TABLE OF CONTENTS

1 PRODUCT SUPPORT
2 CONTROLS
  2 BASIC OFFENSE
  2 BASIC DEFENSE
  2 ADVANCED OFFENSE
  3 ADVANCED DEFENSE
  4 PRO STICK™: SHOOTING
  4 PRO STICK™: DRIBBLING
  5 POST MOVES
  6 POST SHOTS
  6 DEFENSIVE CONTROLS
7 KINECT VOICE COMMANDS
9 NBA 2K18 GAME CREDITS
15 LIMITED SOFTWARE WARRANTY,
  LICENSE AGREEMENT & INFORMATION
  USE DISCLOSURES
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.

Important Health Warning: Photosensitive Seizures

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

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

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

<table>
<thead>
<tr>
<th>Basic Offense</th>
<th>Control</th>
<th>Basic Defense</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move Player</td>
<td></td>
<td>Move Player</td>
</tr>
<tr>
<td>PRO STICK™: Dribble Moves /</td>
<td></td>
<td>Hands Up / Shade / Contest</td>
</tr>
<tr>
<td>Shooting / Passing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>N/A</td>
<td></td>
<td>Hard / Wrap Foul</td>
</tr>
<tr>
<td>Pass Modifier</td>
<td></td>
<td>Intense-D</td>
</tr>
<tr>
<td>Sprint</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Call Play</td>
<td></td>
<td>Double Team</td>
</tr>
<tr>
<td>Icon Pass</td>
<td></td>
<td>Icon Swap</td>
</tr>
<tr>
<td>Pass / Touch Pass</td>
<td></td>
<td>Player Swap (closest to ball)</td>
</tr>
<tr>
<td>Pick Control</td>
<td></td>
<td>Take Charge</td>
</tr>
<tr>
<td>Pump Fake / Hop (tap)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shoot (press)</td>
<td></td>
<td>Steal</td>
</tr>
<tr>
<td>Post-Up</td>
<td></td>
<td>Block / Rebound</td>
</tr>
<tr>
<td>Signature Skills HUD</td>
<td></td>
<td>Signature Skills HUD</td>
</tr>
<tr>
<td>OTFC Quick Plays</td>
<td></td>
<td>OTFC Defensive Sets</td>
</tr>
<tr>
<td>OTFC Offense Strategy</td>
<td></td>
<td>OTFC Defense Strategy</td>
</tr>
<tr>
<td>OTFC Substitutions</td>
<td></td>
<td>OTFC Substitutions</td>
</tr>
<tr>
<td>Timeout</td>
<td></td>
<td>Intentional Foul</td>
</tr>
<tr>
<td>Pause</td>
<td></td>
<td>Pause</td>
</tr>
</tbody>
</table>

### ADVANCED OFFENSE

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positional Playcall</td>
<td>Tap ›, tap desired teammate’s player icon, choose play from menu</td>
</tr>
<tr>
<td>Send Teammate on Cut</td>
<td>Tap ›, tap desired teammate’s player icon, move › in direction you want him to cut</td>
</tr>
<tr>
<td>Pick Control</td>
<td>Hold ※ (length of hold determines roll or fade, press ※ again to slip the screen)</td>
</tr>
<tr>
<td>Bounce Pass</td>
<td>‹ + A</td>
</tr>
</tbody>
</table>
### Action Input

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Overhead/Lob Pass</td>
<td>L + Y</td>
</tr>
<tr>
<td>Flashy Pass</td>
<td>L + B</td>
</tr>
<tr>
<td>Fake Pass</td>
<td>X + A</td>
</tr>
<tr>
<td>Alley-Oop</td>
<td>L + X (L chooses recipient, point at rim for oop-to-self)</td>
</tr>
<tr>
<td>Off-Glass Alley-Oop</td>
<td>L + X, with trailing teammate</td>
</tr>
<tr>
<td>Give &amp; Go</td>
<td>Press and hold B to retain control of passer, release A to pass the ball back to him</td>
</tr>
<tr>
<td>Putback Dunk or Layup</td>
<td>Hold X</td>
</tr>
<tr>
<td>PRO STICK™ Pass</td>
<td>L + B</td>
</tr>
</tbody>
</table>

### ADVANCED DEFENSE

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>L</td>
</tr>
<tr>
<td>Fast Shuffle</td>
<td>L + R + L</td>
</tr>
<tr>
<td>Steal</td>
<td>Tap X</td>
</tr>
<tr>
<td>Block</td>
<td>Y</td>
</tr>
<tr>
<td>Rebound</td>
<td>Y (ball in air)</td>
</tr>
<tr>
<td>Take Charge</td>
<td>R</td>
</tr>
<tr>
<td>Flop</td>
<td>Double-tap R</td>
</tr>
<tr>
<td>Wrap Foul</td>
<td>Press R</td>
</tr>
<tr>
<td>Intense Defense</td>
<td>Hold L</td>
</tr>
<tr>
<td>Shade Stance Change</td>
<td>L + R Left / Right</td>
</tr>
<tr>
<td>Crowd Dribbler</td>
<td>Hold L + Move R toward the dribbler</td>
</tr>
<tr>
<td>Hands Up</td>
<td>Hold R</td>
</tr>
<tr>
<td>Deny Ball</td>
<td>Hold R (while playing offball defense)</td>
</tr>
<tr>
<td>Double Team</td>
<td>L</td>
</tr>
</tbody>
</table>
### PRO STICK™
The PRO STICK™ gives you more control over your offensive arsenal than ever before.

