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 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
### DEFAULT CONTROLS

**Joy-Con™ grip**

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

**Joy-Con™**

<table>
<thead>
<tr>
<th>Action</th>
<th>Joy-Con™ (L)</th>
<th>Joy-Con™ (R)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move Player</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sprint</td>
<td>SR</td>
<td>SR</td>
</tr>
<tr>
<td>Icon Pass or Icon Swap</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Post-Up or Intense-D/Defensive Assist</td>
<td>SL</td>
<td>SL</td>
</tr>
<tr>
<td>Lob Pass/Alley-Oop or Block/Rebound</td>
<td>Y</td>
<td>X</td>
</tr>
<tr>
<td>Dribble Moves/Shooting/Passing or Steal/Hands Up</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>N/A</td>
<td>Press ○</td>
<td>Press ○</td>
</tr>
<tr>
<td>Bounce/Flashy Pass or Take Charge</td>
<td></td>
<td>X</td>
</tr>
<tr>
<td>Pass/Touch Pass or Player Swap(Closest to ball)</td>
<td></td>
<td>A</td>
</tr>
<tr>
<td>Call Play/Pick Controls or Double Team</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Call Timeout or Intentional Foul</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Pause</td>
<td>+</td>
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</table>
## CONTROLS

**Joy-Con™ grip**

<table>
<thead>
<tr>
<th>Basic Offense</th>
<th>Control</th>
<th>Basic Defense</th>
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</thead>
<tbody>
<tr>
<td>Move Player</td>
<td>♆</td>
<td>Move Player</td>
</tr>
<tr>
<td><strong>PRO STICK: Dribble</strong> Moves/Shooting/Passing</td>
<td>♆</td>
<td>Steal/Hands Up</td>
</tr>
<tr>
<td>Post Up</td>
<td>♆</td>
<td>Intense-D/Defensive Assist</td>
</tr>
<tr>
<td>Sprint</td>
<td>ZR</td>
<td>Sprint</td>
</tr>
<tr>
<td>Call Play/Pick Controls</td>
<td>L</td>
<td>Defensive Adjustments/Double Team</td>
</tr>
<tr>
<td>Icon Pass</td>
<td>R</td>
<td>Icon Swap</td>
</tr>
<tr>
<td>Pass/Touch Pass</td>
<td>B</td>
<td>Player Swap(closest to ball)</td>
</tr>
<tr>
<td>Bounce Pass(tap), Flashy Pass(double tap)</td>
<td>A</td>
<td>Take Charge</td>
</tr>
<tr>
<td>Shoot (press), Pump Fake/Hop Gather(Tap), Spin Shot(double tap)</td>
<td>Y</td>
<td>Steal(press), Intentional Foul(hold)</td>
</tr>
<tr>
<td>Lob Pass(tap), Alley-Oop (double tap)</td>
<td>X</td>
<td>Block/Rebound</td>
</tr>
<tr>
<td>Gameplay HUD</td>
<td>▲</td>
<td>Gameplay HUD</td>
</tr>
<tr>
<td>Offensive Game Plan</td>
<td>▶</td>
<td>Defensive Game Plan</td>
</tr>
<tr>
<td>OTFC Offense Strategy</td>
<td>◀</td>
<td>OTFC Defensive Sets</td>
</tr>
<tr>
<td>OFTC Substitutions</td>
<td>◀</td>
<td>OTFC Substitutions</td>
</tr>
<tr>
<td>Basic Offense</td>
<td>Joy-Con™ (L)</td>
<td>Joy-Con™ (R)</td>
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<tr>
<td>-------------------------------</td>
<td>--------------</td>
<td>--------------</td>
</tr>
<tr>
<td>Move Player</td>
<td>☺</td>
<td>☺</td>
</tr>
<tr>
<td>PRO STICK: Dribble</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Moves/Shooting/Passing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Post Up</td>
<td>SL</td>
<td>SL</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sprint</td>
<td>SR</td>
<td>SR</td>
</tr>
<tr>
<td>Call Play/Pick</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Controls</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Icon Pass</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Pass/Touch Pass</td>
<td>▼</td>
<td>A</td>
</tr>
<tr>
<td>Bounce Pass(tap),</td>
<td>◻</td>
<td>X</td>
</tr>
<tr>
<td>flashy Pass(double tap)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shoot (press), Pump Fake/Hop</td>
<td>◻</td>
<td>B</td>
</tr>
<tr>
<td>Gather(Tap), Spin Shot(double</td>
<td></td>
<td></td>
</tr>
<tr>
<td>tap)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lob Pass(tap), Alley-Oop</td>
<td>◆</td>
<td>Y</td>
</tr>
<tr>
<td>(double tap)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gameplay HUD</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Offensive Game Plan</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>OTFC Offense Strategy</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>OTFC Substitutions</td>
<td>No Control</td>
<td>No Control</td>
</tr>
</tbody>
</table>
## ADVANCED OFFENSE

