



NINTENDO  
SWITCH™

HAC-AB38A-UKV

The main title logo for the video game NBA 2K18. It features the NBA logo on the left, followed by the text 'NBA' in black, '2K' in red, and '18' in black, all with a white outline and a drop shadow effect.

# NBA 2K18





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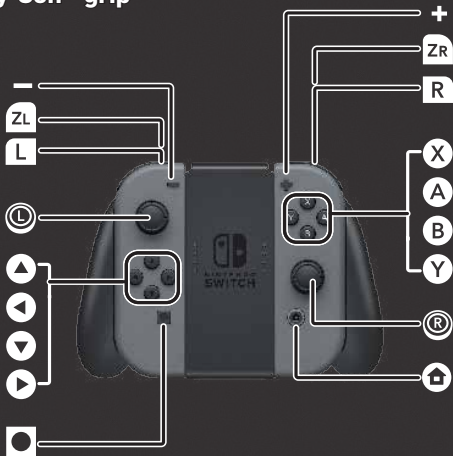
Product Support:  
<http://support.2k.com>

**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](http://www.nba2k.com/status) for more information.

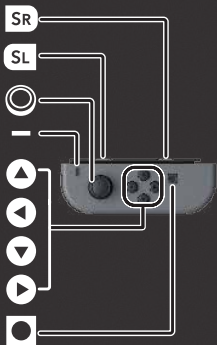
# CONTROLLERS

This manual refers to the Joy-Con™ grip and the Joy-Con™ (L) and Joy-Con™ (R) used in the horizontal position.

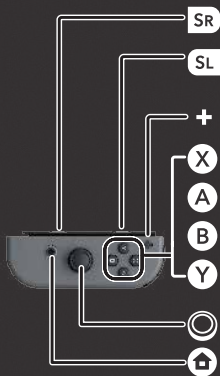
## Joy-Con™ grip



## Joy-Con™ (L)



## Joy-Con™ (R)



# DEFAULT CONTROLS

## Joy-Con™ grip

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

# DEFAULT CONTROLS

## Joy-Con™

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



# CONTROLS

## Joy-Con™

Basic Offense	Joy-Con™ (L)	Joy-Con™ (R)	Basic Defense
Move Player			Move Player
PRO STICK: Dribble Moves/Shooting/ Passing	No Control	No Control	Steal/Hands Up
Post Up			Intense-D/Defensive Assist
Sprint			Sprint
Call Play/Pick Controls	No Control	No Control	Defensive Adjustments/Double Team
Icon Pass	No Control	No Control	Icon Swap
Pass/Touch Pass			Player Swap(closest to ball)
Bounce Pass(tap), Flashy Pass(double tap)			Take Charge
Shoot (press), Pump Fake/Hop Gather(Tap), Spin Shot(double tap)			Steal(press), Intentional Foul(hold)
Lob Pass(tap), Alley-Oop (double tap)			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 <b>L</b> , tap desired teammate's player icon, choose play from menu
Overhead/Lob Pass	<b>X</b>
Flashy Pass	Double-Tap <b>A</b>
Alley-Oop	Double-Tap <b>X</b>
Dribble Pitch/Handoff	Press and hold <b>A</b> to bring the selected teammate to the ball, wait for him to get into handoff range or release <b>A</b> to force the pass early
Lead to Basket Pass	Press and hold <b>X</b> to force the selected teammate to make a basket cut, wait for him to get in range or release <b>X</b> to force the pass early
Fake Pass	<b>X</b> + <b>A</b>
Jump Pass	<b>Y</b> + <b>B</b>
Give & Go	Press and hold <b>B</b> to retain control of passer, release <b>B</b> to pass the ball back to him
Putback Dunk/Layup, Finish Alley-Oop(when controlling receiver)	Hold <b>Y</b>
PRO STICK Pass	<b>R</b> + <b>Ⓡ</b>

