



REAL SE





TARLE OF CONTENTS

- **2 PRODUCT SUPPORT**
- **3 GAME CONTROLS**
- 4 CONTROLS
- 4 BASIC OFFENSE
- 4 BASIC DEFENSE
- 5 ADVANCED OFFENSE
- **6 ADVANCED DEFENSE**
- 7 PRO STICK™: SHOOTING
- 8 PRO STICK™: DRIBBLING
- 9 POST MOVES
- 9 POST SHOTS
- 10 DEFENSIVE CONTROLS
- 11 LIMITED SOFTWARE WARRANTY
 AND LICENSE AGREEMENT
- 27 NBA 2K19 GAME CREDITS

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

Important Health Warning: Photosensitive Seizures

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

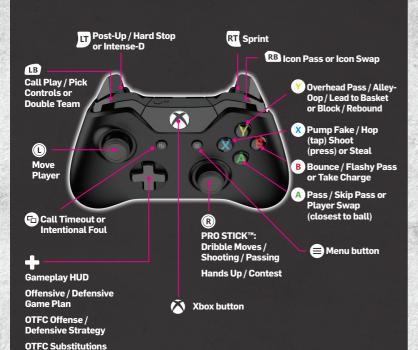


Product Support: http://support.2k.com

Please note that NBA 2K19 online features are scheduled to be available until

December 31, 2020 though we reserve the right to modify or discontinue online features without notice. Visit www.nba2k.com/status for more information.

GAME CONTROLSXBOX ONE WIRELESS CONTROLLER



XBOX ONE WIRELESS CONTROLLER

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

ADVANCED OFFENSE

Action	Input
Pick Control	Press and hold . Use . to choose Roll vs. Fade and press . to choose pick side
Bounce Pass	Tap ®
Overhead Pass	Tap [™]
Flashy Pass	Double-tap ®
Alley-Oop	Double-tap 🕐
Handoff / Pitch Pass	Press and hold ³ , to make the selected receiver cut to the ball handler, release ³ to pass the ball
Lead to Basket Pass	Press and hold • to force the selected teammate to make a basket cut, wait for him to get in range or release • to force the pass early
Fake Pass	♥ + ♥ (while standing or driving)
Jump Pass	⊗ + ⊘
Give & Go	Press and hold @ to retain control of passer, release @ to pass the ball back to him
Putback Dunk / Layup Finish Alley-Oop (when controlling receiver)	Hold ॐ
PRO STICK™ Pass	RB + ®
Call Timeout	View button

ADVANCED DEFENSE

Action	Input
Move	0
Fast Shuffle	I + 1 + 0
Steal	Tap ③
Block	•
Rebound	
Chuck / Grab	Tap 8
Take Charge	Hold 💿
Flop	Double-tap •
Ball Denial	Hold 🗹 when near opponent
Intense Defense	Hold D
Crowd Dribbler	Hold 🗗 and move 🕲 towards the dribbler
Contest	Quickly move and release ®
Hands Up	Hold ©
Deny Hands Out	Hold (a) (while playing offball defense)
Double Team	Hold
Icon Double Team	Tap 19, then press and hold desired double teamer's action button

PRO STICK™

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

PRO STICK™: SHOOTING

Action	Input	
Jump Shot	Move and Hold ® in any direction (toward hoop for bank shot)	
Pump Fake	Start a jump shot, then quickly release ©	
Runner / Floater (driving mid-range)	Hold ® down	
Hop Gather	Tap while standing or driving (determines direction of hop)	
Spin Gather	ा + Double tap ® while standing or driving	
Normal Layup (driving to hoop)	Hold ® left, right, or up while driving (® direction determines finish hand)	
Euro Step Layup (driving to hoop)	Double tap 😵 while holding 🕲 toward off hand	
Cradle Layup (driving to hoop)	Double tap 🕉 while holding 📵 toward ball hand	
Reverse Layup (driving along baseline)	Hold ③ in the direction of the hand closest to the baseline	
2-Hand Dunks (driving to hoop)	আ + Hold ® up	
Dominant / Off-Hand Dunk (driving to hoop)	ष्य + Hold © left or right to dunk with that hand	
Flashy Dunks (driving to hoop)	₫ + Hold ® down	
Step Through	Pump fake, then hold ® again before pump fake ends	

PRO STICK™: DRIBBLING

Action	Input	Context
Triple Threat Jab Step	Tap ® Left/Right/Up	Triple Threat
Triple Threat Pump Fake	Tap Right Stick down	Triple Threat
Triple Threat Hesitation	₹ +Tap ® left or right	Triple Threat
Triple Threat Size-up	₹ +Tap ® up	Triple Threat
Triple Threat Spinout	Rotate ® then quickly return to neutral	Triple Threat
Triple Threat Stepback	स्य + Tap ® down	Triple Threat
Signature Size-up Combo	Tap ® up	Dribbling
Hesitation (quick)	Tap @ right (when dribbling with right hand)	Dribbling
Hesitation (escape)	स्प + Tap ® toward ball hand	Dribbling
In and Out	स्य + Tap ® up	Dribbling
Crossover (front)	Tap @ left (when dribbling with right hand)	Dribbling
Crossover (between legs)	u + Tap left (when dribbling with right hand)	Dribbling
Cross to Hesitation Escape	Perform a Crossover, Between Legs Cross, or Behind Back move then quickly chain into a Hesitation before the ball switches hands.	Dribbling
Behind Back	Tap ® down	Dribbling
Spin	Rotate ® from ball hand around player's back, then quickly return to neutral	Dribbling
Half-Spin	Rotate ® in a quarter-circle from ball hand to hoop, then quickly return to neutral	Dribbling
Stepback	स्य + Tap ® down	Dribbling

POST MOVES (PRESS D TO POST UP)

Action	Input
Quick Spin / Hook Drive	Rotate ©
Fakes	Tap ® left/right/down
Change Facing	Тар 🕲 ир
Post Hop	Hold ® to the left or right away from hoop, then tap ®
Post Stepback	Hold ® away from hoop, then tap ®
Dropstep	Hold ® to the left or right toward hoop, then tap ®

POST SHOTS (PRESS TO POST UP)

Action	Input
Post Hook (close range)	® up (with ® neutral)
Shimmy Hook (close range)	🖫 + 🔞 up (with 🕦 neutral)
Post Fade (beyond close range)	O down left or right
Post Layup	© up (while ® is toward the hoop)
Shimmy Fade (beyond close range)	Hold ଐ then move ۞ down left or right (with ❻ neutral)
Pump Fake	Start a shot listed above then move © to neutral
Up & Under / Step Through	Pump fake, then @ again before pump fake ends

DEFENSIVE CONTROLS

Action	Input	Context
Move	0	Any
Fast Shuffle	□ + ₹ + ()	Any
Steal	Tap ⊗	Any
Block	v	Any
Rebound	🕜 (ball in air)	Any
Chuck / Grab	Tap ®	Any
Take Charge	Hold ®	Any
Flop	Double-tap ®	Onball Defense
Intense-D	Hold 😈	Onball Defense
Crowd Dribbler	Hold 5 + Move © towards the dribbler	Onball Defense
Contest	Tap ®	Onball Defense
Hands Up	Hold © in any direction	Onball Defense
Deny Ball	Hold ® in any direction	Offball Defense
Double Team	ß	Any
Pull Chair	Tap away from player backing down	Post defense

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/peula/ (the "Website"). Your continued use of the Software after a revised Agreement has been posted constitutes your acceptance of its terms.

THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUALIS), PACKAGING, AND OTHER 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, RORTHERWISE USING FITHESOFTWARE, AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THAS GREEMEN WITH THE UNITED STATES. COMPANYACE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR." WE." "US, OR" OWN., AS WELL AS THE PRIVACY POLICY LOCATED AT W.W... take 2games. com/privacy AND TERMS OF SERVICE LOCATED AT www. take 2games.

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 nonexclusive, non-transferable, limited, andrevocable rightand license to use one cony of the Software for your personal, non-commercial license for gameptay on a single Game Platform leg. computer, mobile device, or gaming console) as intended by Licensor unless otherwise expressly specified in the Software documentation. Your ticense 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 other wises use the Software and ends on the carlier 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 notitle or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. Licensor retains all right, title, and interest to the Software, including, but not limited to, all converights, trademarks, trade secrets, trade names. proprietary rights, patents, titles, computer codes, audiovisual effects. themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by U.S. copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced, altered, modified.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 Licenson'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, as applicable, its licensors.