Joy-Con™ grip

<table>
<thead>
<tr>
<th>Action</th>
<th>Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positional Playcall</td>
<td>Tap <strong>L</strong>, tap desired teammate's player icon, choose play from menu</td>
</tr>
<tr>
<td>Overhead/Lob Pass</td>
<td><strong>X</strong></td>
</tr>
<tr>
<td>Flashy Pass</td>
<td>Double-Tap <strong>A</strong></td>
</tr>
<tr>
<td>Alley-Oop</td>
<td>Double-Tap <strong>X</strong></td>
</tr>
<tr>
<td>Dribble Pitch/Handoff</td>
<td>Press and hold <strong>A</strong> to bring the selected teammate to the ball, wait for him to get into handoff range or release <strong>A</strong> to force the pass early</td>
</tr>
<tr>
<td>Lead to Basket Pass</td>
<td>Press and hold <strong>X</strong> to force the selected teammate to make a basket cut, wait for him to get in range or release <strong>X</strong> to force the pass early</td>
</tr>
<tr>
<td>Fake Pass</td>
<td><strong>X</strong> + <strong>A</strong></td>
</tr>
<tr>
<td>Jump Pass</td>
<td><strong>Y</strong> + <strong>B</strong></td>
</tr>
<tr>
<td>Give &amp; Go</td>
<td>Press and hold <strong>B</strong> to retain control of passer, release <strong>B</strong> to pass the ball back to him</td>
</tr>
<tr>
<td>Putback Dunk/Layup, Finish Alley-Oop(when controlling receiver)</td>
<td>Hold <strong>Y</strong></td>
</tr>
<tr>
<td>PRO STICK Pass</td>
<td><strong>R</strong> + <strong>C</strong></td>
</tr>
</tbody>
</table>
# ADVANCED OFFENSE

**Joy-Con™**

<table>
<thead>
<tr>
<th>Action</th>
<th>Joy-Con™ (L)</th>
<th>Joy-Con™ (R)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positional Playcall</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Overhead/ Lob Pass</td>
<td>Stack</td>
<td>Stack</td>
</tr>
<tr>
<td>Flashy Pass</td>
<td>Double-Tap □</td>
<td>Double-Tap X</td>
</tr>
<tr>
<td>Alley-Oop</td>
<td>Double-Tap □</td>
<td>Double-Tap □</td>
</tr>
<tr>
<td>Dribble Pitch/ Handoff</td>
<td>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</td>
<td>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</td>
</tr>
<tr>
<td>Lead to Basket Pass</td>
<td>Press and hold ▲ to force the selected teammate to make a basket cut, wait for him to get in range or release ▲</td>
<td>Press and hold □ to force the selected teammate to make a basket cut, wait for him to get in range or release □</td>
</tr>
<tr>
<td>Fake Pass</td>
<td>▲ + ©</td>
<td>□ + X</td>
</tr>
<tr>
<td>Jump Pass</td>
<td>▲ + ▼</td>
<td>▼ + □</td>
</tr>
<tr>
<td>Give &amp; Go</td>
<td>Press and hold ▼ to retain control of passer, release ▼ to pass the ball back to him</td>
<td>Press and hold ▼ to retain control of passer, release ▼ to pass the ball back to him</td>
</tr>
<tr>
<td>Action</td>
<td>Joy-Con™ (L)</td>
<td>Joy-Con™ (R)</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>---------------------</td>
<td>------------------</td>
</tr>
<tr>
<td>Putback Dunk/Layup, Finish Alley-Oop (when controlling receiver)</td>
<td>Hold ª</td>
<td>Hold ®</td>
</tr>
<tr>
<td>PRO STICK Pass</td>
<td>No Control</td>
<td>No Control</td>
</tr>
</tbody>
</table>