#### PRO STICK™: SHOOTING

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump Shot</td>
<td>Hold  in any direction</td>
</tr>
<tr>
<td>Pump Fake</td>
<td>Start a jump shot, then quickly release</td>
</tr>
<tr>
<td>Runner / Floater (driving mid-range)</td>
<td>Hold  away from hoop</td>
</tr>
<tr>
<td>Stepback Jumper (driving lateral)</td>
<td>Hold  away from hoop</td>
</tr>
<tr>
<td>Hop Gather</td>
<td>Tap X while driving (1 determines direction of hop)</td>
</tr>
<tr>
<td>Spin Shot</td>
<td>Rotate  from ball hand around player’s back, then hold</td>
</tr>
<tr>
<td>Half-Spin Shot</td>
<td>Rotate  in a quarter-circle from ball hand to hoop, then hold</td>
</tr>
<tr>
<td>Normal Layup (driving to hoop)</td>
<td>Hold  toward hoop</td>
</tr>
<tr>
<td>Euro Step Layup (driving to hoop)</td>
<td>Hold  away left/right</td>
</tr>
<tr>
<td>Hop Step Layup (driving to hoop)</td>
<td>+ Hold  left/right</td>
</tr>
<tr>
<td>Reverse Layup (driving along baseline)</td>
<td>Hold  toward baseline</td>
</tr>
<tr>
<td>Dunks (driving to hoop)</td>
<td>+ Hold  toward hoop</td>
</tr>
<tr>
<td>Mid-Air Change Shot</td>
<td>Start dunk/layup,  toward any direction while in air</td>
</tr>
<tr>
<td>Step Through</td>
<td>Pump fake, then hold  again before pump fake ends</td>
</tr>
</tbody>
</table>

#### PRO STICK™: Dribbling

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
<th>Context</th>
</tr>
</thead>
<tbody>
<tr>
<td>Triple Threat Jab Step</td>
<td>Tap  Left/Right/Forward</td>
<td>Triple Threat</td>
</tr>
<tr>
<td>Triple Threat Spinout</td>
<td>Rotate</td>
<td></td>
</tr>
<tr>
<td>Triple Threat Stepback</td>
<td>+Tap  away from hoop</td>
<td>Triple Threat</td>
</tr>
<tr>
<td>Stutter</td>
<td>+Tap  toward hoop</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Hesitation (quick)</td>
<td>Tap  toward ball hand</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Hesitation (escape)</td>
<td>+Tap  toward ball hand</td>
<td>Dribbling</td>
</tr>
<tr>
<td>In and Out</td>
<td>Tap  toward hoop</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Action</td>
<td>Input</td>
<td>Context</td>
</tr>
<tr>
<td>------------------------</td>
<td>--------------------------------------------</td>
<td>----------</td>
</tr>
<tr>
<td>Crossover (front)</td>
<td>Tap 1 toward off hand</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Crossover (between legs)</td>
<td>Tap 1 between off hand and player’s back</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Behind the Back</td>
<td>Tap 1 away from hoop</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Spin</td>
<td>Rotate 1 from ball hand around player’s back, then quickly return to neutral</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Half-Spin</td>
<td>Rotate 1 in a quarter-circle from ball hand to hoop, then quickly return to neutral</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Stepback</td>
<td>1 + Tap 1 away from hoop</td>
<td>Dribbling</td>
</tr>
</tbody>
</table>

**POST MOVES (PRESS Y TO POST UP)**

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Post Movement</td>
<td>Hold 1</td>
</tr>
<tr>
<td>Faceup Drive (from hold)</td>
<td>1 toward key or baseline + Y</td>
</tr>
<tr>
<td>Disengage Drive (from dribble)</td>
<td>1 toward baseline + Y</td>
</tr>
<tr>
<td>Aggressive Backdown</td>
<td>1 + 1 toward hoop</td>
</tr>
<tr>
<td>Drive to Key</td>
<td>1 + 1 toward key</td>
</tr>
<tr>
<td>Drive to Baseline</td>
<td>1 + 1 toward baseline</td>
</tr>
<tr>
<td>Quick Spin</td>
<td>Rotate 1 to outside shoulder</td>
</tr>
<tr>
<td>Hook Drive</td>
<td>Rotate 1 to inside shoulder</td>
</tr>
<tr>
<td>Fakes</td>
<td>Tap 1 in any direction but away from hoop</td>
</tr>
<tr>
<td>Post Hop</td>
<td>Hold 1 to the left or right away from hoop, then tap X</td>
</tr>
<tr>
<td>Post Stepback</td>
<td>Hold 1 away from hoop, then tap X</td>
</tr>
<tr>
<td>Dropstep</td>
<td>Hold 1 to the left or right toward hoop, then tap X</td>
</tr>
</tbody>
</table>
# POST SHOTS

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Post Hook (close range)</td>
<td>6 toward hoop</td>
</tr>
<tr>
<td>Post Fade (beyond close range)</td>
<td>6 left or right away from hoop</td>
</tr>
<tr>
<td>Step Through Layup</td>
<td>Hold 6 then move 6 left or right toward hoop</td>
</tr>
<tr>
<td>Shimmy Fade</td>
<td>Hold 6 then move 6 left or right away from hoop</td>
</tr>
<tr>
<td>Pump Fake</td>
<td>Start a shot listed above then move 6 to neutral</td>
</tr>
<tr>
<td>Up &amp; Under / Step Through</td>
<td>Pump fake, then 6 again before pump fake ends</td>
</tr>
</tbody>
</table>