LICENSE CONDITIONS

You agree not to, and not to provide guidance or instruction to any other individual or entity on how to:

· commercially exploit the Software:

 distribute, lease, license, sell, rent, convert into convertible currency, or otherwise transfer or assign the Software, or any copies of the Software, including but not limited to Virtual Goods or Virtual Currency (defined below) without the express prior written consent of Licensor or as expressly set forth in this Agreement;

• make a copy of the Software or any part thereof (other than as set forth herein):

 make a copy of the Software available on a network for use or download by multiple users;

except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer or gaming unit at the same time; copy the Software onto ahard driveor other storage device in order to bypass he requirement to run the Software from the included Blur -yD loss (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently); use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate license agreement to make the Software available for commercial use; reverse engineer, decompile, disassemble, display, perform, prepare derivative works based on, or otherwise modify the Software, in whole

or in part;
• remove or modify any proprietary notices, marks, or labels contained on

 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 (including but not limited to utilizing exploits or glitches) or utilize any unauthorized robot, spider, or other program in connection with any online features of the Software;

 violate any terms, policies, licenses, or code of conduct for any online features of the Software; or

 transport, export, or re-export (directly or indirectly) into any country forbidden to receive the Software by any U.S. export laws or regulations or U.S. economic sanctions or otherwise violate any laws or regulations, or the laws of the country in which the Software was obtained, which may be amended from time to time.

ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DOIGHAL COPIES. Software download, redemption of a unique serial code, registration of the Software, membership in a third-party service and/or embership 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 certainn-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 (is defined below) per serial code and access to Special Features cannot bet ransferred, sold, leased, licensed, ented, converted into convertible intruct currency, orre-registered by another user unless other wise expressly specified. The

TRANSFER OF PRE-RECORDED COPY LICENSE: You may transfer the entire physical copy of pre-recorded Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any portion or component of the Software or accompanying documentation, and the recipient agrees to the terms or accompanying documentation, and the recipient agrees to the terms or accompanying documentation, and the recipient agrees to the terms or this Agreement. Transfer of the pre-recorded copy license may require you to take specific steps, as set for thin the Software documentation. You must not transfer, set, lease, ticense, rent, or 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, arenot transferrable to another personunder any circumstances,

and Special Features may cease functioning if the original installation copy of the Software is deleted or the pre-recorded copy is unavailable to the user. The Software is intended for private use only. NOTWITHSTANDING THE FOREOING, 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 copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. Such measures may include incorporating license management, product activation, and other security technology in the Software and monitoring usage, including, but not limited to, time, date, access, or other controls, counters, serial numbers, and/or other security devices designed to 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 one time. $Additional\, terms \, and \, registration \, may \, be required \, to \, access \, on line \, services \,$ 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. Licensor may limit, suspend, or terminate the license granted hereunder and access to the Software, including, but not limited to, any related services and products, on thirty days' notice, or immediately for any reason beyond the Company's reasonable control or if you breach any term of an agreement or policy governing the Software, including this Agreement, Licensor's Privacy Policy and/or Licensor's Terms of Service.

USERCREATED CONTENT: The Software may allow you to create content, including, but not limited to, a gameplay map, scenario, screenshot, car design, character, 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 contributions in any way and for any purpose in connection with the Software and related goods and services. including, but not limited to, the rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive and agree never to assert any moral rights of paternity, publication. reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor. and terms above regarding any applicable moral rights, will survive any termination of this Agreement.

INTERNET CONNECTION: The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions.

USER ACCOUNTS: In order to use the Software or a software feature, or for certain feature is of the Software to operate properly, yournay berequired to have and maintain a valid and active user account with an online service, such as a third-party gaming platform or social network account ("Third-Party Account"), or an account with Licensor or a Licensor affiliate, as set for thin the Software documentation. If you don't maintain such accounts, then certain features of the Software may not operate or may cease to function properly either in whole or in part. The Software may also require you to create a Software-specific user account; then contained the software of the software and store required to rester a Software-specific user account; the software may also require you to create a Software-specific user account; in order to account; in order to account; in order to account; in order to account the account in

Your User Account log-in may be associated with a Third-Party Account. You are responsible for all use and the security of your User Accounts and any Third-Party Accounts that you use to access and use the Software.

VIRTUAL CURRENCY AND 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.

VIRTUAL CURRENCY & VIRTUAL GOODS: The Software may enable users to () use fictional virtual currency as a medium of exchange exclusively within the Software ("Virtual Currency" or "VC") and (ii) gain access to (and certain limited rights to use) virtual goods within the Software ("Virtual Goods" or "VG"). Regardless of the terminology used, VD and VG represent a limited (icense right governed by this Agreement, Subject to the terms of and compliance with this Agreement, Licensor hereby grants you the nonexclusive, non-transferable, non-sublicensable, limited right and license touse VC and VG obtained by you for your personal, non-commercial gameplay exclusively within the Software. Except as other wise prohibited by applicable law, VC and VG obtained by you are licensed to you, and you hereby acknowledge that no tilt or ownership in or to VC and VG is being transferred or assigned hereunder. This Agreement should not be construed as a sale of any rights in VC and VG.

VC and VC do not have an equivalent value in real currency and do not act as substitute for real currency. You acknowledge and agree that Licensor may revise or take action that impacts the perceived value of or purchase price for any VC and/or VG at any time except as prohibited by applicable law. VC and VG do not incur fees for non-use; provided, however, that the license granted hereunder to VC and VG will terminate in accordance with the term and conditions of this Agreement and the Software documentation, when Licensor ceases providing the Software, or this Agreement is otherwise terminated. Licensor, in its soft eight control to the right to charge fees for the right to access or use VC or VG and/or may distribute VC or VG with or without charge.

EARNING & PURCHASING VIRTUAL CURRENCY & 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/or VG will be credited to your User Account. You may purchase VC and VG only within the Software, or through a platform. participating third-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 may offer discounts or promotions on the purchase of VC, and such discounts and promotions may be modified or discontinued by Licensor at any time without notice to you. Upon completing an authorized purchase of VC from an Application Store. the amount of purchased VC will be credited to your User Account. The Licensor shall establish a maximum amount you may spend to purchase VC per transaction and/or per day, which may vary depending on the associated Software, Licensor, in its sole discretion, may impose additional limits on the amount of VC you may purchase or use, how you may use VC, and the maximum balance of VC that may be credited to your User Account. You are solely responsible for all VC purchases made through your User Account

BALANCE CALCUL ATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which

regardless of whether or not authorized by you.

VC is credited and debited from your User Account in connection with your purchase of VG or for other purposes. White Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VC 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. Your available VC and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand against and withdrawal from your available VC and/or VG in your User Account, You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and/or VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software: For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account. regardless of whether or not authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at www. take2games.com/supportor, for Social Point products, at www.social point. es/community/#support

NON-REDEEMABLE: VC and VG may only be redeemed for in-game goods and services. You may not sell, lesse, license, or rent VC or VG convert them into convertible VC. VC and VG may only be redeemed for in-game goods or services and are not redeemable for any sum of money or monetary value other goods from Licensor or any other person or entity at any time, except as expressly provided herein or otherwise required by applicable law. VC and VG have no cash value, and neither Licensor nor any other person or entity has any obligation to exchange your VC or VG for any thing of value, including, but not limited to, real currency.

NO REFUND: All purchases of VC and VG are final and under no circumstances will such purchase be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensor has the absolute right to manage, regulate, control, modify, suspend, and/or etiminate such VC and/or VG as it sees fit in its soft discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

NO TRANSFERS: Any transferring, trading, selling, or exchanging of any VC or VG to anyone, other than in game play using the Software as expressly authorized by Licensor ("Unauthorized Transactions"), including, but not limited to, among other users of the Software, is not sanctioned by Licenson and is strictly forbidden. Licensor reserves the right, in its sole discretion, to terminate, suspend, or modify your User Account and your VC and VG and terminate this Agreement if you engage in, assist in, or request any Unauthorized Transactions. All users who participate in such activities do so at their own risk and hereby agree to be responsible and liable to Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents for all damages, losses and expenses arising directly or indirectly from such actions. You acknowledge that Licensor may request that the applicable Application Store stop, suspend, terminate discontinue, or reverse any Unauthorized Transaction, regardless of when such Unauthorized Transaction occurred (or has yet to occur) when it suspects or has evidence of fraud, violations of this Agreement, violations of any applicable law or regulation, or any intentional act designed to interfere or that otherwise has the effect of or may have the effect of intervening in any way with the operation of the Software. If we believe or have any reason to suspect that you have engaged in an Unauthorized Transaction, you further agree that Licensor may, in its sole discretion, restrict your access to your available VC and VG in your User Account or terminate or suspend your User Account and your rights to any VC, VG, and other items associated with your User Account.

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 treat and conditions set forth on or in or required by the applicable Software Store and all such applicable terms and conditions are incorporated herein by this reference. Licensor is not responsible or liable to you for any credit card or bank-related charges or other charges or fees related to your purchase transactions within the Software or through a Software Store. All such transactions are administered by the Software Store, not Licensor. Licensore systeps disclaims and liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through software Store.