**ADVANCED DEFENSE**

**Joy-Con™ grip**

<table>
<thead>
<tr>
<th>Action</th>
<th>Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Left button</td>
</tr>
<tr>
<td>Fast Shuffle</td>
<td>ZL + ZR + L button</td>
</tr>
<tr>
<td>Steal</td>
<td>Tap Y button</td>
</tr>
<tr>
<td>Block</td>
<td>X button</td>
</tr>
<tr>
<td>Rebound</td>
<td>X button (ball in air)</td>
</tr>
<tr>
<td>Take Charge</td>
<td>A button</td>
</tr>
<tr>
<td>Flop</td>
<td>Double-tap A button</td>
</tr>
<tr>
<td>Ball Denial</td>
<td>Hold ZL when near opponent</td>
</tr>
<tr>
<td>Intense Defense</td>
<td>ZL button</td>
</tr>
<tr>
<td>Crowd Dribbler</td>
<td>Hold ZL button</td>
</tr>
<tr>
<td>Action</td>
<td>Control</td>
</tr>
<tr>
<td>------------------------------</td>
<td>----------------------------------------------</td>
</tr>
<tr>
<td>Hands Up</td>
<td>Hold 🎓</td>
</tr>
<tr>
<td>Deny Hands Out</td>
<td>Hold 🎓 (while playing offball defense)</td>
</tr>
<tr>
<td>Double Team</td>
<td>Press and hold 🎓</td>
</tr>
<tr>
<td>Icon Double Team</td>
<td>Tap 🎓 then press and hold desired double teamer’s player icon</td>
</tr>
</tbody>
</table>

**ADVANCED DEFENSE**

**Joy-Con™**

<table>
<thead>
<tr>
<th>Action</th>
<th>Joy-Con™ (L)</th>
<th>Joy-Con™ (R)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>🎓</td>
<td>🎓</td>
</tr>
<tr>
<td>Fast Shuffle</td>
<td>♂️ + ♂️ + 🎓</td>
<td>♂️ + ♂️ + 🎓</td>
</tr>
<tr>
<td>Steal</td>
<td>Tap ◄</td>
<td>Tap ◄</td>
</tr>
<tr>
<td>Block</td>
<td>♂️</td>
<td>☝️</td>
</tr>
<tr>
<td>Rebound</td>
<td>♂️ (ball in air)</td>
<td>☝️ (ball in air)</td>
</tr>
<tr>
<td>Take Charge</td>
<td>♂️</td>
<td>☝️</td>
</tr>
<tr>
<td>Flop</td>
<td>Double-tap ◄</td>
<td>Double-tap ☝</td>
</tr>
<tr>
<td>Ball Denial</td>
<td>Hold ♂️ when near an opponent</td>
<td>Hold ♂️ when near an opponent</td>
</tr>
<tr>
<td>Intense Defense</td>
<td>♂️</td>
<td>♂️</td>
</tr>
<tr>
<td>Crowd Dribbler</td>
<td>Hold ♂️ when near an opponent</td>
<td>Hold ♂️ when near an opponent</td>
</tr>
<tr>
<td>Action</td>
<td>Joy-Con™ (L)</td>
<td>Joy-Con™ (R)</td>
</tr>
<tr>
<td>----------------------</td>
<td>--------------------</td>
<td>--------------------</td>
</tr>
<tr>
<td>Hands Up</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Deny Hands Out</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Double Team</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Icon Double Team</td>
<td>No Control</td>
<td>No Control</td>
</tr>
</tbody>
</table>

**PRO STICK™**

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

**PRO STICK™: SHOOTING**

**Joy-Con™ grip**

<table>
<thead>
<tr>
<th>Action</th>
<th>Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump Shot</td>
<td>Move and hold ♂ straight down(straight up for bank shot)</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>Hop Gather</td>
<td>Tap ○ while standing or driving (⏺ determines direction of hop)</td>
</tr>
<tr>
<td>Spin Gather</td>
<td>⚽ + Double tap ○ while standing or driving</td>
</tr>
<tr>
<td>Normal Layup(driving to hoop)</td>
<td>Hold ♂ left, right, or toward hoop while driving(⏺ direction determines finish hand)</td>
</tr>
<tr>
<td>Euro Step Layup(driving to hoop)</td>
<td>Double tap ○</td>
</tr>
<tr>
<td>Reverse Layup(driving along baseline)</td>
<td>Hold ♂ toward baseline</td>
</tr>
<tr>
<td>Action</td>
<td>Control</td>
</tr>
<tr>
<td>-------------------------------------------------</td>
<td>----------------------------------------------</td>
</tr>
<tr>
<td>2-Hand Dunks (driving to hoop)</td>
<td>🟥 + Hold ⬤ toward hoop</td>
</tr>
<tr>
<td>Dominant/Off-Hand Dunk (driving to hoop)</td>
<td>⬤ + Hold ⬤ left or right to dunk with that hand</td>
</tr>
<tr>
<td>Flashy Dunks (driving to hoop)</td>
<td>⬤ + Hold ⬤ away from hoop</td>
</tr>
<tr>
<td>Mid-Air Change Shot</td>
<td>Start dunk/layup, ⬤ 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™: SHOOTING**