# DEFENSIVE CONTROLS

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
<th>Context</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>6</td>
<td>Any</td>
</tr>
<tr>
<td>Fast Shuffle</td>
<td>6 + 6 + 6</td>
<td>Any</td>
</tr>
<tr>
<td>Steal</td>
<td>Tap X</td>
<td>Any</td>
</tr>
<tr>
<td>Block</td>
<td>7</td>
<td>Any</td>
</tr>
<tr>
<td>Rebound</td>
<td>6 (ball in air)</td>
<td>Any</td>
</tr>
<tr>
<td>Take Charge</td>
<td>6</td>
<td>Any</td>
</tr>
<tr>
<td>Flop</td>
<td>Double-tap 6</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Wrap Foul</td>
<td>Press 6</td>
<td>Any</td>
</tr>
<tr>
<td>Intense Defense</td>
<td>Hold 6</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Shade Stance Change</td>
<td>6 + 6 Left / Right</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Crowd Dribbler</td>
<td>Hold 6 + Move 6 toward the dribbler</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Hands Up</td>
<td>Hold 6</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Deny Ball</td>
<td>Hold 6</td>
<td>Offball Defense</td>
</tr>
<tr>
<td>Double Team</td>
<td>6</td>
<td>Any</td>
</tr>
</tbody>
</table>
**KINECT VOICE COMMANDS**
You can use Kinect Voice Commands to implement a variety of actions while playing.

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

<table>
<thead>
<tr>
<th>Defense</th>
<th>Call for defensive set</th>
</tr>
</thead>
<tbody>
<tr>
<td>“Man to Man”</td>
<td></td>
</tr>
<tr>
<td>“Zone 2-3”</td>
<td></td>
</tr>
<tr>
<td>“Zone 3-2”</td>
<td></td>
</tr>
<tr>
<td>“Halfcourt Press”</td>
<td></td>
</tr>
<tr>
<td>“Fullcourt Press”</td>
<td></td>
</tr>
<tr>
<td>“Halfcourt Trap”</td>
<td></td>
</tr>
<tr>
<td>“Fullcourt Trap”</td>
<td></td>
</tr>
</tbody>
</table>

### MyCAREER Offense

<table>
<thead>
<tr>
<th>MyCAREER Offense</th>
<th>Call for alley-oop</th>
</tr>
</thead>
<tbody>
<tr>
<td>“Alley-Oop”</td>
<td></td>
</tr>
<tr>
<td>“Throw the Alley”</td>
<td></td>
</tr>
<tr>
<td>“Pass the ball to me”</td>
<td></td>
</tr>
<tr>
<td>“Pass me the ball”</td>
<td></td>
</tr>
<tr>
<td>“Pass the ball to Player Last Name / Full Name / Position”</td>
<td></td>
</tr>
<tr>
<td>“Quick Isolation”</td>
<td></td>
</tr>
<tr>
<td>“Quick Iso”</td>
<td></td>
</tr>
<tr>
<td>“Clear Out”</td>
<td></td>
</tr>
<tr>
<td>“Pick and Roll”</td>
<td></td>
</tr>
<tr>
<td>“Quick Post Up”</td>
<td></td>
</tr>
<tr>
<td>“Quick Spot Up Three”</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MyCAREER Offense</th>
<th>Call for pass</th>
</tr>
</thead>
<tbody>
<tr>
<td>“Quick play control”</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MyCAREER Offense</th>
<th>Quick screen</th>
</tr>
</thead>
<tbody>
<tr>
<td>“Set a Screen for me”</td>
<td></td>
</tr>
<tr>
<td>“Set a Pick for me”</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MyCAREER Offense</th>
<th>Call for AI shot</th>
</tr>
</thead>
<tbody>
<tr>
<td>“Shoot the Ball!”</td>
<td></td>
</tr>
<tr>
<td>“Shoot that Shot”</td>
<td></td>
</tr>
<tr>
<td>“Take that Shot”</td>
<td></td>
</tr>
<tr>
<td>“Shoot that!”</td>
<td></td>
</tr>
<tr>
<td>“Shoot it”</td>
<td></td>
</tr>
</tbody>
</table>
NBA 2K18 GAME CREDITS

VISUAL CONCEPTS ENTERTAINMENT INC

PRODUCER
Tang Mengjia

TECHNICAL DIRECTOR
Shi Qiang

LEAD PROGRAMMER
Phang Chingyong

PROGRAMMER
Gong Tianyi
Xing Bo
Meng Ao

DATA MANAGER
Fang Yuqin

ART TEAM

ART DIRECTOR
Darren Baines

LEADER ARTIST
Li Xiaoyi

ENVIRONMENT ARTIST
Qiu Ziqian

QA TEAM

QA DIRECTOR
Bao Bo

QA TEAM LEADER
Xu Lichao
Gao Wenzin

QA TEAM
Wang Xuan
Zhang Yingqi
Song Yueyi

STUDIO MANAGEMENT

CEO
Gilles Langourieux

STUDIO MANAGER
Vivan Tian

GROUP DEVELOPMENT DIRECTOR
Elijah Freeman

IT SUPPORT
Zheng Rui

VISUAL CONCEPTS NOVATO

LEAD ENGINEER
Andrew Marrinson

ART DIRECTOR
Joel Friesch

ENGINEERING

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

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 Copelovici
Matthias Wikka
Hartan Young
Paul Hale
Brad Jones
Barry LaVergne
Kijin Keum
Qiong Wang
Anthony Lundquist
Ian Citti
Jeff Brizzolara
Nathan DeGrand
Scott Kohn
Katherine Hayton
Kyung-Kun Ko
Wen Chi Gu
David Yu
Eleftherios Leftos Aslanoglou
Blhua Bella Qui
Yu Gu
Arvind Gopalakrishnan
Kefei Lei
Ivan Gusev
Heem Patel
Doug Marien
Jingjing Wang
Kiran George
Kai-Chun Hsiao
Mark Chatfield
Anish Ramsawamy
Igor Pevac
Goksu Ugur
Zongye Yang
Li Lin
Daniel Finch
John Friar
Tianyi Yang
Jacob Longazo
JD Minwong
Sagar Mistry
Alex Cordova
Dominic Nicholson
Kevin Dec
Evon Li
John Conover
Aparva Kumar
Pujan Dave
Kemi Peng
Chi-Hao Kuo