This Agreement is solely between you and Licensor, and not with any Software Store. You acknowledge that the Software Store has no obligation to furnish any maintenance or support services to you in connection with the Software. Except for the foregoing, to the maximum extent permitted by applicable law the Software Store will have no other warranty obligation what soever with respect to the Software. Any claim in connection with the Software related to product liability, a failure to conform to applicable legal or regulatory requirements, claims under consumer protection or similar legislation or intellectual property infringement are governed by this Agreement, and the Software Store is not responsible for such claims. You must comply with the Software Store Terms of Service and any other Software Store applicable rules or policies. The license to the Software is a non-transferable license to use the Software only on an applicable device that you own or control. You represent that you are not located in any U.S.-embargoed countries or other geographical areas or on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's list or Entity List. The Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

INFORMATION COLLECTION & USAGE

Byinstalling and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Pitriavy Policy, including (where applicable) (i) the transfer of any personal information and other information into Licensor, it is affiliates, vendors, and business partners, and toer tain other british and the properties of the public display of your data, such as identification of your user-created content or displaying your socres, ranking, achievements, and other gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on websites and other platforms; (iii) the sharing of your gampetpay data on the your gampetpay data

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.

WARRANTY

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software but not if you obtain the pre-recorded Software and accompanying documentation as a transfer from the original purchaser) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that the Software is compatible with a personal computer meeting the minimum $system \, requirements \, listed \, in \, the \, Software \, documentation \, or \, that \, it has been \,$ certified by the gaming unit producer as compatible with the gaming unit for which it has been published. However, due to variations in hardware, software, internet connections, and individual usage, Licensor does not warrant the performance of the Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free; or that the Software will be compatible with third-party software or hardware or that any errors in the Software will be corrected. No oral or written statement or advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer,some or all of the above exclusions and limitations may not 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 iong as the Software is currently being manufactured by Licensor, If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be widling the control of the software of the

Except as set forth above, and provided that if you are a resident of an EU member state Licensor warrants that the Software will be fit for purpose and of satisfactory quality, this warranty is in lieu of all other warranties, whether or all own written, express or implied, including any other warranty of merchantability, fitness for a particular purpose, or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to Licensor address specified below and include; your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

YOUR RESPONSIBILITY TO LICENSOR

Tothe fullest extent of applicable law, youagree to be responsible and liable to Licensor, its partners, licensors, affiliates contractors, officers, directors, employees, and agents in respect of all damages, losses, and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

TO THE FULLEST EXTENT OF APPLICABLE LAW, LICENSOR SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SOFTWARE, INCLUDING, BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE ORMAL FUNCTION, AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL BUJURIES, PROPERTY DAMAGE, OR LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THAT AGREEMENT ORTHES OFTWARE, WHETHER ARISINGINITORT (INCLUDING NEGLIGENCE), CONTRACT, STRICTLIABILITY, OROTHERWISE, WHETHER ARON OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH

DAMAGES. TO THE FULL EST EXTENT OF APPLICABLE LAW, LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW), SHALL NOT EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

IF YOU ARE A RESIDENT OF AN EUMEMBER STATE, NOTWITHSTANDING ANYTHING TO THE CONTRARY SET OUT ABOVE, LICENSOR IS RESPONSIBLE FOR LOSS OR DAMAGE YOU SUFFER THAT IS A REASONABLY FORESEABLE RESULT OF LICENSOR'S BREACHOFTHIS AGREEMENT ORITS NEGLIGENCE, BUTTITISNOT RESPONSIBLE FOR LOSS OR DAMAGE THAT IS NOT FORESEEABLE.

WE DO NOT AND CANNOT CONTROL THE FLOW OF DATA TO OR FROM DIR NETWORK AND OTHER PORTIONS OF THE INTERNET, WIRELESS NETWORKS, OROTHER THIRD-PARTYNETWORKS, SUCHFLOWDEPENDS INLARGEPART ON THE PERFORMANCE OF THEINTERNET 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. TO THE FULLEST EXTENT OF APPLICABLE LAW, WE DISCLAIM ANY AND ALL LIABILITY RESULTING FROM OR RELATED TO THIRD-PARTY ACTIONS OR INACTIONS THAT IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS TO

ERMINATION

This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor ceases to operate the Software servers (for games exclusively operated online), if Licensor determines or believes your use of the Software involves or may involve fraud or money laundering or any other illicit activity, or upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Conditions above. You may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access 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, custody, or control, Deleting the Software from your Game Platform will not delete the information associated with your User Account, including any VC and VG associated with your User Account. If you reinstall the Software using the same User Account, then you may still have access to your prior User Account information, including any VC and VG associated with your User Account. However except as otherwise prohibited by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and/or VG associated with your User Account will also be deleted, and you will no longer be available for use the Software or any VC or VG associated with your User Account. If this Agreement terminates due to your violation of this Agreement, Licenson may prohibit you from re-registering or re-accessing the Software. Upon any termination of this Agreement, you must destroy or return the physical copy of Software to Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control, including from any client server, computer, gaming unit, or mobile device on which it has been installed. 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". "restricted computer software". Test duplication, or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set for this subparagraph (c) (L) (ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-701.3 or as set forth in subparagraph (c) (L) 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.

FOULTABLE PEMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced. Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

TAXES AND EXPENSES

You shall be responsible and liable to Licensor and any and all off ta fifliates, officers, directors, and employees for 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 by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, I fan, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

TERMS OF SERVICE

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

MISCELLANEOUS

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

GOVERNING LAW

This Agreement shall be construed (without regard to conflicts or choice of law principles) under the law of the Star of New York, as such law is applied to agreement between New York residents entered into and to be performed within New York, except as governed by federal law. Unless sepressly waive 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. However, if you are a resident

provisions of consumer protection law in the member state in which you are resident, and you can bring legal proceedings in relation to this Agreement in the courts of the member state in which you are resident.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 110 W 44th Street, New York, NY 10036 UNITED STATES OF AMERICA.

All other terms and conditions of the EULA apply to your use of the Software.

© 2005-2018 Take. Two Interactive Software, Inc. and its subsidiaries. 2K, the 2K logo, and Take. Two Interactive Software are all trademarks and/or registered trademarks of Take. Two Interactive Software, Inc. The INBA 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. & 2018 NBA Properties, Inc. All rights reserved. Officially licensed product of the National Basketball Players Association. All other trademarks are property of their respective owners. Patents and Patent Pending: www.take2games.com/Leaal.

. 16

日絲

- 18 產品支援
- 19 游戲控制
- 20 控制
- 20 基本進攻
- 20 基本防禦
- 21 進階進攻
- 22 進階防守
- 23 PRO STICK™: 投籃
- 24 PRO STICK™: 運球
- 25 背籃動作
- 25 低位投籃
- 26 防守控制
- 27 NBA 2K19 遊戲製作群
- 38 軟體有限責任擔保、授權合約與 使用資訊公開事項

M 警告 在您開始玩遊戲之前。請詳讀 Xbox One™ 以及其他任何配件說明書內重要的安全及健康資訊。www.xbox.com/support。

進行視訊遊戲的重要健康警告

光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作:這些影像包括電玩遊戲中出現的閃光或圖 形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時。出現類似癲癇症狀,這類未經診斷的症 狀稱為「光刺激誘發癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。 癲癇發作時可能因為失去意識或抽筋之故、跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀,請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀,相較於成人,兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險,可以進行下列預防措施;

- 待在距離螢幕較遠的地方
- 使用較小的螢幕
- 在照明充足的室內進行遊戲
- 不要在感覺疲累或倦怠時進行遊戲

如果您自己或您的親友有癲癇史·請在進行遊戲之前先與醫師諮詢。



產品支援:

http://support.2k.com

請注意,「 NBA 2K19 」線上功能預計開放到 2020 年 12 月 31 日, 我們保留修改或中斷線上功能的權利 (不作另行通知)。 如需詳細資訊,請至 www.nba2k.com/status

GAME CONTROLS (遊戲控制) **XBOX ONE WIRELESS CONTROLLER** (XBOX ONE 無線控制器) 」 背籃單打/急停 或鎖定防守 RT 衝刺 RB 指定傳球/指定切換 LB 呼叫戰術/掩護 У 過頂傳球/空中接力/ 控制或包夾 切入直傳 或阻攻/籃板 X 投籃假動作/ 跳步 (輕按)投籃(按下) 0 抄截 移動 球員 B 彈地/ 快速傳球或製造 進攻犯規 A 傳球/ 高角度傳球 切換球員 (離球最近的人) 1 要求暫停或故意 ® 犯規 PRO STICK™: 運球移動/ ■選單按鈕 投籃/傳球 雙手高舉 / 遊戲 HUD 干擾投籃 進攻/防守比賽計畫 Xbox 按鈕 OTFC 進攻/ 防守策略 OTFC 換人

XBOX ONE WIRELESS CONTROLLER (XBOX ONE 無線控制器)