**Joy-Con™**

<table>
<thead>
<tr>
<th>Action</th>
<th>Joy-Con™ (L)</th>
<th>Joy-Con™ (R)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump Shot</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Pump Fake</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Runner/Floater (driving mid-range)</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Hop Gather</td>
<td>Tap ⬤</td>
<td>Tap B</td>
</tr>
<tr>
<td>Spin Gather</td>
<td>⬤ + Double tap ⬤ while standing or driving</td>
<td>⬤ + Double tap B while standing or driving</td>
</tr>
<tr>
<td>Normal Layup (driving to hoop)</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Euro Step Layup (driving to hoop)</td>
<td>Double tap ⬤</td>
<td>Double tap B</td>
</tr>
<tr>
<td>Action</td>
<td>Joy-Con™ (L)</td>
<td>Joy-Con™ (R)</td>
</tr>
<tr>
<td>---------------------------------------</td>
<td>--------------</td>
<td>--------------</td>
</tr>
<tr>
<td>Reverse Layup (driving along baseline)</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>2-Hand Dunks (driving to hoop)</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Dominant/Off-Hand Dunk (driving to hoop)</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Flashy Dunks (driving to hoop)</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Mid-Air Change Shot</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Step Through</td>
<td>No Control</td>
<td>No Control</td>
</tr>
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# PRO STICK™: DRIBBLING
Joy-Con™ grip

<table>
<thead>
<tr>
<th>Action</th>
<th>Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Triple Threat Jab Step</td>
<td>Tap [Left/Right/Forward]</td>
</tr>
<tr>
<td>Triple Threat Spinout</td>
<td>Rotate [Spin]</td>
</tr>
<tr>
<td>Triple Threat Stepback</td>
<td>[ZR] + Tap [Away from hoop]</td>
</tr>
<tr>
<td>Rhythm Dribble</td>
<td>Tap [Toward hoop]</td>
</tr>
<tr>
<td>Hesitation (quick)</td>
<td>Tap [Toward ball hand]</td>
</tr>
<tr>
<td>Hesitation (escape)</td>
<td>[ZR] + Tap [Toward ball hand]</td>
</tr>
<tr>
<td>In and Out</td>
<td>[ZR] + Tap [Toward hoop]</td>
</tr>
<tr>
<td>Crossover (front)</td>
<td>Tap [Toward off hand]</td>
</tr>
<tr>
<td>Crossover (between legs)</td>
<td>Tap [Between off hand and player's back]</td>
</tr>
<tr>
<td>Crossover (escape)</td>
<td>[ZR] + Tap [Away from hoop]</td>
</tr>
<tr>
<td>Behind the Back</td>
<td>Tap [Away from hoop]</td>
</tr>
<tr>
<td>Spin</td>
<td>Rotate [From ball hand around player's back, then quickly return to neutral]</td>
</tr>
<tr>
<td>Half-Spin</td>
<td>Rotate [in a quarter-circle from ball hand to hoop, then quickly return to neutral]</td>
</tr>
<tr>
<td>Stepback</td>
<td>[ZR] + tap [Away from hoop]</td>
</tr>
<tr>
<td>Action</td>
<td>Joy-Con™ (L)</td>
</tr>
<tr>
<td>----------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>Triple Threat Jab Step</td>
<td>No Control</td>
</tr>
<tr>
<td>Triple Threat Spinout</td>
<td>No Control</td>
</tr>
<tr>
<td>Triple Threat Stepback</td>
<td>No Control</td>
</tr>
<tr>
<td>Rhythm Dribble</td>
<td>No Control</td>
</tr>
<tr>
<td>Hesitation (quick)</td>
<td>No Control</td>
</tr>
<tr>
<td>Hesitation (escape)</td>
<td>No Control</td>
</tr>
<tr>
<td>In and Out</td>
<td>No Control</td>
</tr>
<tr>
<td>Crossover (front)</td>
<td>No Control</td>
</tr>
<tr>
<td>Crossover (between legs)</td>
<td>No Control</td>
</tr>
<tr>
<td>Crossover (escape)</td>
<td>No Control</td>
</tr>
<tr>
<td>Behind the Back</td>
<td>No Control</td>
</tr>
<tr>
<td>Spin</td>
<td>No Control</td>
</tr>
<tr>
<td>Half-Spin</td>
<td>No Control</td>
</tr>
<tr>
<td>Stepback</td>
<td>No Control</td>
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</table>
### POST SHOTS
**Joy-Con™ grip**