BUILD TOOLS ENGINEER
Nick Contini

PRODUCTION

EXECUTIVE PRODUCER
Jeff Thomas

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

GAMEPLAY DIRECTOR
Mike Wang

PRODUCTION & DESIGN
Zach Timmerman
Jerson Supida
Dion Peete
Jay Iwahashi
Jason Souza
Dan Indra
Joe Levesque
Abe Navarro
Jon Cord
Eric Dillard
Nino Samuel
Dan Bickley
Jesse Bean
Dave Zdyrko
Matt Underwood
Robert Nelson
Kurtis Hon
Erik O’Keedy
Michael Stauffer
Scott O’Gallagher
Charles Williams
Ben Horne
Himanshu Vartak
Brett Hawkins
Shane Coffin
Peter Cornforth
Grant Wilson
Jesse Hamburger
Pierre Luc-Grenon

ART TEAM

CHARACTER LEAD
Ann Sidenblad

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

ADDITIONAL CHARACTER ART
Matt Fagan

3D SCANNING TECHNICIAN
Chris O’Neill

TECHNICAL ART LEAD
Stewart Graff

TECHNICAL ART
Joe Hutten
Bugi Kaiwa
Roger Ridley
Erme Yilmaz
Tenghao Wang

ADDITIONAL TECHNICAL ART
Crystal Frost

ENVIRONMENT LEAD
John Lee
ENVIRONMENT ARTIST
Tim Doonan
Tim Loucks
Ray Wong
Alfonso Villar

LIGHTING LEAD
Joe Clark

LIGHTING ARTIST
Randy Cooper

ANIMATION DIRECTOR
Roy Tse

LEAD GAMEPLAY ANIMATOR
Elias El Figueroa

PERFORMANCE TECHNICAL LEAD
Derek Kurimoto

GAMEPLAY TECHNICAL LEAD
Jamie Wicks

ANIMATOR
Eric Perrier
Wilster Phung

ADDITIONAL ANIMATION
Robert Firestone
Sam Yazaji

PERFORMANCE CAMERA
Jonathan Lyons

ADDITIONAL PERFORMANCE CAMERA
Justin Mettam

PERFORMANCE FACIAL LEAD
Joel Fiory

PERFORMANCE FACIAL ANIMATION
Alex Bittner
Jean Lin
Rhea Shetty

ADDITIONAL FACIAL ANIMATION
Tim Waddy

UI ART DIRECTOR
Herman Fok

UI ART LEAD
Justin Cook

UI VISUAL DESIGN
Zhen Xiong Tan
Anthony Yau

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

SPECIAL THANKS
Matt Chatwell
Matt O’Neill

STUDIO ART DIRECTOR
Matt Crystals
Anton Dawson

ART PRODUCER
Karen Huang
Stephanie Gene Morgan
Corie Zhang

FACE CAPTURE
Pixelgun Studio

SPECIAL THANKS
2K Mocap
Matt Chatwell
Miquel Carrasquillo
Scopi Martinez
Lee Olsen
Tony Reynolds
Virtuos
XF&DC Art Center

VC AUDIO TEAM

AUDIO DIRECTOR
Joel Simmons

SR. AUDIO ENGINEER & AUDIO TOOLS
Daniel Gardopee

SR. AUDIO ENGINEERS
Todd Gunnerson
Randy Rivas

AUDIO ENGINEER
James Yanisko

SCRIPT WRITERS
Tor Unsworth
Rhys Jones

ADDITIONAL AUDIO
John Crysdale

AUDIO ASSISTANT
Mason Thomas

ADDITIONAL AUDIO PRODUCTION SUPPORT
Brian Buel

ADDITIONAL AUDIO POST
Casey Cameron
Paul Courtelle

ADDITIONAL SCRIPT WRITING
Kevin Asseo
Sean Sullivan
Dan Schultz

BROADCAST TEAM & VOICE TALENT

PLAY-BY-PLAY ANNOUNCER
Kevin Harlan

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

SPECIAL GUEST
Kobe Bryant
Kevin Garnett

SIDELINE REPORTER
David Aldridge

STUDIO HOST
Ernie Johnson

STUDIO ANALYST
Shaquille O’Neal
Kenny Smith

PA ANNOUNCER
Peter Barto

PROMO ANNOUNCER
Jay Styne
Jimmy Hodson

SPANISH ANNOUNCERS
Sixto Miguel Serrano
Antoni Daimiel
Jorge Quiroga

2K SPORTS THEME MUSIC

“The Contest” and “Network Sports Tonight”
Written Engineered and Produced by Bill Kole

“The Comeback” “The Rivalry” and “The Breakdown”
Written by Joel Simmons. Engineered and Produced by Bill Kole

2K THEMES PERFORMED BY
COSMOSQUAD

AREA ORGAN BOWS
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
Michael Patterson
Gleb Kaminer
Marlon Cowart
Darin Glishisnki
P.J. King
Christian Nielsen-Buckholdt
Dorian Lockett
Eric Larsen
Jacob Battersby Gordon
Donell Dshone Johnson Jr.