Basic Offense (基本進攻)	Control(控制)	Basic Defense (基本防禦)
移動球員	0	移動球員
PRO STICK™ (專家搖桿™): 運球動作/ 投籃/ 傳球	®	雙手高舉
背籃 / 護球 / 急停	D	鎖定防守
衝刺	RT	衝刺
呼叫戰術 / 掩護控制	(B)	雙人包夾
圖示傳球	RB	圖示傳球
傳球 (按一下) / 大角傳球 (按住)	A	切換球員 (最接近球的人)
地板傳球 (按一下), 花式傳球 (按兩下), 手遞手/傳接傳球(按住)	В	製造撞人犯規
投籃 (按住) 投籃假動作/ 墊步(按一下) 轉身收球 (按兩下)	•	抄截 (按下) 蓄意犯規 (按住)
高吊傳球 (按一下), 空中接力 (按兩下), 切入直傳 (按住)	•	阻攻 / 籃板球
遊戲介面	ô	遊戲介面
比賽進攻戰術	O)	比賽防守戰術
	(C)	臨場執教防守設定
即時換人	Q	即時換人

ADVANCED OFFENSE (進階進攻)

Action (動作)	Input (輸入)
掩護控制	按住 🕮. 用 📵 來選擇切入或拉開,按下 🕲 來選擇掩護方
地板傳球	按图
高吊傳球	按♥
花式傳球	按兩下 🛭
空中接力	按兩下 ♥
手遞手 / 傳接傳球	按下並按住 ③ ・ 讓選定的接球者來到持球者身邊・放開 ③ 即可傳球
切入直傳	長按 ○ 以譲被選擇的隊友進行得分嘗試・等他進入射程・ 或者鬆開 ○ 來強制提早傳球
傳球假動作	♥+❸(站立或切入時)
跳傳	⊗ + ⊘
不停球直接傳球	按住 🏻 來繼續控制傳球者,放開 🐧 即可將球傳回
補籃/上籃 完成空中接力 (當控制接球者時)	按住❸
PRO STICK™ (專家搖桿™) 傳球	RB + ®
	檢視按鍵

ADVANCED DEFENSE (進階防守)

Action (動作)	Input (輸入)
移動	•
快速滑步	D + 1 + 0
抄截	按下❸
阻攻	•
籃板	● (球在空中時)
驅逐 / 抓住	按下®
製造撞人犯規	按住8
假摔	按兩下◎
阻絕球	在對手附近時按住 🛭
鎖定防守	按住區
壓迫持球者	按住 🛭 並向 📵 持球者移動
干擾投籃	快速推動並放開 ③
高舉雙手	按住®
伸手干擾	按住 ③ (無球防守時)
雙人包夾	按住 📭
圖示雙人包夾	按下 43,然後按住想要用於進行雙人包夾防守的球員的動作鍵

Z1

PRO STICK™

PRO STICK™ 可以讓您獲得前所未有的進攻招數控制。

PRO STICK™: SHOOTING(PRO STICK™: 投籃)

	,
Action (動作)	Input (輸入)
跳投	推動 ③ 並往任何方向推住 (往籃框推動可擦板投籃)
投籃假動作	開始跳投,然後快速 ② 放開
跑投/ 抛投 (中程突破)	往下推住◎
跳步收球	站立或切入時按下 ❷ (⑥ 決定跳步方向)
轉身收球	때 + 站立或切入時按兩下 ⊗
普通上籃 (朝籃下切入時)	切入時往左、右或上推住 ◎ (◎ 方向決定上籃用手)
歐洲步上籃 (朝籃下切入時)	按兩下 ❸ 並往非持球手推住 ⑩
搖擺上籃 (朝籃下切入時)	按兩下 ॐ 並往持球手推住 ⑮
反手上籃 (沿底線切入時)	往最靠近底線的手的方向推住 ◎
雙手灌籃 (朝籃下切入時)	ໝ + 往上推住 ❽
慣用手/非慣用手灌籃 (朝籃框切入)	☑ + 往左或右推住 ◎ 決定用哪隻手灌籃
花式灌籃 (朝籃下切入時)	電 + 往下推住 ❻
跨步穿越	假動作投籃,然後在假動作結束前再次推住 @

PRO STICK™: DRIBBLING (PRO STICK™: 運球)

	<u> </u>	<u> </u>
Action (動作)	Input (輸入)	Context (關聯動作)
三重威脅刺探步	往左/右/前輕推⑩	三重威脅
三重威脅假動作	往下輕推右搖桿	三重威脅
三重威脅遲疑步	□ + 往左/ 右/ 輕推 ®	三重威脅
三重威脅花式運球	₹ + 往上輕推 ®	三重威脅
三重威脅轉身突破	往某個方向轉動 ® 然後快速回 到中央	三重威脅
三重威脅向後跨步	■ + 往下輕按 ®	三重威脅
招牌花式運球組合	向上輕推 ®	運球
遲疑步 (快速)	向右輕推 ® (用右手運球時)	運球
遲疑步 (後撤)	■ + 往持球手輕推 ®	運球
內切後外帶	嘅 + 往上輕推 ®	運球
交叉運球 (前)	往左輕推 @ (用右手運球時)	運球
交叉運球 (跨下)	嘅 + 往左輕推 ⑩ (用右手運球時)	運球
交叉運球到運球遲疑步	進行交叉運球、跨下交叉運球或 背後交叉運球,然後在換手運球 前迅速串聯出運球急停動作。	運球
背後運球	往下輕推 ◎	運球
轉身	從持 ® 球手方向推繞過球員背 後,然後快速回到中央	運球
半轉身	從慣 ® 用手朝籃筐方向將轉 1/4 圈,然後快速回到中央	運球
後跨步	嘅 + 往下輕推 ®	運球

POST MOVES (PRESS **5** TO POST UP) (背籃動作;接住 🛭 以開始背籃)

Action (動作)	Input (輸入)
快速轉身 / 鉤手進攻	旋轉◎
假動作	往左/右/下方輕推 ②
變換背籃姿態	往上輕推 ②
背籃墊步投籃	朝遠離籃筐方向往左或往右推住 ⑩ ,然後按 🏖
背籃後跨投籃	朝遠離籃筐方向推住 ⑩ ,然後按 ₺
沉底步	朝籃筐方向往右或左推住 ⑩ ,然後按 🏖

POST SHOTS (PRESS D TO POST UP) (低位投籃;按住 D 以開始背籃)

Action (動作)	Input (輸入)
背籃鉤射 (近距離時)	往上推住 @ (@ 置於中央)
晃肩鉤射 (近距離時)	弧+往上推住 ⑫(⑥置於中央)
背籃後仰跳投 (近距離外)	往左下或右下推住 ⑩
背籃上籃	往上推住 ◎ (當 ◎ 朝向籃筐推動時)
晃肩後仰跳投 (近距離之外)	按住 ᠍,然後朝下往左或往右推動 圖 (圖 置於中央)
投籃假動作	開始進行以上列出的投籃動作,然後將 @ 移回中央
上下假動作 / 跨步穿越投籃 假動作	假動作投籃,然後在假動作結束前再次移動 ②

DEFENSIVE CONTROLS (防守控制)

Action (動作)	Input (輸入)	Context (關聯動作)
移動	0	任何動作
快速移動	□ + □ + □	任何動作
抄截	按一下❸	任何動作
阻攻	•	任何動作
籃板	♥(球在空中時)	任何動作
驅逐 / 抓住	按一下®	任何動作
製造撞人犯規	按住®	任何動作
假摔	按兩下®	持球防守
鎖定防守	按住即	持球防守
壓迫持球者	按住 📴 + 往持球者方向推 動 🕲	持球防守
干擾投籃	按一下®	持球防守
高舉雙手	往任何方向推住 ®	持球防守
阻絕球	往任何方向推住 ®	無球防守
雙人包夾	1 8	任何動作
抽板凳	往遠離背靠球員的方向輕 推 ⑩	禁區防守

NBA 2K19 GAME CREDITS

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

FNGINFFRS Tim Meekins Johnnie Yang Mark Horsley Chris Larson Nick Jones Mark Roberts Nate Bamberger Evan Harsha Tim Schroeder Steven Fuller David Copelovici Matthias Wloka Harlan Young Brad Jones Barry LaVergne Kiiin Keum Qiong Wang Anthony Lundauist Ian Citti Jeff Brizzolara Scott Kohn Katherine Havton Wen Chi Gu David Yu

Eleftherios "Leftos" Aslanoglou

Bihua "Bella" Oiu

Ivan Gusev Heem Patel

Doug Marien Jingjing Wang Kiran George

Yu Gu Arvind Gopalakrishnan Kefei Lei

Mark Chatfield Anish Ramaswamy Igor Pevac Goksu Ugur Zongye Yang Li Lin Daniel Finch John Friar Tianyi Yang Jacob Longazo JD Minwong Alex Cordova Dominic Nicholson **Kevin Dec** Evan Li John Conover Apurva Kumar Pujan Dave Chi-Hao Kuo Kemi Peng Joe Nathan John Walker Ashwath Ramadas Dhruva Seelin Gabor Valasek Anneliese Fang Craig Stewart Gabor Hodosy Tianli Bi Viktor Vad