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

### POST SHOTS
**Joy-Con™**

<table>
<thead>
<tr>
<th>Action</th>
<th>Joy-Con™ (L)</th>
<th>Joy-Con™ (R)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Post Hook (close range)</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Shimmy Hook</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Post Fade (beyond close range)</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Step Through Layup</td>
<td>No Control</td>
<td>No Control</td>
</tr>
</tbody>
</table>
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**

<table>
<thead>
<tr>
<th>Action</th>
<th>Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Post Movement</td>
<td>Hold ⊙</td>
</tr>
<tr>
<td>Quick Spin</td>
<td>Rotate ⊙ to outside shoulder</td>
</tr>
<tr>
<td>Hook Drive</td>
<td>Rotate ⊙ to inside shoulder</td>
</tr>
<tr>
<td>Fakes</td>
<td>Tap ⊙ in any direction but away from hoop</td>
</tr>
<tr>
<td>Switch Dribble Hand</td>
<td>Tap ⊙ away from hoop</td>
</tr>
<tr>
<td>Pickup Dribble</td>
<td>Tap ⊙ toward hoop</td>
</tr>
<tr>
<td>Post Hop</td>
<td>Hold ⊙ to the left or right away from hoop, then tap ⊖</td>
</tr>
<tr>
<td>Post Stepback</td>
<td>Hold ⊙ away from hoop, then tap ⊖</td>
</tr>
<tr>
<td>Dropstep</td>
<td>Hold ⊙ to the left or right toward hoop, then tap ⊖</td>
</tr>
</tbody>
</table>
## POST MOVES (PRESS SL TO POST UP)

**Joy-Con™**

<table>
<thead>
<tr>
<th>Action</th>
<th>Joy-Con™ (L)</th>
<th>Joy-Con™ (R)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Post Movement</td>
<td>Hold ○</td>
<td>Hold ○</td>
</tr>
<tr>
<td>Quick Spin</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Hook Drive</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Fakes</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Switch Dribble Hand</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Pickup Dribble</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Post Hop</td>
<td>Hold ○ to the left or right away from hoop, then tap ▼</td>
<td>Hold ○ to the left or right away from hoop, then tap ▼</td>
</tr>
<tr>
<td>Post Stepback</td>
<td>Hold ○ away from hoop, then tap ▼</td>
<td>Hold ○ away from hoop, then tap ▼</td>
</tr>
<tr>
<td>Dropstep</td>
<td>Hold ○ to the left or right toward hoop, then tap ▼</td>
<td>Hold ○ to the left or right toward hoop, then tap ▼</td>
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</table>
# DEFENSIVE CONTROLS

**Joy-Con™ grip**

<table>
<thead>
<tr>
<th>Action</th>
<th>Control</th>
<th>Context</th>
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</thead>
<tbody>
<tr>
<td>Move</td>
<td>L</td>
<td>Any</td>
</tr>
<tr>
<td>Fast Shuffle</td>
<td>ZR + ZL + L</td>
<td>Any</td>
</tr>
<tr>
<td>Steal</td>
<td>Tap Y</td>
<td>Any</td>
</tr>
<tr>
<td>Block</td>
<td>Tap X</td>
<td>Any</td>
</tr>
<tr>
<td>Rebound</td>
<td>X (ball in air)</td>
<td>Any</td>
</tr>
<tr>
<td>Take Charge</td>
<td>A</td>
<td>Any</td>
</tr>
<tr>
<td>Flop</td>
<td>Double-Tap A</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Intense Defense</td>
<td>ZL</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Crowd Dribbler</td>
<td>Hold ZL</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Hands Up</td>
<td>Hold L</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Deny Ball</td>
<td>Hold R</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Double Team</td>
<td>L</td>
<td>Any</td>
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</tbody>
</table>
# DEFENSIVE CONTROLS