# ADVANCED OFFENSE

## Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)
Positional Playcall	No Control	No Control
Overhead/ Lob Pass	▲	Y
Flashy Pass	▶	Double-Tap X
Alley-Oop	▲	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 force the pass early	Press and hold X to bring the selected teammate to the ball, wait for him to get into handoff range or release X 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 Y to force the selected teammate to make a basket cut, wait for him to get in range or release Y
Fake Pass	▲ + Ⓜ	Y + X
Jump Pass	◀ + ▼	B + A
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	Hold
PRO STICK Pass	No Control	No Control

## ADVANCED DEFENSE

### Joy-Con™ grip

Action	Control
Move	
Fast Shuffle	+  +
Steal	Tap
Block	
Rebound	(ball in air)
Take Charge	
Flop	Double-tap
Ball Denial	Hold  when near opponent
Intense Defense	
Crowd Dribbler	Hold

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

## ADVANCED DEFENSE

### Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)
Move	<b>Ⓒ</b>	<b>Ⓒ</b>
Fast Shuffle	<b>SR</b> + <b>SL</b> + <b>Ⓒ</b>	<b>SR</b> + <b>SL</b> + <b>Ⓒ</b>
Steal	Tap <b>◀</b>	Tap <b>B</b>
Block	<b>▲</b>	<b>Y</b>
Rebound	<b>▲</b> (ball in air)	<b>Y</b> (ball in air)
Take Charge	<b>▶</b>	<b>X</b>
Flop	Double-tap <b>▶</b>	Double-tap <b>X</b>
Ball Denial	Hold <b>SL</b> when near an opponent	Hold <b>SL</b> when near an opponent
Intense Defense	<b>SL</b>	<b>SL</b>
Crowd Dribbler	Hold <b>SL</b> when near an opponent	Hold <b>SL</b> 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 <b>Ⓒ</b> straight down (straight up for bank shot)
Pump Fake	Start a jump shot, then quickly release <b>Ⓒ</b>
Runner/Floater (driving mid-range)	Hold <b>Ⓒ</b> away from hoop
Hop Gather	Tap <b>Y</b> while standing or driving ( <b>Ⓒ</b> determines direction of hop)
Spin Gather	<b>Zr</b> + Double tap <b>Y</b> while standing or driving
Normal Layup (driving to hoop)	Hold <b>Ⓒ</b> left, right, or toward hoop while driving ( <b>Ⓒ</b> direction determines finish hand)
Euro Step Layup (driving to hoop)	Double tap <b>Y</b>
Reverse Layup (driving along baseline)	Hold <b>Ⓒ</b> toward baseline

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

## PRO STICK™: 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 	Tap 
Spin Gather	 + Double tap  while standing or driving	 + Double tap  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</b>	<b>Joy-Con™ (L)</b>	<b>Joy-Con™ (R)</b>
<b>Reverse Layup(driving along baseline)</b>	<b>No Control</b>	<b>No Control</b>
<b>2-Hand Dunks(driving to hoop)</b>	<b>No Control</b>	<b>No Control</b>
<b>Dominant/ Off-Hand Dunk(driving to hoop)</b>	<b>No Control</b>	<b>No Control</b>
<b>Flashy Dunks(driving to hoop)</b>	<b>No Control</b>	<b>No Control</b>
<b>Mid-Air Change Shot</b>	<b>No Control</b>	<b>No Control</b>
<b>Step Through</b>	<b>No Control</b>	<b>No Control</b>



# PRO STICK™: DRIBBLING

## Joy-Con™ grip

Action	Control
Triple Threat Jab Step	Tap  Left/Right/Forward
Triple Threat Spinout	Rotate 
Triple Threat Stepback	 + Tap  away from hoop
Rhythm Dribble	Tap  toward hoop
Hesitation (quick)	Tap  toward ball hand
Hesitation (escape)	 + Tap  toward ball hand
In and Out	 + Tap  toward hoop
Crossover (front)	Tap  toward off hand
Crossover (between legs)	Tap  between off hand and player's back
Crossover (escape)	 + 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	 + 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 <b>R</b> toward hoop(with <b>L</b> neutral)
Shimmy Hook	<b>ZR</b> + Hold <b>R</b> toward hoop (with <b>L</b> neutral)
Post Fade(beyond close range)	Hold <b>R</b> left or right away from hoop
Step Through Layup	Hold <b>R</b> toward hoop(while holding <b>L</b> toward hoop)
Shimmy Fade	<b>ZR</b> + Hold <b>R</b> left or right away from hoop(with <b>L</b> neutral)
Pump Fake	Start a shot listed above then move <b>R</b> to neutral
Up & Under/Step Through	Pump fake, then <b>R</b> 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 ZL 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  to the left or right away from hoop, then tap 
Post Stepback	Hold  away from hoop, then tap 
Dropstep	Hold  to the left or right toward hoop, then tap 