Kai-Chaun Hsiao

ENGINEER INTERNS

Alex Longazo

Shubham Rastogi

Zeleng Zhuang

Ayush Mahotra

Marcus Pierce

Luan Haoqing Emre Findik

Peilin Li

Asaf Geva

TECH GROUP

DIRECTOR OF TECHNOLOGY Tim Walter

I FAD I IRRARY ENGINEER Ivar Olsen

LIBRARY ENGINEERS Boris Kazanskii Zhe Peng Brian Ramagli

MAYA TOOLS SOFTWARE ENGINEER Andras Jambori

TOOLS ENGINEER Prajwal Manjunath

BUILD TOOLS ENGINEER Nick Contini

PRODUCTION

EXECUTIVE PRODUCER **Jeff Thomas**

SENIOR PRODUCERS Asif Chaudhri Erick Boenisch Felicia Steenhouse Ben Bishop Zach Timmerman Roh Jones

GAMEPLAY DIRECTOR Mike Wang

PRODUCTION & DESIGN

Jerson Sapida Dion Peete Jay Iwahashi Jason Souza Dan Indra Joe Levesaue Abe Navarro Jon Corl Eric Dillard Nino Samuel Dan Bickley Jesse Bean Dave Zdyrko Matt Underwood Robert Nelson Kurtis Hon Michael Stauffer Scott O'Gallagher Charles Williams Himanshu Vartak **Brett Hawkins** Ben Horne Himanshu Vartak **Brett Hawkins** Shane Coffin **Peter Cornforth Grant Wilson** Jesse Hamburger Pierre Luc-Grenon Jeff Schrader Tamir Naday

ART TEAM

CHARACTER LEAD Ann Sidenblad

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

ADDITIONAL CHARACTER ART Robert Barnes

3D SCANNING TECHNICIAN Lourde Canavati

TECHNICAL ART LEAD Stewart Graff

TECHNICAL ART

Walter Crouch Crysta Frost Joe Hultgren Bugi Kaigwa Tenghao Wang

CHARACTER TECNOLOGY LEAD Emre Yilmaz

TECHNICAL ART PRODUCTION Michael Miller

ENVIRONMENT LEAD John Lee

ENVIRONMENT ARTIST Tim Doonan Tim Loucks Ray Wong Alfonso Villar Christian Cunningham

LIGHTING LEAD Joe Clark

LIGHTING ARTIST Randy Cooper

ADDITIONAL LIGHTING ART Craig Schiller

ANIMATION DIRECTOR Rov Tse

LEAD GAMEPLAY ANIMATOR Fric Perrier

LEAD PERFORMANCE ANIMATOR Derek Kurimoto

ANIMATION TECHNICAL LEAD Jamie Wicks

ANIMATORS Elias \"ELI\" Figueroa Robert Firestone

ADDITIONAL ANIMATION Mostafa Elsaved David Ong David Yuen

PERFORMANCE CAMERA Jonathan Lyons

PERFORMANCE FACIAL LEAD Joel Flory

PERFORMANCE FACIAL ANIMATION Rhea Shetty Jean Lin Tyler Clapp Gerald Green Nick Malutama

Matthew Sweeney PROP ARTIST Roger Ridley **UI ART DIRECTOR**

Herman Fok

ULARTIFADS Justin Cook Albert Carmona

UI ART PRODUCER Jared Rubio Delamora

UI VISUAL DESIGN Zhen Xiong Tan Anthony Yau

USER INTERFACE Ouinn Kaneko Jeffrey Davis Andrew Michael Chin David Lee Myra Shadle Jeffrey Davis Myra Shadle Frank Palmer Ya Han Hsu

ADDITIONAL UI ART Jason Rasmussen Kelvin Wang Jocelvn Barrios Blake Landry

STUDIO ART DIRECTOR Matt Crysdale Anton Dawson

ART PRODUCERS Stephanie Gene Morgan Corie Zhang Kyle Killian

FACE CAPTURE Pixelaun Studio

SPECIAL THANKS 2K Mocap Matt Chalwell Chank Diesel Lee Olsen Tony Reynolds Ezra Li Eismont Alexander Sparks Griffin One Virtuos XPEC Art Center Original Force 2K Czech **Custom Tattoo Design** Graffiti South Africa

VC BUDAPEST

ENGINEERS Andras Jambori Gabor Valasek Gabor Hodosy Viktor Vad Máté Pinczel

VC SOUTH

TECHNICAL DIRECTOR Steve Ranck

CREATIVE DIRECTOR Brian Silva

DIRECTOR OF PRODUCT DEVELOPMENT Chien Yu

PRODUCER Roh Leach

ENGINEERS Mike Bowman Thang Nguyen David Msika Caleb Liu Stephen Carrington Kemi Peng Jason Mooradian Trent Snyder Robert Rouhani Samuel Flores

LEAD ARTISTS Andrew Rai Jordan Edell Dale Henderscheid

OA TESTERS Alec Jacques Sophia Gold

OFFICE MANAGER Lori Vermeer

SPECIAL THANKS Chloe Xiu

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 Courselle Mark Middleton

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 Bill Simmons 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

G-LEAGUE ANNOUNCERS Blake Suniga Tim Swartz Brian Banifatemi

G-LEAGUE PA ANNOUNCER Mark Middleton

CHINESE ANNOUNCERS Yi Yang Jian Yang Oun Su

CHINESE PA ANNOUNCER Tony Chen

2KTV CAST

HOST & PRODUCER Rachel A. DeMita

LEAD CAMERA & EDITOR Alan Palmer

GAME EXPERT & PRODUCER
Jonathan Smith

PRODUCER Jessica Teuscher

EXECUTIVE PRODUCER
Joel Simmons

EDITOR & CAMERA Rodney Johnson David Park

EDITOR Mary Dorochowicz LEAD GRAPHICS

PRODUCTION ASSISTANT Blake Suniga 2K EMCEE Mason Thomas

AUDIO MIX James Yanisko

ADDITIONAL CAMERA

MyCAREER CAST & CREW

STARRING

MyPLAYER/A.I. Philip Smithey

COREY HARRIS
Aldis Hodge

COACH STACKHOUSE Michael Rapaport

BIG TUNNEY Anthony Mackie

ZACH COLEMAN Haley Joel Osment

COACH KELLER Rob Huebel

MARCUS YOUNG

PAUL TATUM Ricky Whittle

HOWIE CARTER Blake Jenner

NIKKI DAVIS Ginger Gonzaga

SHANGHAI COACH Vic Chao

WEI LI Allen Rowe

ZHANG TAN Jason Ko

MARCIE SMITH Meghan Lennox

JACKSON ELLIS Will Blagrove ATM Sheldon Bailey

INDIANA STATE FAIR CARNY George Kareman RESTAURANT OWNER Christian Papierniak

CHAUFFEUR Evan deRouin

MAZE GIRL #1 Ally Quinn

MAZE GIRL #2 Aly Trasher

CHINESE FAN/CHINESE NEIGHBOR

NICKYLE STRONG Ser'Darius Blain

VERONIKA POWERS Alanna Thompson

ASSISTANT COACH Donathan Walters

CHARLIE SKIDDOES Thomas Gelo

MARCO SPINELLI Sullivan Jones KAI DONALDSON Khleo Thomas

DON DIEBOLD Scott Perry

JESSIA SHEER Kat Ann Nelson

ARLO CHARLES Adam Shapiro

DR. JACOB RUBIN Paul Ghiringhelli

RACHEL A. DEMITA AS HERSELF

RONNIE 2K AS HIMSELF

FLOYD THE BARBER Todd Anthony

FOOT LOCKER EMPLOYEE
Joel Ferreira-Clifton

NBA STORE EMPLOYEE Tyler Idowu

ALLEY-OOPS TATTOO EMPLOYEE Lyndsy Kail

SWAG'S EMPLOYEE Caitlin McGinty BOOST STAND EMPLOYEE
Heather Gordon

GATORADE FUEL STATION EMPLOYEE Austin Simon

WHEELS EMPLOYEE
Danielle O'Dea

MYTEAM SHOP EMPLOYEE
Ray Carbonel

SPECIAL EVENT STAFFER
Sheila Cuaderno

REPORTERS Evan deRouin Alexandra Grant Christian Papierniak

NBA STARS

Kareem Abdul-Jabbar as Himself Shaquille O'Neal as Himself Anthony Davis as Himself Giannis Antetokounmpo as Himself Ben Simmons as Himself