CROWD CHATTER
Ben Anderson
Scott Darone
Marion Breo
William Gale
Michael Howard
Amaashak Khavarian
Kelsie Lahti
Ashley Landry
Wilster Phung
Adrianna Pugh
Jonathan Smith
Charles Williams
Niko Ackerman
Steven Baston
Marcus Boddy
Vincent Byrne Davis
Philip Floyd
Ben Hader
Daryl Jones
Khaleishia Jones
Jesse Lampland
Rolan Jed Negranza
Hana Ohira
Danielle Strickland
Joshua Dervaness
Reinard Coloma
Christopher Nichols
Jaymi Valdes
Rebecca Friedman
Daniel Stafford
Megan Knapp

2K

PRESIDENT
David Ismailer

SVP SPORTS OPERATIONS
Jason Argent

PRESIDENT SPORTS DEVELOPMENT
Greg Thomas
2K CREATIVE DEVELOPMENT

VP CREATIVE DEVELOPMENT
Josh Atkins

CREATIVE DIRECTOR
Eric Simonich

SR. DIRECTOR OF creative production
Jack Scalici

SR. MANAGER OF creative production
Josh Orellana

CREATIVE PRODUCTION ASSISTANTS
William Gate
Cathy Neeley
Megan Rohr

SR. MARKET RESEARCHER
David Rees

USER TESTING MANAGER
Francesca Reyes

USER RESEARCHER
Jonathan Bonillas

2K MARKETING TEAM

VP OF MARKETING
Attie Brody

DIRECTOR OF MARKETING
Mike Rhinehart

SR. BRAND MANAGERS
Andrew Blumberg
William Inglis

VP OF COMMUNICATIONS, THE AMERICAS
Ryan Jones

SR. COMMUNICATIONS MANAGER
Ryan Peters

SR. DIRECTOR MARKETING PRODUCTION
Jackie Truong

PROJECT MANAGER
Heidi Oas

MANAGER MARKETING PRODUCTION
Ham Nguyen

PRODUCTION DESIGNER
Nelson Chao

SR. GRAPHIC DESIGNER
Christopher Maas

GRAPHIC DESIGNER
Chris Cratty

DIRECTOR VIDEO PRODUCTION
Kenny Crosbie

VIDEO EDITOR / MOTION GRAPHIC DESIGNERS
Michael Regelean
Eric Neff

VIDEO EDITOR
Shane McDonald

ASSOCIATE VIDEO PRODUCTION MANAGER
Nick Pylvanainen

ART DIRECTOR, WEB
Gabe Abarchar

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

SR. DIRECTOR OF EVENTS
Lesley Zinn Abarchar

DIRECTOR DIGITAL MARKETING
Ronnie Singh

SOCIAL MEDIA MANAGER
Chris Manning

ASSOCIATE MANAGER
Michael Howard

MARKETING ASSISTANT
Jessica Perez

SR. DIRECTOR PARTNERSHIPS & LICENSING
Jessica Hopp

MANAGER PARTNERSHIPS & LICENSING
Greg Brownstein

ASSOCIATE MANAGER PARTNERSHIPS & LICENSING
Ashley Landry

ASSOCIATE MANAGER PARTNERSHIPS
Aaron Hiscox

EVENTS MANAGER
David Iskra

DIRECTOR CUSTOMER SERVICE
Ima Somers

CUSTOMER SERVICE MANAGER
David Eggers

KNOWLEDGE BASE COORDINATOR
Crystal Pittman

CUSTOMER SERVICE LEAD
Crystal Pittman

SENIOR CUSTOMER SERVICE ASSOCIATE
Alicia Nielsen

SERVICE ASSOCIATES
Ryosuke 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 Reinhfield

LICENSING/OPERATIONS SPECIALIST
Xenia Mut

2K IT

SR. DIRECTOR 2K IT
Rob Roudabush

TECHNICAL DIRECTOR
Russell Mains

SR. IT MANAGER
Bob Jones

SR. ENGINEERING MANAGER
Jon Heysek

SR. NOC MANAGER
Vaclav Dolezel

SR. IT MANAGER
Lee Ryan

ONLINE MANAGER
Scott Darone

NETWORK ENGINEER
Don Claybrook

SYSTEMS ENGINEERS
Joseph Davila
Manish Patel
Patr Falla
Peter Pribylinec
Radek Trojan

SYSTEMS ADMINISTRATORS
Fernando Ramirez
Tarek Abbasai
Scott Alexander
Davis Krieghoff
Joseph Thompson

IT SUPPORT SPECIALIST
Christopher Smith

IT ANALYST
Michael Caccia

2K INTERNATIONAL

VP PUBLISHING & OPERATIONS
Murray Pannell

SENIOR DIRECTOR INTERNATIONAL MARKETING AND COMMUNICATIONS
Jon Kooke

HEAD OF INTERNATIONAL PRODUCT MARKETING
David Halse

SENIOR INTERNATIONAL BRAND MANAGER
Aurelien PalleGamage

JR. INTERNATIONAL BRAND MANAGER
James Dodd

HEAD OF INTERNATIONAL COMMUNICATIONS
Wouter van Vugt

INTERNATIONAL COMMUNICATIONS MANAGER
Amy White
INTERNATIONAL COMMUNITY & SOCIAL MANAGER
Roy Boateng

HEAD OF INTERNATIONAL TERRITORY AND EXPORT MARKETING
Warner Guinee

SPECIAL THANKS
Dan Warren

2K INTERNATIONAL PRODUCT DEVELOPMENT
INTERNATIONAL PRODUCERS
Mark Ward
Jean-Sebastien Ferey