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

## Joy-Con™

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 
Post Stepback	Hold  away from hoop, then tap 	Hold  away from hoop, then tap 
Dropstep	Hold  to the left or right toward hoop, then tap 	Hold  to the left or right toward hoop, then tap 





















# DEFENSIVE CONTROLS

## Joy-Con™ grip

Action	Control	Context
Move		Any
Fast Shuffle	 +  + 	Any
Steal	Tap 	Any
Block	Tap 	Any
Rebound	 (ball in air)	Any
Take Charge		Any
Flop	Double-Tap 	Onball Defense
Intense Defense		Onball Defense
Crowd Dribbler	Hold 	Onball Defense
Hands Up	Hold 	Onball Defense
Deny Ball	Hold 	Onball Defense
Double Team		Any

# DEFENSIVE CONTROLS

## Joy-Con™

Action	Joy-Con™ (L)	Joy-Con™ (R)	Context
Move			Any
Fast Shuffle	 +  + 	 +  + 	Any
Steal	Tap 	Tap 	Any
Block	Tap 	Tap 	Any
Rebound	 (ball in air)	 (ball in air)	Any
Take Charge			Any
Flop	Double-Tap 	Double-Tap 	Onball Defense
Intense Defense			Onball Defense
Crowd Dribbler	Hold 	Hold 	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	ZL 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 ZL
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	Ⓒ towards defender	Ⓒ towards defender
Spin	No Control	No Control
Transition	No Control	No Control
Deny Position Transition	No Control	No Control
Exit	Ⓒ away from offensive player or let go of SL	Ⓒ away from offensive player or let go of SL
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	Ⓒ away from offensive player
Bump	Hold ZL while impeding the path of the offensive player

Action	Control
Chuck	(While standing) ZL + R flick towards offensive player
Grab	(while defender is running) L + R 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	○ towards offensive player	○ 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	○ away from offensive player
Bump	Hold SL while impeding the path of the offensive player	Hold SL while impeding the path of the offensive player
Chuck	No Control	No Control
Grab	No Control	No Control

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### **STUDIO ANALYST**

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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

### **AUDIO MIX**

James Yanisko  
Brian Buel

### **ADDITIONAL CAMERA**

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

### **LEAD ARTIST**

Andrew Rai

### **ARTISTS**

Jordan Edell  
Dale Henderscheid

### **QA TESTERS**

Alec Jacques  
Sameer Khan

### **SPECIAL THANKS**

Lori Vermeer



## **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 Skiddoes  
Tom Gelo  
Aron Agrawal  
Eli Ezra  
Lil Juug  
Siddharth Dhananjay  
Derick Merrick/Erick Merrick  
Charles Parker Newton  
Doc Johnson  
Byron Bowers  
Jules Thompson  
Brian Moses  
Marco Spinelli  
Jeremy Berrick Gotch