PRODUCTION

DIRECTOR Christian Papierniak

PRODUCTION MANAGER Evan deRouin

WRITTEN BY Adam Hoelzel

> STORY BY Christian Papierniak

EDITOR Camille Thoman

DIRECTOR OF PHOTOGRAPHY Rich Paisley

1ST ASSISTANT CAMERA OPERATOR Mike Dumin

CAMERA OPERATOR (2ND UNIT)
Dave Daniel

1ST ASSISTANT CAMERA OPERATOR (2ND UNIT) Lee Jordan KEY GRIP Orlando Orona

GRIP (2ND UNIT) Todd Kuhn SCRIPT SUPERVISOR
Chine Williams

PRODUCTION INTERN Anker Fange

CASTING BY
Caldwell/Kostenbauder Casting

ADDITIONAL WRITING & EDITING
Ben Bishop

ADDITIONAL WRITING
Dan Indra

MyGM: THE SAGA CONTINUES

WRITER
James Marceda
STORY BY
Erick Boenisch

DIRECTED BY John Walker

2K MOTION CAPTURE DEPARTMENT

SUPERVISOR David Washburn

PERFORMANCE CAPTURE STAGE MANAGER
Anthony Tominia

SENIOR TECHNICAL/PRODUCTION MANAGER David Voci

ASSOCIATE PRODUCTION MANAGER
Michelle Hill

TECHNICAL LEAD Nateon Ajello

PIPELINE ENGINEER Charles Harris III

ASSISTANT DIRECTOR
Alexandra Grant
ASSOCIATE PRODUCER
Marilyn Escobar

STAGE TECHNICIAN II Emma Castles Jeremy Schichtel

STAGE TECHNICIAN I Roy Matos Michael Listo Lance Mitchell

STAGE BUILDER Viqui Peralta

PRODUCTION SPECIALIST II Ryan Girard Jose Gutierrez Gil Espanto

PRODUCTION SPECIALIST I Nihal Rashinkar Jennifer Mullaly Leonardo Ouert

RESEARCH AND DEVELOPMENT
J. Mateo Baker

TECHNICAL MANAGER Nateon Ajello

Gil Espanto

MOTION CAPTURE STAGE BUILDER Vigui Peralta

MOTION CAPTURE SPECIALIST II Ryan Girard Jose Gutierrez

MOTION CAPTURE SPECIALIST I Jeremy Wages Michelle Hill AUDIO ENGINEERS Daniel Morales

Kyle Renteria

MAKE-UP ARTISTS
Danielle O'Dea
Chrystal Linaja
Emily Jones

Arielle Abelon

CAMERA OPERATORS
Alan Ricardez
Cody Flowers
Travis Neuroth
Italo Robinson
Logan "Lomo Saltado" Emerson
Dvlan Reeves

ADDITIONAL AUDIO

ARENA ORGAN, BEATS Music, & Additional

IN-GAME MUSIC Casey Cameron

STUDIO SHOW MUSIC Cody Mills

BEAT MACHINE MUSIC Gramoscope Music

NATIONAL ANTHEM VOCALIST Linda Lind ADDITIONAL CAPTURE SUPPORT Christopher Jones

PLAYER CHATTER
Derek Breakfield
Michael Patterson
Gleb Kaminer
Marton Cowart
Devin Glischinski
PJ King
Christian Nielson-Buckholdt
Dorian Lockett
Eric Larsen
Jacob Battersby Gordon

ADDITIONAL PLAYER CHATTER Kevin Gu Yu Gu

Yu Gu Evan Li Ryan Wang Zongye Yang

ADDITIONAL REFEREE Tianvi Yang

SPECIAL THANKS Red Rowdies

CROWD CHATTER
Kelsie Lahti
Ashley Landry
Niko Ackerman
Steven Baston
Marcus Boddy
Vincent Byrne Davis
Philip Floyd
Ben Hadder
David Hadder
David Hadder
David Hadder
David Hadder
Lesse Langland
Rolan Jed Negranza
Hana Ohira
Danielle Strickland
Joshua Cervantes
Reinard Coloma
Christopher Nichols
Jaymi Valdes
Rebecca Friedman

2K

PRESIDENT David Ismailer

Daniel Stafford

Megan Knapp

CHIEF OPERATING OFFICER
Phil Dixon

SVP, SPORTS OPERATIONS
Jason Argent

PRESIDENT, SPORTS DEVELOPMENT Greg Thomas

2K CREATIVE DEVELOPMENT

VP, CREATIVE DEVELOPMENT Josh Atkins

CREATIVE DIRECTORS
Joe Quadara
Jonathan Pelling
Francois Giuntini

DIRECTOR OF CREATIVE SERVICESRobert Clarke

SR. DIRECTOR OF CREATIVE PRODUCTION Jack Scalici

SR. DIRECTOR OF STORY AND CREATIVE DEVELOPMENT
Chad Rocco

SR. MANAGER OF CREATIVE PRODUCTION Josh Orellana

CREATIVE PRODUCTION COORDINATOR William Gale

CREATIVE PRODUCTION ASSISTANTS Cathy Neeley Megan Grunenwald-Rohr

CREATIVE DIRECTOR
Mike Read

CAPTURE SERVICE LEAD Luke McCarthy

SR. CAPTURE SPECIALIST

SR. RESEARCH ANALYST David Rees

USER RESEARCH MANAGER Francesca Reyes

LEAD USER RESEARCHER Gina Smith CREATIVE DIRECTOR Julian O'Neal

2K MARKETING TEAM

VP OF MARKETING Alfie Brody

DIRECTOR OF MARKETING Alan Ho SR. BRAND MANAGERS Andrew Blumberg

William Inglis

ASSOCIATE MARKETING MANAGERS
Jessica Perez

Michael Howard

NRA 2K CONTENT COORDINATORS

Jared Daye
Josh Tadlock

NBA 2K GRAPHIC DESIGN COORDINATOR Sarah Wawrzynowski

VP OF COMMUNICATIONS
Cori Barrett

SR. COMMUNICATIONS MANAGER Rvan Peters

DIRECTOR, DIGITAL MARKETING Ronnie Singh

ASSOCIATE CONSUMER ENGAGEMENT MANAGER
Joshua Lander

SR. DIRECTOR, MARKETING Jackie Truong

PROJECT MANAGER Heidi Oas

MARKETING PRODUCTION MANAGER Ham Nguyen

PRODUCTION DESIGNER Nelson Chao

SR. GRAPHIC DESIGNER Christopher Maas

GRAPHIC DESIGNER Chris Cratty

DIRECTOR, VIDEO PRODUCTION Kenny Crosbie

ASSOCIATE VIDEO, PRODUCTION MANAGER Nick Pylyanainen

VIDEO EDITOR / MOTION GRAPHIC DESIGNER Michael Regelean

VIDEO EDITORS Shane McDonald

JR. VIDEO EDITOR/CAPTURE SPECIALIST Evan Falco WEB DIRECTOR Nate Schaumberg

SR. WEB DESIGNER Keith Echevarria

SR. WEB DEVELOPER Gryphon Myers

WEB PRODUCER Tiffany Nelson

DIRECTOR, CHANNEL MARKETING Anna Nguyen

CHANNEL MARKETING MANAGER
Marc McCurdy

CHANNEL PROJECT MANAGER
Dustin Choe

PARTNER MARKETING SPECIALIST

Kelsie Lahti
SR. DIRECTOR OF EVENTS

Leslie Zinn Abarcar

EVENTS MANAGER
David Iskra

EVENT TECH MANAGER Mario Higareda

DIRECTOR, CUSTOMER SERVICE Ima Somers

CUSTOMER SERVICE MANAGER David Eggers

KNOWLEDGE BASE COORDINATOR Mike Thompson

CUSTOMER SERVICE LEAD Crystal Pittman

SENIOR CUSTOMER SERVICE ASSOCIATES Alicia Nielsen Ryosuke Kurosawa Dominic Hurton

SR. DIRECTOR
PARTNERSHIPS & LICENSING
Jessica Hopp
SR. MANAGER
PARTNERSHIPS & LICENSING
Greg Brownstein