**Joy-Con™**

<table>
<thead>
<tr>
<th>Action</th>
<th>Joy-Con™ (L)</th>
<th>Joy-Con™ (R)</th>
<th>Context</th>
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</thead>
<tbody>
<tr>
<td>Move</td>
<td>(L)</td>
<td>(R)</td>
<td>Any</td>
</tr>
<tr>
<td>Fast Shuffle</td>
<td><strong>SR + SL + ⊙</strong></td>
<td><strong>SR + SL + ⊙</strong></td>
<td>Any</td>
</tr>
<tr>
<td>Steal</td>
<td>Tap ◀️</td>
<td>Tap ◁️</td>
<td>Any</td>
</tr>
<tr>
<td>Block</td>
<td>Tap ◇</td>
<td>Tap ◯</td>
<td>Any</td>
</tr>
<tr>
<td>Rebound</td>
<td>◯ (ball in air)</td>
<td>◯ (ball in air)</td>
<td>Any</td>
</tr>
<tr>
<td>Take Charge</td>
<td>⏯</td>
<td>⏯ (X)</td>
<td>Any</td>
</tr>
<tr>
<td>Flop</td>
<td>Double-Tap ◡</td>
<td>Double-Tap ◡ (X)</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Intense Defense</td>
<td>SL</td>
<td>SL</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Crowd Dribbler</td>
<td>Hold SL</td>
<td>Hold SL</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Hands Up</td>
<td>No Control</td>
<td>No Control</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Deny Ball</td>
<td>No Control</td>
<td>No Control</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Double Team</td>
<td>No Control</td>
<td>No Control</td>
<td>Any</td>
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</table>
## OFFBALL CONTROLS

### OFFENSE

**Joy-Con™ grip**

<table>
<thead>
<tr>
<th>Action</th>
<th>Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stand Engage</td>
<td>ZL</td>
</tr>
<tr>
<td>Moving Engage</td>
<td>ZL while moving towards defender</td>
</tr>
<tr>
<td>Push</td>
<td>L towards defender</td>
</tr>
<tr>
<td>Spin</td>
<td>Twirl @ counter clockwise or clockwise, starting from the 6 position(6-1 for counter clockwise, 6-11 for clockwise)</td>
</tr>
<tr>
<td>Transition</td>
<td>Flick @ towards ball carrier or basket</td>
</tr>
<tr>
<td>Deny Position Transition</td>
<td>Hit @ up or down when the defensive player attempts to transition</td>
</tr>
<tr>
<td>Exit</td>
<td>L away from offensive player or let go of ZL</td>
</tr>
<tr>
<td>Walk down</td>
<td>L + @ towards defender</td>
</tr>
</tbody>
</table>

### OFFENSE

**Joy-Con™**

<table>
<thead>
<tr>
<th>Action</th>
<th>Joy-Con™ (L)</th>
<th>Joy-Con™ (R)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stand Engage</td>
<td>SL</td>
<td>SL</td>
</tr>
<tr>
<td>Moving Engage</td>
<td>SL while moving towards defender</td>
<td>SL while moving towards defender</td>
</tr>
<tr>
<td>Action</td>
<td>Joy-Con™ (L)</td>
<td>Joy-Con™ (R)</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-----------------------------------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td>Push</td>
<td>○ towards defender</td>
<td>○ towards defender</td>
</tr>
<tr>
<td>Spin</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Transition</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Deny Postion Transition</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Exit</td>
<td>○ away from offensive player or let go of SL</td>
<td>○ away from offensive player or let go of SL</td>
</tr>
<tr>
<td>Walk down</td>
<td>No Control</td>
<td>No Control</td>
</tr>
</tbody>
</table>

**DEFENSE**

Joy-Con™ grip

<table>
<thead>
<tr>
<th>Action</th>
<th>Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stand Engage to Deny or Off ball post</td>
<td>ZL</td>
</tr>
<tr>
<td>Push</td>
<td>○ towards offensive player</td>
</tr>
<tr>
<td>Pull Chair</td>
<td>Flick ○ towards the direction the offensive player is pushing</td>
</tr>
<tr>
<td>Transition</td>
<td>Flick ○ up, down, left, right</td>
</tr>
<tr>
<td>Deny Position Transition</td>
<td>Hit ○ up or down when the defensive player attempts to transition</td>
</tr>
<tr>
<td>Exit</td>
<td>○ away from offensive player</td>
</tr>
<tr>
<td>Bump</td>
<td>Hold ZL while impeding the path of the offensive player</td>
</tr>
<tr>
<td>Action</td>
<td>Control</td>
</tr>
<tr>
<td>--------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Chuck</td>
<td>(While standing) ( L + R ) flick towards offensive player</td>
</tr>
<tr>
<td>Grab</td>
<td>(While defender is running) ( L + R ) towards the offensive player</td>
</tr>
</tbody>
</table>