DIRECTOR OF CREATIVE SERVICES & LOCALIZATION
Nathalie Mathews

LEAD PROJECT MANAGER
Emma Lepeut

LOCALISATION PROJECT MANAGER
Alessandro Errances

SR. DESIGN MANAGER
Tom Baker

GRAPHIC DESIGNER
James Quinlan

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

2K INTERNATIONAL TERRITORY MARKETING AND COMMUNICATIONS
2K INTERNATIONAL TEAM
Aaron Cooper
Agnes Rosique
Alison Gram
Anne Speth
Ben Secombe
Belinda Crow
Carlo Vozz
Carlos Vilasante
Caroline Rajcom
Charlye Grafton-Chuck
Dave Blank
Dennis de Bruin
Diane Heinzlmann
Francois Bouvard
Gemma Woolnough
Jan Sturm
Jean-Paul Hardy
Julien Brossat
Lisae Mandermakers
Maria Martinez
Roger Langford
Sandra Mauz
Sandra Melero
Sean Phillips
Simon Turner
Stefan Eder
Yoona Kim
Zaida Gomez

INTERNATIONAL OPERATIONS
Anthony Dodd
Nisha Verma
Phil Anderton

2K ASIA
GENERAL MANAGER, ASIA
Jason Wong

MARKETING DIRECTOR, ASIA
Dian Tan

ASIA SR. MARKETING MANAGER
Daniel Tan

JAPAN MARKETING MANAGER
Maho Sawashima

CHINA MARKETING MANAGER
Calvin Shen

KOREA MARKETING MANAGER
Dina Chung

SR. PRODUCT EXECUTIVE
Rohan Ishwarlal

SR. PRODUCT EXECUTIVE
Alicia Ng

JAPAN MARKETING ASSISTANT
Yukiko Hanzawa

SR. LOCALIZATION MANAGER
Yosuke Yano

LOCALIZATION COORDINATORS
Mao Iwai

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

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

SR. VICE PRESIDENT OF QUALITY ASSURANCE
Alex Plachowski

QUALITY ASSURANCE TEST MANAGER
Jeremy Ford

QUALITY ASSURANCE LEAD TESTER
Luis Nieves

2K CHENGDU QUALITY ASSURANCE DIRECTOR
Zhang Xi Kun

QUALITY ASSURANCE DIRECTOR
Steve Manners

PROJECT QA LEAD
Gao You Ming

ASSOCIATE LEAD QA TESTER
Wang Yi Min

QA TESTER
Charme Artuz
Chen Ji Zhou
Chen Si Yu
Chen Tai Ji
Fan Fu Qiang

Jia Jun Yu
Tian Meng Qi
Wan Yue
Wu Di
Xu Rui
Yang Wen Jing
Zhang Yin Xue
Zhang Yong Bin
Zhou Dan

LOCALISATION QA MANAGER
Du Jing

LOCALISATION QA PROJECT LEAD
Zhu Jian

LOCALISATION LEAD QA TESTER
Chu Jin Dan
Shigekazu Tsuuchi

LOCALISATION SENIOR QA TESTER
Qin Qi
Kan Liang
Cho Hyunmin

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

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

2K QUALITY ASSURANCE SUPPORT AND SUBMISSIONS
DIRECTOR
Scott Sanford

LEAD QA TESTER
Chris Adams
Nathan Bell
Ashley Carey

ASSOCIATE LEAD QA TESTER
Jordan Wineinger
Joshua Collins
Zack Gartner
Michelle Paredes

SENIOR QA TESTER
Andrew Garrett
Bryan Fritz
Hugo Dominguez
Robert Klemplner

QA TESTER
Jason Graf
Bryce Fernandez
Douglas Reilly
Julian Molina
David Dalle
Charles Golango
Josh Hull
Alexandro Calderon
Zachary Little
Sommer Sherley
2K INTERNATIONAL QUALITY ASSURANCE

LOCALIZATION QA MANAGER
Jose Minana

MASTERING ENGINEER
Wayne Boyce

MASTERING TECHNICIAN
Alan Vincent

LOCALIZATION QA SENIOR LEAD
Oscar Pereira

LOCALIZATION QA LEAD
Elmar Schubert
Florian Genthon
Jose Olivares
Sergio Accettura

SENIOR LOCALIZATION QA TECHNICIAN
Christopher Funke
Harald Raschen
Pablo Menendez

LOCALISATION QA TECHNICIAN
Antoine Grelin
Benny Johnson
Clement Mosca
Daniel Tim
David Sung
Dimitri Gerard
Dmitry Kozmin
Ernesto Rodriguez Cruz
Etienne Dumont
Frederic Crehin
Gabriel Uriarte
Gian Marco Romano
Javier Vidal
Julio Calle Arpon
Luca Magni
Luca Rungi
Manuel Aguayo
Martin Schucker
Matteo Liuteri
Namr Merid
Nicolas Bonin
Noriko Shaton
Patricia Ramon
Samuel Franca
Sarah Dembs
Sean Hac C. Anderson
Shawn Williams-Brown
Sherif Mahdy Farrag
Stefan Ross)
Stefanie Schwamberger
Timothy Cooper
Toni Lopez
Tristan Breeden
Will Vossler
Yury Fesechka

FOX STUDIOS

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
Krishi Karthikyan

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 PARTNERSHIPS
Daniel Lupin

MOTION CAPTURE TALENT

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

BASKETBALL TALENT
Antonio Biglow
Josh Bitton
Jake Bohigian
Myree “Remix” Bowden
Michael Bowns Jr.
Justin Brown
Dominic Calegari
Collin Chiverton
Joel Crawford
Roy Giles
Dominique Grant
Tim Harris
Justin Herold
Pe’Shon Howard
Allen Huddleston
Tony Johnson
John Jordan
Jawon Mack
Mike McChristian
Corey McIntosh
Mikh McKinney
Xander McNally
Aalim Moor
Kareem Nitoto
Michael Nunnally

Jayson Okazuye
Scott O’Gallagher
Jerald “J.P.” Pruitt
Michael Purdie
Chris Reeves
Jordan Richardson
Patrick “Pat The Roc” Robinson
Nick Ross
Franklin Session
Les Smith
Ryan Sykens
Dominique Taplin
Dar Tucker
Christian Williams
Roshun Wynne Jr.