ASSOCIATE MANAGER PARTNERSHIPS & LICENSING Ashley Landry

SR. COORDINATOR PARTNERSHIPS & LICENSING Megan Reyes MANAGER, MUSIC
PARTNERSHIPS & LICENSING
David Kelly

2K OPERATIONS

SVP, SR. COUNSEL Peter Welch

VP, BUSINESS AFFAIRS Jerry Wang

COUNSEL Justyn Sanderford Aaron Epstein

VP, PUBLISHING OPERATIONS Steve Lux

DIRECTOR OF OPERATIONSDorian Rehfield

SR. DIRECTOR OF ANALYTICS AND DATA SCIENCE Mehmet Turan

DATA ANALYST Mo Lin

MANAGER, GAME ANALYTICS Kyle Bishop

DIRECTOR OF MONETIZATION Dennis Ceccarelli

LIVE OPS PRODUCT MANAGER NBA 2K Andrew Birdsall

SR. USER RESEARCH ANALYST
David Rees

DATA ANALYTICS MANAGER Alvin Li

DATA SCIENTIST Robin Luo

STRATEGY ANALYST Benjamin Simonett

PARALEGAL Xenia Mul

2K IT

SR. DIRECTOR, 2K IT Rob Roudebush

TECHNICAL DIRECTOR
Russell Mains

SR. IT MANAGER

SR. SYSTEMS ENGINEERING MANAGER Jon Hevsek

SR. NOC MANAGER Vaclav Dolezal

SR. IT MANAGER Lee Ryan

ONLINE MANAGER Scott Darone

NETWORK ENGINEERS Don Claybrook Fernando Ramirez

SR. SYSTEMS ENGINEER Petr Fiala

SYSTEMS ENGINEERS
Joseph Davila

Manish Patel Michal Bernat Peter Pribylinec Radek Trojan

HELPDESK SUPERVISOR Scott Alexander

SYSTEMS ADMINISTRATORS Davis Krieghoff Joseph Thompson Tareq Abbassi

IT SUPPORT SPECIALIST Brandon McMurray Christopher Smith

IT ANALYST Michael Caccia

2K INTERNATIONAL PUBLISHING

VP PUBLISHING, OPERATIONS Murray Pannell

DIRECTOR, INTERNATIONAL MARKETING AND COMMUNICATIONS
Jon Rooke

HEAD OF INTERNATIONAL BRAND MARKETING David Halse

SENIOR INTERNATIONAL BRAND MANAGER Carly Drew

INTERNATIONAL JUNIOR BRAND MANAGER James Dodd

HEAD OF INTERNATIONAL COMMUNICATIONS Wouter van Vugt

INTERNATIONAL COMMUNICATIONS MANAGER Amy White

INTERNATIONAL COMMUNITY & SOCIAL EXECUTIVE Dan Warren

2K INTERNATIONAL PRODUCT DEVELOPMENT

INTERNATIONAL PRODUCER Mark Ward

2K INTERNATIONAL CREATIVE SERVICES

DIRECTOR OF CREATIVE SERVICES & LOCALIZATION Nathalie Mathews

LOCALIZATION PROJECT MANAGER
Cara Lacev

LOCALIZATION AND CREATIVE SERVICES ASSISTANT Matt Lamplugh

SR. DESIGN MANAGER Tom Baker

GRAPHIC DESIGNER
James Quinlan

VIDEO CONTENT EDITOR Barney Austin

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

2K INTERNATIONAL TERRITORY MARKETING AND COMMUNICATIONS

Adam Perry Agnès Rosique Alison Gram Belinda Crowe Ben Seccombe Callum Cuming Carlo Volz Carlos Villasante Caroline Rajcom Dave Blank Dennis de Bruin Gemma Woolnough Jan Sturm Jean-Paul Hardy Julien Brossat Matt Gardner Maria Martinez Mikey Foley Roger Langford Sandra Mauri Sandra Melero Sean Phillips Shelly van Seventer Simon Turner Stefan Eder Warner Guinée Yoona Kim Zaida Gómez

TAKE-TWO INTERNATIONAL OPERATIONS Kevin Smith

Kevin Smith Phil Anderton Nisha Verma Richard Kelly

2K ASIA

GENERAL MANAGER Jason Wong

MARKETING DIRECTORS Diana Tan Tracy Chua

SR. MARKETING MANAGER Daniel Tan

ASSOCIATE MARKETING MANAGER

Rohan Ishwarlal

SR. PRODUCT EXECUTIVE Hannah Tan

PRODUCT EXECUTIVE Wayne Ng

MARKETING ASSISTANT Howard Chan CHINA MARKETING ASSISTANT Leo Li

JAPAN MARKETING ASSISTANT Kyoko Fuke

JAPAN MARKETING ASSISTANT
David Anderson

KOREA MARKETING

SR. LOCALIZATION MANAGER Yosuke Yano

LOCALIZATION COORDINATORS Pierre Guijarro

Mao Iwai

Park Sangmin

TAKE-TWO ASIA

OPERATIONS
Eileen Chong
Veronica Khuan
Chermine Tan
Takako Davis
Yuki Suhara

BUSINESS DEVELOPMENT Erik Ford

Syn Chua
Paul Adachi
Hidekatsu Tani
Aiki Kihara
Ken Tilakaratna
Anna Choi
Hyun Jookyoung
Felix Ng
Dustin Zhao

2K QUALITY ASSURANCE

SR. VICE PRESIDENT OF QUALITY ASSURANCE Alex Plachowski

QUALITY ASSURANCE DIRECTOR Scott Sanford

QUALITY ASSURANCE SENIOR TEST MANAGER Jeremy Ford

QUALITY ASSURANCE TEST MANAGER - SUPPORT TEAMS Michael Weber

PROJECT LEAD Luis Nieves LEAD TESTERS - SUPPORT TEAMS Nathan Bell Jordan Wineinger

Jordan Wineinger Bill Lanker Ashley Fountaine Timothy Erbil

ASSOCIATE LEAD TESTERS

Philip Lui James Schindler Robert Marrazzo Tim Parham Charlene Artuz Ana Garza Ezra Paredes Hugo Dominguez

SENIOR TESTERS
Anthony Wair
Eduardo Bancud
Taylor Galauska
Andrew Garrett
Bryan Fritz
Robert Klempner
David Dalie
Douglas Reilly
Zachary Little
Brian Reiss
Jessica Mitchell
Joshua Brown-Sage
Sommer Sherley
Tyler Redmann

QUALITY ASSURANCE TESTERS Kameron Burrell

Malcolm Jackson Annastasia Larsen Landen Scott Chad Morton **Anthony Morrow** Sean Wakeham James Robinson Darwin Layco Alexis White Glenn Miraflor lan Evans Eduardo Perez Dylan Garcia Edward Niecikowski Richard Pugh Shayawn G. Washington Domingo Rosa Connor Milne James Barnes Mark King Austin Kim Prescott Datuin Julian Molina Wenceslao Concina Albert Song Alex Washburn Armando Prescott Benjamin Henson Blake Parham

Brandon Beltran

Brendan Feazell Brendan Rudnick Carson Askew **Christian Ramos** Christopher Mejia Christopher Palmar Chris Zambrano CJ Anzures Clarissa Asam Cody McKeon David Laboy Dominic Ginter Donald Erwin Genaro Siciliano **Grace Gratton** Heraclio Arias Isiah Scott Jade Dabu Jalen Brown Jerico Javier Greg Ereno John Ramos Jovanna Marquez Justin Martinez Kalaiku Nuuanu Kaitlynne Thornton Lo Daniels Lucy Branch Marco Brown Marisa Ghilarducci Mary Manno Merrix Murphy Michael Denman Michael Schnuckel Nick Vizcarra Omar Moreno Patrick Taddeo Richard Henderson Rodney Carden Sidney Fackrell Steven Smigulec Taylor McKinnon Todd Thomas Tyler Towne Wei Guan

Brandon Carroll

Brandon Matassa

SPECIAL THANKS Leslie Cullum Alex Belk Louis Napolitano Joe Bettis David Barksdale Rachel McGrew Chris Jones

William Patterson

Zach Akre

Zachary Dary

David Barksdale
Rachel McGrew
Chris Jones
Juan Corral
Cam Steed
Travis Allen
Chuck Baker
Robert Young
Candice Javellonar

Jeremy Richards

2K INTERNATIONAL QUALITY ASSURANCE

LOCALIZATION QA MANAGER José Miñana

MASTERING ENGINEER Wayne Boyce

MASTERING TECHNICIAN
Alan Vincent

LOCALIZATION QA SENIOR LEAD Oscar Pereira

LOCALIZATION QA PROJECT LEAD Elmar Schubert

LOCALIZATION QA LEADS Adriana Cervantes Florian Genthon Jose Olivares Sergio Accettura

LOCALIZATION QA ASSOCIATE LEAD Manuel Aquavo

SENIOR LOCALIZATION QA TECHNICIAN Christopher Funke Daniel Im Pablo Menéndez

Daniel im Pablo Menéndez Sarah Dembet Timothy Cooper LOCALIZATION QA TECHNICIANS Alessandra Mazzara Alexander Onesti Antoine Gralin

Alessandra Mazzarella Alexander Onesti Antoine Grelin Benny Johnson David Sung Dimitri Gerard Dmitry Kuzmin Ernesto Rodriguez-Cruz Etienne Dumont Frédéric Créhin Gabriele Cesarini Gian Marco Romano Javier Vidal Jean-Luc Brebant Jorge Abello Garcia Julien Cohen Julio Calle Arpon Koso Suzuki Luca Panaccione Luca Rungi Nicolas Bonin Noriko Staton

Patricia Ramón Samuel França Seon Hee C. Ánderson Stefania L. Monaco Toni López Yury Fesechka