**DEFENSE**

**Joy-Con™**

<table>
<thead>
<tr>
<th>Action</th>
<th>Joy-Con™ (L)</th>
<th>Joy-Con™ (R)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stand Engage to Deny or Off ball post</td>
<td>[SL]</td>
<td>[SL]</td>
</tr>
<tr>
<td>Push</td>
<td>( R ) towards offensive player</td>
<td>( R ) towards offensive player</td>
</tr>
<tr>
<td>Pull Chair</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Transition</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Deny Position Transition</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Exit</td>
<td>( R ) away from offensive player</td>
<td>( R ) away from offensive player</td>
</tr>
<tr>
<td>Bump</td>
<td>Hold [SL] while impeding the path of the offensive player</td>
<td>Hold [SL] while impeding the path of the offensive player</td>
</tr>
<tr>
<td>Chuck</td>
<td>No Control</td>
<td>No Control</td>
</tr>
<tr>
<td>Grab</td>
<td>No Control</td>
<td>No Control</td>
</tr>
</tbody>
</table>
NBA 2K18 GAME CREDITS

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DIRECTOR OF TECHNOLOGY
Tim Walter

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<table>
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<tr>
<th>LIBRARY ENGINEERS</th>
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<tbody>
<tr>
<td>Boris Kazanskii</td>
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<td>Zhe Peng</td>
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<td>Brian Ramagli</td>
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<th>MAYA TOOLS SOFTWARE ENGINEER</th>
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<tr>
<td>Andras Jambori</td>
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<tr>
<td>Erick Boenisch</td>
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<td>Mike Wang</td>
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<tbody>
<tr>
<td>Jerson Sapida</td>
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<tr>
<td>Dion Peete</td>
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<tbody>
<tr>
<td>Ann Sidenblad</td>
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<tr>
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<td>Chris Darroca</td>
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<td>Yuki Yamamura</td>
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<tr>
<td>Matt Fagan</td>
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<td>Tim Doonan</td>
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<td>Elias “ELI” Figueroa</td>
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GAMEPLAY TECHNICAL LEAD
Jamie Wicks

ANIMATOR
Eric Perrier
Wilster Phung

ADDITIONAL ANIMATION
Robert Firestone
Sam Yazaji

PERFORMANCE CAMERA
Jonathan Lyons

ADDITIONAL PERFORMANCE CAMERA
Justin Mettam

PERFORMANCE FACIAL LEAD
Joel Flory

PERFORMANCE FACIAL ANIMATION
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Jean Lin
Rhea Shetty
Tim Waddy

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UI ART LEAD
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UI VISUAL DESIGN
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Blake Landry
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Jared Rubio Delamora
Jeffrey Davis
Myra Shadle
Quinn Kaneko
Rob Simmons

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Pixelgun Studio

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Miquel Carrasquillo
Scape Martinez
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XPEC Art Center

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Rhys Jones

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Dan Schultz
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David Msika
Dave Wagner

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Dale Henderscheid

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Sameer Khan

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& CREW STARRING

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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
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Lil Juug
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JORDAN REP
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Roy Werner

PROVING GROUND TEAMMATE
Austin Simon

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Ronnie 2K, as Himself

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TEAM TRAINER 2
Ray Carbonel

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SWAG’S EMPLOYEE
Melissa O’Keefe

NBA STORE EMPLOYEE
Evan deRouin

FOOT LOCKER EMPLOYEE
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JBL HEADPHONE STORE ATTENDANT
Jake Bohigian

DJ FAN BOY
Christian Papierniak

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Christian Papierniak
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Devin Booker, as Himself
Karl-Anthony Towns, as Himself
D’Angelo Russell, as Himself
Isaiah Thomas, as Himself
Kyrie Irving, as Himself
Krisrp Porzingis, as Himself
Damian Lillard, as Himself
Paul George, as Himself
DeMar DeRozan, as Himself

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PRODUCTION MANAGER
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Jay Larson
Jamal Olori

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ADDITIONAL WRITING
Dan Indra

ADDITIONAL WRITING
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STORY BY
Erick Boenisch

DIRECTED BY
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Jose Gutierrez
Gil Espanto