SACRAMENTO KINGS DANCERS
Megan Beeson
Britney Blatout
Andrea Cabrera
Roxanne Cortez
Angela Inouye
Katerina Kountouris
Moira Niesman
Lynsi Teixeira
Isela Perez
Tammier Porter

ADDITIONAL DANCERS
Jennifer Carrico
Christopher Williams
Rachel Lee
Taylor Lee

MASCOT
Todd Maroldo

FACIAL EXPRESSION ACTORS
Allen Huddleston
Sarunas J. Jackson

SPECIAL THANKS
Billy “Dunkademics” Doran
Roy “Lee” Giles
Jobe Jordan
Aalim Moor
James Nunnally
Franklin Session
Kammon Taylor
Ben Pensack
Adam Pensack
Pensack Sports
Management Group

VISUAL CONCEPTS

Strauss Zelnick
Laine 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
Alain Lewis
Daniel Einzig
Christopher Fiurmano
Pedram Rahbari
Jenn Kolbas
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
Katja Nelson
Chris Burton
Daniella Gutierrez
Published by 2K a publishing label of Take-Two Interactive Software Inc.

All trademarks are the property of their respective owners.

The names and logos of all arenas are trademarks of their respective owners and are used by permission.

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

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

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

This software is based in part on the work of the Independent JPEG Group.

Localization Tools and Support provided by XLOC Inc.

Bankers Life Fieldhouse and the Bankers Life Fieldhouse logo are trademarks owned by GNQ Financial Group Inc. and are used by permission.

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

Portions of this software are Copyright (c) 2014 Pablo Fernandez Alcantarilla Jesus Nuevo. All Rights Reserved.

The NBA and NBA member team identifications are the intellectual property of NBA Properties Inc. and the respective NBA member teams. Copyright 2017 NBA Properties Inc. All Rights Reserved.
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/legal/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 THE SOFTWARE LICENSED UNDER THIS AGREEMENT, INCLUDING ALL WRITTEN FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. THE SOFTWARE IS LICENSED, NOT SOLD, BY OPENING, DOWNLOADING, INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE, AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT WITH THE UNITED STATES COMPANY TAKE-TWO INTERACTIVE SOFTWARE, INC. (“LICENSOR”), AS WELL AS THE PRIVACY POLICY LOCATED AT www.take2games.com/privacy AND TERMS OF SERVICE LOCATED AT www.take2games.com/legal. PLEASE READ THIS AGREEMENT CAREFULLY IF YOU DO NOT AGREE TO ALL THE TERMS OF THIS AGREEMENT. YOU ARE NOT PERMITTED TO OPEN, DOWNLOAD, INSTALL, COPY, OR USE THE SOFTWARE.

LICENSE

Subject to this Agreement and its terms and conditions, Licensor hereby grants you a non-exclusive, 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., computer, mobile device, or gaming console) without 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 no title or ownership in the Software is being transferred or assigned and this Agreement shall not be construed as a sale of any rights in the Software. Licensor retains all rights, title, and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds, voices, 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 distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing, or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws 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 rights not expressly granted under this Agreement are reserved by Licensor and/ or its licensor(s).

LICENSE CONDITIONS

You agree not to:

- commercially exploit the Software;
- distribute, license, lease, rent, sell, convert into convertible currency, or otherwise transfer or assign the Software, or any copies of the Software, including but not limited to the 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, use or install the Software (or permit others to do so) 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 provision does not apply in whole or in part to software that may be made by the Software itself during installation in order to run more efficiently); use or copy the Software as 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, licenses, policies, or code of conduct for any online features of the Software;
- transport, export, or re-export (directly or indirectly) into any country forbidden to receive the Software by any U.S. export laws or regulations or U.S. economic sanctions or otherwise violate any laws or regulations, or the laws of the country in which the Software was obtained, which may be amended from time to time.

ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DIGITAL COPIES

Software download, redemption of a unique serial code, registration of the Software, membership in a third-party service and/or membership in a Licensor service (including acceptance of related terms and policies) may be required to activate the Software, access digital copies of the Software, or access certain un-lockable, downloadable, online, or other special content, services, and/or functions (collectively, “Special Features”). Access to Special Features is limited to a single User Account (as defined below) per serial code and access to Special Features cannot 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 supersede any other terms 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 or temporary basis to another person for personal use only, provided that the other person agrees to be bound by all terms and conditions of this Agreement, and the recipient agrees to the terms of this Agreement. Transfer of the pre-recorded copy and accompanying documentation is limited to the Software as a complete set, and you may convert into convertible virtual 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 transferable to another person under any circumstances, and therefore Special Features and all related information contained in the Software is deleted or the pre-recorded copy is unusable to the purchaser. The Software is intended for private use only. NOTWITHSTANDING THE FOREGOING, YOU MAY NOT TRANSFER ANY PRE-RELEASE COPIES OF THE SOFTWARE.

TECHNICAL PROTECTIONS

The Software may include measures to control access to the Software, control access to certain features or content, prevent unauthorized uses, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. Such measures may include, without limitation, tamper resistant technology in the Software and monitoring usage, logging, but not limited to, time, date, access, or other controls, counters, serial numbers, and/or other security devices designed to prevent the unauthorized access, use, and copying of the Software, or any portions or components thereof, including any violations of this Agreement. 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, only one copy of the Software may access those Special Features at any time. Additional terms and restrictions may be required for access online services and to download Software updates and patches. Only Software subject to a valid license can be used 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 to, any related services, at any time without notice or explanation whatsoever.