### **NIKE REP**

Meghan Lennox

### **JORDAN REP**

Ally Quinn

### **UNDER ARMOUR REP**

Aly Trasher

### **ADIDAS REP**

George Kareman

### **GLOBAL SHOE REP**

Paul Ghiringhelli

### **GATORADE REP (TED)**

Sam Cohan

### **MOUNTAIN DEW REP**

Ben Knoll

### **COMMERCIAL/BILLBOARD SHOOT DIRECTOR**

Matt Sampietro

### **ATM**

Sheldon Bailey

### **PROVING GROUND MC**

Mason Thomas  
Chris Ernst

### **PROVING GROUND REGISTRATION**

Kat Ann Nelson

### **NBA TEAM SCOUT**

Roy Werner

### **PROVING GROUND TEAMMATE**

Austin Simon

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

### **TEAM TRAINER 1**

Dennis Ruel

### **TEAM TRAINER 2**

Ray Carbonel

### **ALLEY-OOPS TATTOO EMPLOYEE**

Danielle O'Dea

### **SWAG'S EMPLOYEE**

Melissa O'Keefe

### **NBA STORE EMPLOYEE**

Evan deRouin

### **FOOT LOCKER EMPLOYEE**

Joel Ferreira-Clifton

### **GATORADE FUEL BAR ATTENDANT**

Xander McNally

### **JBL HEADPHONE STORE ATTENDANT**

Jake Bohigian

### **DJ FAN BOY**

Christian Papierniak

### **REPORTERS**

Evan deRouin  
Alexandra Grant  
Christian Papierniak

## **NBA STARS**

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

## **PRODUCTION**

### **DIRECTOR**

Christian Papierniak

### **PRODUCTION MANAGER**

Evan deRouin

### **WRITERS**

Jason Concepcion

### **WRITERS**

Jay Larson

### **WRITERS**

Jamal Olori

### **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**

David Voci

### **RESEARCH AND DEVELOPMENT**

J. Mateo Baker

### **TECHNICAL MANAGER**

Nateon Ajello

### **PIPELINE ENGINEER**

Charles Harris III

### **ASSISTANT DIRECTOR**

Alexandra Grant

### **STAGE TECHNICIAN II**

Jennie Antonio

Emma Castles

Jeremy Schichtel

### **STAGE TECHNICIAN I**

Roy Matos

### **MOTION CAPTURE STAGE BUILDER**

Viqui Peralta

### **MOTION CAPTURE SPECIALIST II**

Ryan Girard

Jose Gutierrez

Gil Espanto

### **MOTION CAPTURE SPECIALIST I**

Jeremy Wages

Michelle Hill

### **PRODUCTION ASSISTANTS**

Marilyn Escobar

Erica Cunningham

Kenneth Ellis

### **MOTION CAPTURE AUDIO ENGINEERS**

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Daniel Morales

Garrett Montgomery



**MAKE-UP ARTISTS**

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Chrystal Linaja  
Emily Jones

**CAMERA OPERATORS**

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

**ADDITIONAL AUDIO****ARENA ORGAN, BEATS**

Music, & Additional

**IN-GAME MUSIC**

Casey Cameron

**STUDIO SHOW MUSIC**

Cody Mills

**BEAT MACHINE MUSIC**

Gramoscope Music

**NATIONAL ANTHEM VOCALIST**

Linda Lind

**ADDITIONAL CAPTURE SUPPORT**

Christopher Jones

**PLAYER CHATTER**

Derek Breakfield

**PLAYER CHATTER**

Michael Patterson  
Gleb Kaminer  
Marlon Cowart  
Devin 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

Adrienne 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

**CAMERA OPERATORS**

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  
Bill Kole

**THE COMEBACK, THE RIVALRY,  
AND THE BREAKDOWN**

Written by Joel Simmons  
Engineered and Produced by Bill Kole

**2K THEMES**

Performed by CosmoSquad

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

Casey Cameron

**MY PARK 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  
Eric White

**CROWD CHATTER**  
Ben Anderson  
Scott Darone  
Marion Dreo  
William Gale  
Michael Howard  
Anaoshak Khavarian  
Kelsie Lahti  
Ashley Landry

Wilster Phung  
Adrienne 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  
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Vaclav Dolezal

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

**TAKE-TWO INTERNATIONAL  
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Phil Anderton  
Nisha Verma

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**GENERAL MANAGER, ASIA**  
Jason Wong

