of the offensive player

Action	Control
Chuck	(While standing) ZL + ® flick towards offensive player
Grab	(while defender is running) ⑤ + ⑥ towards the offensive player

### **DEFENSE** Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)
Stand Engage to Deny or Off ball post	SL	SL
Push	O towards offensive player	O towards offensive player
Pull Chair	No Control	No Control
Transition	No Control	No Control
Deny Position Transition	No Control	No Control
Exit	away from offensive player	O away from offensive player
Bump	Hold SL while impeding the path of the offensive player	Hold while impeding the path of the offensive player
Chuck	No Control	No Control
Grab	No Control	No Control

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19 To 18 To

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MOTION CAPTURE SPECIALIST I Jeremy Wages Michelle Hill

PRODUCTION ASSISTANTS Marilyn Escobar Erica Cunningham

MOTION CAPTURE AUDIO ENGINEERS Anthony Garcia

Anthony Garcia Daniel Morales Garrett Montgomery

Kenneth Filis

#### MAKE-UP ARTISTS

Danielle O'Dea Chrystal Linaia Emily Jones

#### CAMERA OPERATORS Alan Ricardez

Mike Montova Cody Flowers Garrett Saur Italo Robinson Stephanie Sanchez

#### ADDITIONAL AUDIO

ARENA ORGAN, REATS Music. & Additional

IN-GAME MUSIC Casey Cameron STUDIO SHOW MUSIC Cody Mills

BEAT MACHINE MUSIC Gramoscope Music

NATIONAL ANTHEM VOCALIST Linda Lind

ADDITIONAL CAPTURE SUPPORT Christopher Jones

PLAYER CHATTER Derek Breakfield

PLAYER CHATTER Michael Patterson

Gleb Kaminer Marlon Cowart Devin Glischinski PJ King Christian Nielson-Buckholdt Dorian Lockett

Fric 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

Rebecca Friedman Megan Knapp CAMERA OPERATORS

Christopher Nichols Jaymi Valdes

Daniel Stafford

Alan Ricardez Michael Montoya Stephanie Sanchez Connor Vickers Brian Bisby

MYCAREER MUSIC & SCORE Linda Lind

BURNING" AND "ALL NIGHT LONG" Written and Produced by Linda Lind

#### 2K SPORTS THEME MUSIC

THE CONTEST AND NETWORK SPORTS TONIGHT

Written, Engineered, and Produced by 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

Carney Lucas
Michael Distad
Will Dagnino
Michael Turner
Spencer Douglass
Todd Bergmann
Cecil Hendrix
Sean Pacher

Brian Shute

Eric White

Shane Meston Matt Pymm Nick Powers

CROWD CHATTER Ben Anderson

Scott Darone Marion Dreo William Gale Michael Howard Anaoshak Khavarian Kelsie Lahti Ashlev Landry Wilster Phuna 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

#### 24

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SVP, SPORTS OPERATIONS
Jason Argent

PRESIDENT, SPORTS DEVELOPMENT Greg Thomas

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SR. DIRECTOR OF CREATIVE PRODUCTION

SR. MANAGER OF CREATIVE PRODUCTION

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David Rees

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USER RESEARCHER Jonathan Bonillas

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MANAGER, MARKETING PRODUCTION Ham Nguyen

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GRAPHIC DESIGNER Chris Cratty

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CUSTOMER SERVICE MANAGER
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Larry Wickett

MYPARK DANCERS
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Daquan "Toosi" High
Judson Laippty
Eric "Kidd Strobe" Bassett
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EARNING & PURCHASING virtual currency and virtual goods. You may have the ability to purchase VCo rue arm VC from Licensor for the completion of certain activities or accomplishments in the Software. For example, Licensor may provide VC or VC upon the completion of an in-game activity, such as attaining a new level, completing a task, or creating user content. Once obtained, VC and/or VC will be credited to your User Account. You may purchase VC and VC only within the Software or through palatform, participating third-party online store, application store, or others store authorized by Licensor, call 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 documents, including but not limited to, the Terms of Service and User Agreement. This online service has been sublicensed to you by the Software Store.

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The Ucensor shall establish a maximum amount you may spend to purchase VD 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 purchases made 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 it is 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 players in the course of gameplay according to the game'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 VC may change at any time. Your available VC, and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG onstitutes 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 certain events related to your use of the Software. For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account in regardless of whether or not 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 take? games 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 VG 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 neither 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.

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**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 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 flable to you for any credit card or bank-related changes or other charges or fees 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 sole remedy regarding all transactions is from or through software Store.

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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.

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19, 24 July 19, 24

#### 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 equitable remades 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 timoice 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.

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#### 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 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 genements 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 law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principals corporate place of business (New York County, New York, U.S.A.). You and 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 disoure for 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.

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IMPORTANT: THE WARRANTY FOR THIS PRODUCT HAS BEEN UPDATED FOR AUSTRALIA.

THIS NOTICE SHOULD BE READ IN CONJUNCTION WITH THE WARRANTY TERMS SET OUT ABOVE.

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Goods presented for repair may be replaced by refurbished goods of the same type rather than being repaired. Refurbished parts may be used to repair the goods.

Any benefits to you given by the Licensor's warranty are in addition to other rights and remedies of the consumer in relation to the goods and services to which the warranty relates.

All claims under the warranty for this product should be made to:

Take-Two Interactive Software Pty Ltd. Suites 12 & 16, Upper Deck, Jones Bay Wharf, 26-32 Pirrama Road, Pyrmont Point, NSW 2009

Email: http://support.2k.com/home

The procedure for claims under the warranty for this product is outlined within the warranty terms set out above.

Licensor will cover all costs associated with a successful claim under this warranty. Proof of any reasonable costs you incur in making a claim under this warranty should be sent to the Licensor address specified above for reimbursement.

For the avoidance of doubt, none of the limitations contained in this warranty in any way exclude or limit your rights under the Australian Consumer Law.

To the extent that this notice is inconsistent with any of the provisions of the warranty terms set out above, this notice supersedes those provisions.