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Michelle Hill

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Erica Cunningham
Kenneth Ellis

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Chrstyal Linaja
Emily Jones

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Mike Montoya
Cody Flowers
Garrett Saur
Italo Robinson
Stephanie Sanchez

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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

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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 Biddy
Vincent Byrne Davis
Philip Floyd
Ben Hader
Daryll Jones
Khaleishea Jones
Jesse Langland
Rolan Jed Negranza
Hana Ohira
Danielle Strickland
Joshua Cervantes
Reinard Coloma
Christopher Nichols
Jaymi Valdes
Rebecca Friedman
Daniel Stafford
Megan Knapp

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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
**MYPARK LOADING MUSIC & STUDIO SHOW MUSIC**
Cody Mills

**NATIONAL ANTHEM VOCALIST**
Linda Lind

**ADDITIONAL CAPTURE SUPPORT**
Christopher Jones

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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**
Adrianne Pugh
Jonathan Smith
Charles Williams
Niko Ackerman
Steven Baston
Marcus Boddy
Vincent Byrne Davis
Philip Floyd
Ben Hader
Daryll Jones
Khaleishia Jones
Jesse Langland
Rolan Jed Negranza
Hana Ohira
Danielle Strickland
Joshua Cervantes
Reinard Coloma
Christopher Nichols
Jaymi Valdes
Rebecca Friedman
Daniel Stafford
Megan Knapp
Leslie Peacock

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Francesca Reyes

USER RESEARCHER
Jonathan Bonillas

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Nelson Chao

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GRAPHIC DESIGNER
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Michael Regelean
Eric Neff

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Shane McDonald

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Gabe Abarcar

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Nate Schaumberg

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Gryphon Myers

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CHANNEL MARKETING MANAGER
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SOCIAL MEDIA MANAGER
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MANAGER, PARTNERSHIPS & LICENSING
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Ashley Landry

ASSOCIATE MANAGER, PARTNERSHIPS
Aaron Hiscox

SR. DIRECTOR, TRADESHOWS & EVENTS
Leslie Zinn Abarcar
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<td>Anthony Dodd</td>
<td>Phil Anderton</td>
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<td>Nisha Verma</td>
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<td>GENERAL MANAGER, ASIA</td>
<td>Jason Wong</td>
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<td>MARKETING DIRECTOR, ASIA</td>
<td>Diana Tan</td>
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<td>Daniel Tan</td>
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<td>JAPAN MARKETING MANAGERS</td>
<td>Maho Sawashima</td>
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<td>CHINA MARKETING MANAGER</td>
<td>Calvin Shen</td>
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<td>KOREA MARKETING MANAGER</td>
<td>Dina Chung</td>
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<tr>
<td>SR. PRODUCT EXECUTIVE</td>
<td>Rohan Ishwartal</td>
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<tr>
<td>Alicia Ng</td>
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<td>JAPAN MARKETING ASSISTANT</td>
<td>Yukiko Hanzawa</td>
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SR. LOCALIZATION MANAGER
Yosuke Yano

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Mao Iwai

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Veronica Khuan
Chermine Tan
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Rob Marrazzo
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Chen Jie Yu
Chen Si Yu
Chen Tai Ji
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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

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Du Jing

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Shigekazu Tsuuichi

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Kan Liang
Cho Hyunmin

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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

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Cal Halter
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Dustin Smith
Joe Schmidt

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**SENIOR MANAGER, LEGAL & BUSINESS AFFAIRS**
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COORDINATOR GLOBAL PARTNERSHIPS
Harley Opolinsky

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D’Angelo Russell
Glenn Robinson III
Marquese Chriss
Aaron Gordon
Zach LaVine
Ben McLemore
Austin Rivers
Lance Stephenson
Evan Turner
Dion Waiters

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Dakarai Allen
Josh Amey
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
Treaven Duffy
E.J. Farris
Brian Goins
Vincent Golson
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Tyler Idowu
Chuks Iroegbu
Rae Jackson
Darin Johnson
Tajai Johnson
Theo Johnson
Tony Johnson
Chris Jones
Erik Kinney
Carson Mack
Nate Maxey
Corey McIntosh
Arron Mollet
Marcus Morgan
Langston Morris-Walker
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Chris Murry
Devon Mynnier
Scott O’Gallagher
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Joey Rodriguez
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Matt Scott
Austin Simon
Chris Smith
Gary “G” Smith
Jordan Southerland
Kamronn Taylor
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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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