**MARKETING DIRECTOR, ASIA**  
Diana Tan

**MARKETING MANAGER, ASIA**  
Daniel Tan

**JAPAN MARKETING MANAGERS**  
Maho Sawashima

**CHINA MARKETING MANAGER**  
Calvin Shen

**KOREA MARKETING MANAGER**  
Dina Chung

**SR. PRODUCT EXECUTIVE**  
Rohan Ishwartal  
Alicia Ng

**JAPAN MARKETING ASSISTANT**  
Yukiko Hanzawa



## **SR. LOCALIZATION MANAGER**

Yosuke Yano

## **LOCALIZATION COORDINATORS**

Pierre Gujjarro  
Mao Iwai

# **TAKE-TWO ASIA**

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Veronica Khuau  
Chermine Tan  
Takako Davis  
Ryoko Hayashi

## **BUSINESS DEVELOPMENT**

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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**

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Nathan Bell  
Ashley Carey  
Phylcia Fletcher  
Timothy Erbil

## **ASSOCIATE LEAD TESTERS**

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  
Joshua Brown-Sage  
Jemel Jordan-Butler  
Shaylea Gallagher  
Cassandra Del Hoyo  
Bar Peretz  
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Kristine Naces  
Andrew Garrett  
Bryan Fritz  
Hugo Dominguez  
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

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#### **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  
Sergio Accettura

#### **SENIOR LOCALIZATION QA TECHNICIAN**

Christopher Funke  
Harald Raschen  
Namer Merli  
Pablo Menéndez

#### **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 Breedon  
Will Vossler  
Yury Fesechka

## **2K CHINA QUALITY ASSURANCE**

### **QA DIRECTOR**

Zhang Xi Kun

### **QA MANAGER**

Steve Manners

### **QA LEAD**

Gao You Ming

### **QA ASSOCIATE LEADS**

Huang Cheng

Wang Yi Min

### **QA TESTERS**

Chen Ji Zhou

Chen Jie Yu

Chen Si Yu

Chen Tai Ji

Fan Fu Qiang

Fu Ting Yao

Gong Yi Ren

Huang Hua

Jia Jun Yu

Jiang Xiao Yu

Tian Meng Qi

Long Fu Yu

Wan Yue

Wu Di

Xie Zhong Hao

Xin De Hua

Xu Rui

Yang Wen Jing

Yue Chang Yue

Zhang Wei

Zhang Yin Xue

Zhang Yong Bin

Zhao Ju Hao

Zhou Dan

## **2K CHINA LOCALIZATION QUALITY 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

Dai Fang 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 Karthikeyan

### **SENIOR MANAGER, LEGAL & BUSINESS AFFAIRS**

Vince Kearney

### **EXECUTIVE VICE PRESIDENT, GLOBAL PARTNERSHIPS**

Emilio Collins



**VICE PRESIDENT,  
GLOBAL PARTNERSHIPS**

Matt Holt

**DIRECTOR, GLOBAL  
PARTNERSHIPS**

Adrienne O'Keeffe

**SPECIALIST GLOBAL  
PARTNERSHIPS**

Mary O'Laughlin

**COORDINATOR GLOBAL PARTNERSHIPS**

Harley Opolinsky

**ASSOCIATE COORDINATOR GLOBAL  
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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 Waiters

**BASKETBALL TALENT**

Trev Abraham

Josh Akognon

Dakarai Allen

Josh Amej

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

Marqus Crawford

James Davis

Cody Demps

Traveen Duffy

E.J. Farris

Brian Goins

Vincent Golson

Tim Harris

Tyler Idowu

Chuks Iroegbu

Rae Jackson

Darin Johnson

Tajai Johnson

Theo Johnson

Tony Johnson

Chris Jones

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

Kyi Thomas

Elijah White

Larry Wickett

Roshun Wynne, Jr.

**MYPARK DANCERS**

Denzel "Meechie" Harris

Daquan "Toosi" High

Judson Laipply

Eric "Kidd Strobe" Bassett

Gary "Noh-Justice" Morgan

David "Kid David" Shreibman

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**SPECIAL THANKS**

Hameed Ali

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Simon Enciso

Nate Garth

Allen Huddleston II

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Aalim Moor

James Nunnally

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Ryan Sypkens  
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**SPECIAL THANKS**

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

## **MISCELLANEOUS**

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

## **GOVERNING LAW**

This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local 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 principal 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 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.

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