USER CREATED CONTENT

The Software may allow you to create content, including, but not limited to, a gameplay map, scenario, screenshot, car design, item, or video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable, and sub- licensable worldwide right and license to use your User Created Content in any manner and in any media now known or hereafter created, including, without limitation, to 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 in the United States and anywhere in the world. You hereby waive and agree never to assert any moral rights of paternity, 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, or

INTERNET CONNECTION

The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions.
EARN & PURCHASING: Virtual Currency and Virtual Goods: You may have the ability to purchase VC or to earn VC from Licensor for the completion of certain activities or accomplishments in the Software. For example, Licensor may provide VC or VG 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 VG will be credited to your User Account. You may purchase VC and VG only within the Software, through a platform, participating third-party online store, application store, or other store authorized by Licensor (all 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. Licensor and/or the Software Store may change the price of VC and VG at any time without notice to you. Upon completing an authorized purchase of VC from an Application Store, the amount of purchased VC will be credited to 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 reserves the right, in its sole discretion, to determine the amount and manner in which VC and VG is credited and debited from your User Account in connection with your purchase of VC or VG. Licensor may use a consistent and transparent method to calculate the available VC and VG in your User Account. 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 VG may change at any time, available only in your User Account and vice versa. Licensor may terminate VC and/or VG as it sees fit in its sole discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

NON-REDEEMABLE: VC and VG may only be redeemed for in-game goods and services. You may not sell, lease, license, or rent VC and 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 any VC or VG for anything of value, including, but not limited to, real currency.

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 in the Software Store’s governing documents, along with any applicable platform, participating third-party online store, application store, or other store authorized by Licensor. This Agreement also clearly governs the use of all applications, services, or websites provided by the Software Store.

INFORMATION COLLECTION & USAGE: By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor’s Privacy Policy, including (where applicable) (i) the transfer of any personal information or other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, including those located outside of your country, or to other countries or jurisdictions that do not have the same data protection laws or standards as those in your country of residence, or to enforce or apply this Agreement; (ii) the public display of your data, such as identification of your user-created content or displaying your scores, rankings, achievements, and other gameplay data on websites and other platforms; and (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor’s business partners; however, we will not share personal information, such as your name or contact information, with third parties without your consent, except in the limited circumstances described in this 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.

VIRTUAL CURRENCY & VIRTUAL GOODS: If the Software allows you to purchase and/or earn through play a license to use Virtual Currency and Virtual Goods, the following additional terms and conditions apply:
For the purposes all data privacy issues, including the collection, use, disclosure, and transfer of your personal information and other information, the Privacy Policy located at www.take2games.com/privacy, as amended from time to time, takes precedence over any other statement in this Agreement.

LIMITED WARRANTY: Licensor warrants to you (or 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 software medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that the Software is compatible with the operating systems and hardware listed in the Software documentation, will perform substantially in accordance with the accompanying written material and documentation, and will not interfere with your enjoyment of the Software; that the Software is free from errors; and that the Software will be compatible with third-party software or hardware 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. Some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations of the duration of implied warranties, so some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available for manufacturing, you have the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the software 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 implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Unless you obtain the pre-recorded Software, 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.

We may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access the Software, or (ii) destroying and/or deleting any and all copies of all Software in your possession, or use the Software using the method set forth in the Terms of Service or (iii) upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Agreement. Upon termination of this Agreement, your rights to use the Software, including any VC or VG associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

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 networks or systems. Such flow depends in large part on the performance of the Internet and wireless services provided or controlled by third parties. At times, actions or inactions of such third parties may impair or disrupt your connections to the Internet, wireless services, or portions thereof. We cannot guarantee that such events will not occur. Accordingly, we disclaim all and any liability resulting from or related to third-party actions or inactions that impair or disrupt your connections to the Internet, wireless services, or portions thereof, or the use of the Software and related services and products.

Authorization of use shall be governed by the terms and conditions set forth in this Agreement and the Privacy Policy located at www.take2games.com/privacy. All use, duplication, or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c) (1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in paragraph (c) (1)(ii) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Licensor at the location listed below.

In a limited warranty, the terms apply to other limited warranties, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its components part in your possession or control, including from any client computer, gaming unit, or mobile device on which it has been installed. Upon termination of this Agreement, you may permanently destroy any and all copies of all Software in your possession, or use 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, or use the Software using the method set forth in the Terms of Service or (iii) upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Agreement. Upon termination of this Agreement, your rights to use the Software, including any VC or VG associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

U.S. GOVERNMENT RESTRICTED RIGHTS

The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication, or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in paragraph (c) (1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in paragraph (c) (1)(ii) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Licensor at the location listed below.

You hereby agree that the terms of this Agreement are not specifically enforced, Licensor will irreparably deprive, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to any aspect 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 this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time. Licensor shall provide all sales, use, and similar tax certificates and bills as required by law and shall cooperate with you in the event of an audit by a governmental entity. If for any reason you are required to issue a sales, use, or similar tax certificate to Licensor, you shall pay the tax thereon (exclusive of taxes on Licensor's net income) and remit the same to Licensor. Licensor shall cooperate with you in the event of an audit by a governmental entity. If for any reason you are required to issue a sales, use, or similar tax certificate to Licensor, you shall pay the tax thereon (exclusive of taxes on Licensor's net income) and remit the same to Licensor. Licensor shall cooperate with you in the event of an audit by a governmental entity. If for any reason you are required to issue a sales, use, or similar tax certificate to Licensor, you shall pay the tax thereon (exclusive of taxes on Licensor's net income) and remit the same to Licensor. Licensor shall cooperate with you in the event of an audit by a governmental entity.
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., 822 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. 2K, the 2K logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrights designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2017 NBA Properties, Inc. All rights reserved. All other trademarks are property of their respective owners. Patents and Patent Pending: www.take2games.com/Legal.