2K CHENGDU QUALITY ASSURANCE

QA DIRECTOR Zhang Xi Kun QA MANAGER Steve Manners

QA LEADS Gao You Ming Huang Cheng

Zhuo Yu

QA ASSOCIATE LEAD Wang Yi Min

QA SENIOR TESTERS Liu Ya Qin Luo Tao

OA TESTERS Chen Feng Chen Ji Zhou Chen Si Yu Chen Tai Ji Huang Hua Long Fu Yu Tian Meng Qi Zhang Yong Bin Zhan Ju Han Fan Hao Ran Song Lu Yao Gong Yi Ren Wu Jiang Qiao Xu Shuang Yao Zhang Wei Zhang Ran Wang Li Hao Zhang Hua Ru Dai Tian Hao Sun Xu" Hou Chong Wu Xiao Li Zhang Xiao Peng Xian Jia Ren **Zhang Meng** Tang Ze Cheng Ding Jia Zhou Zhao Xu Shuang Wan Cheng Chen

2K CHENGDU LOCALIZATION QUALITY ASSURANCE

QA MANAGER Du Jing PROJECT LEAD Zhu Jian

LEAD QA TESTERS Chu Jin Dan Shigekazu Tsuuchi

SENIOR OA TESTERS
KAN Liang
Hyunmin Cho
Bai Xue
Tang Shu
Jin Xiong Jie
Hu Meng Meng
QA TESTERS
Zhao Yu
Wang Ce
Tan Liu Yang
Liang Jin Yi
Chen Xue Mei
Liang Ji Hang
Tong Yi Feng
Xu Le Le
Yang Pel Xi

IT ENGINEERS Zhao Hong Wei Hu Xiang Wang Peng Zheng Xing

Li Zong Yu Zhou Yina Yina

SPECIAL THANKS Xie Ya Xi Su Wan Qing Wang He Fei Li Hua Zhang Pei

FOX STUDIOS Rick Fox Victoria Fox

> NATIONAL BASKETBALL ASSOCIATION

PRESIDENT, GLOBAL PARTNERSHIPS Salvatore LaRocca

SENIOR VICE PRESIDENT LEGAL & BUSINESS AFFAIRS Hrishi Karthikevan

SENIOR MANAGER, LEGAL & BUSINESS AFFAIRS Vince Kearney SENIOR VICE PRESIDENT GLOBAL PARTNERSHIPS Matt Holt

SENIOR DIRECTOR GLOBAL PARTNERSHIPS Adrienne O'Keeffe

MANAGER GLOBAL PARTNERSHIPS Mary O'Laughlin

COORDINATOR GLOBAL PARTNERSHIPS Harley Opolinsky

COORDINATOR GLOBAL PARTNERSHIPS Harley Opolinsky Daniel Lupin

MOTION CAPTURE TALENT
Karl-Anthony Towns
D Angelo Russell
Glenn Robinson III
March Chriss
Aarok Carlon Chriss
Aarok Carlon Chriss
Ben McLemore
Austin Rivers
Lance Stephenson
Evan Turner
Dion Waiters

BASKETBALL TALENT
Hameed Ali
Ismail Ali
Cortez Barrett
C.J. Brown
Dejon Burdeaux
Aaron Cameron

Lydell Cardwell Pierre Carter Jalani Davis James Davis Cody Demps John Dickson Robert Duncan Josh Fox Brian Goins Darius Graham Arell Hennings Allen Huddleston Tyler Idowu U.C. Iroeabu Warren Jackson Theo Johnson Tony Johnson Carson Mack Mikh McKinney Devin Murphy

Tyree Murray

Scott O'Gallagher Alex Okafor

Michael Onyebalu

Jeffrey Parker
Darrell Polee
Joey Rodriguez
Ameer Shamsud-Din
Angelo Sharpless
Austin Simon
Richard J. "@foreveriball" Starling
Joshua Sykes
Ryan Sypkens
T.J. Viney
Shawn Ward
Devin "@ten000hours" Williams
Kenny Woodard
Roshun Wynne, Jr.
Sammy Yeager

STREET DUNKERS Myree "Reemix" Bowden Jordan Kilganon Jeff Remmington Angelo Sharpless

PARK DANCERS
Denzel "Meechie" Harris
Daquan "Toosi" High
Judson Laipply
Eric "Kidd Strobe" Bassett
Gary "Noh-Justice" Morgan
David "Kid David" Shreibman
Tony Ly
Dan Rue

TRAMPOLINE TALENT Eddie Johnson Davaughn Martin

BICYCLE TALENT Pete Brandt

SCOOTER TALENT Ryan Myers

SKATEBOARD TALENT Rob Ferguson

SPECIAL THANKS
Dakarai Allen
Brandon "BDot" Armstrong
Grayson "The Professor" Boucher
Billy "Dunkademics" Doran
Chuks Iroegbu
Davion Mize
Ryan Sypkens
Larry Wickett

VISUAL CONCEPTS
SPECIAL THANKS
STRAUSS Zelnick
Kart Slatoff
Lainie Goldstein
Dan Emerson
Jordan Katz
David Cox
Steve Glickstein
Scott Patterson

Take-Two Digital Sales Team Take-Two Channel Marketing Team Siobhan Boes Hank Diamond Alan Lewis Daniel Einzig Ursula Baker Christopher Fiumano Pedram Rahbari Jenn Kolbe Grea Gibson Take-Two Legal Team David Boutry Juan Chavez Rajesh Joseph Gaurav Singh Alexander Raney **Barry Charleton** Jon Ťitus Gail Hamrick Tony MacNeill Chris Bigelow Brooke Grabrian Katie Nelson Chris Burton Christina Vu Daniella Gutierrez Betsy Ross Kate Stricker Karla Duarte Pete Anderson Maria Zamaniego Nicholas Bublitz Danielle Williams Ariel Owens-Barham Nicole Hillenbrand Megan Grunenwald-Rohr Jessica Hurst Ross Graber Jacqui Ratley Mark Little Jean-Sébastien Ferey Andre Key John Markisch Access Communications
Operation Sports
David Cook Cameron Goodwin Simon Cooke Sandra Smith Congdon Chris Casanova Ethan Abeles Dave Mianowski Erin Schauble Marco Carrillo Zachary Romer Brandon Harter Richard Pugh Shavawn G. Washington Josh Cheuna

The Lee Family

Take-Two Sales Team

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 2018 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 line. Bankers Life Fieldhouse loops are trademarks owned by CNO Financial Group. Inc. and are used by vermission.

Uses Simplygon (TM), Copyright (c) 2018 Donya(TM) Labs AB Portions of this software are Copyright (c) 2014, Pablo Fernandez Alcantarilla, Jesus Nuevo. All Rights Reserved Emoil provided free by http://emoilone.com

The NBA and NBA member team identifications are the intellectual property of NBA Properties, Inc. and the respective NBA member teams. Copyright 2018 NBA Properties, Inc. All Rights Reserved.

軟體有限責任擔保及授權合約

本軟體有限責任擔保及授權合約(以下稱本「合約」)可能定期更新,最新版本將 公佈於www.take/games.com/eula(以下稱「網站」)。當修正之合約公佈後,若 然繼續使用軟體,即表示您接令其相關條款。

「軟體」包括本合約中所包含的所有軟體、隨附手冊、包裝以及其他文字、檔案、 電子或線上資料或文件,以及這類軟體的所有拷貝及其相關資料。

軟體係經授權使用、而非實斷。老您開設、下載、安裝、複製或以其他方式使 用軟體及軟體所包含之任何其他實料。即表示您同意受與美國公司 TAKE-TWO INTERACTIVE SOFTWARE,INC.(以下稱「授權人」)所含訂之本合約的條款、位 於www.take2games.com/privacy之聽私權政策,以及位於www.take2games. com/leaul. Z級解發數所拘束。

請仔細閱讀本合約。若您不同意本合約之全部條款,則您不得開啟、下載、安 裝、複製或使用軟體。

授權

依本合约及其相關結束與條件規定、授權人在出規與愈非專屬、不可轉騰、有限 日用繼節經濟期的規權(提惠/經過人且非產用金、在署一遊節子(例如配應、 行動設置返遊戲主程台)。使用一份數體規則進行遊戲。但高數數文件中外與明確 規定則不在任服。愈則經繼維明依息丟面可去的問定。使因本合約中所模 則的授權問鄉條款,未合約生效日期起自愈進行安裝或使用本軟體之時,並於您 或養養軟體或數止 未合約之前,經過間下文)。

「本本物條例報信例報信例 而消費節 1.但也在此認例使用本物物的 不會移轉的報酬 或置報條所有報 2.因本会的不识例任何性對數條利 "與程 (保証本稅額所 有權利及料益 包括低不稅的所有者作權、商權、商業稅盈、施股、專業權 事 材、查置權 《國籍股份 我務稅股 土苗 人物向色 人物向色色料,及本 引 3. 設定 英工、贷款 自義沒在作人格提 本款徵更采摘者性和商绩沒处 是過程何方式,全部成部分模型。重到或者本款徵。所有以任何形式或基础 透過任何方式,全部成部分模型。重到或者本款徵。所有以任何形式或基础 使为式、完全成配分模型。重到或者本款数值。所有以任何形式或基础 或其當性關定地區沒非兩川專業額。請注意 "違反類無常作權法"每次條於持 或其當性關定地區沒非兩川專業額。請注意 "違反類無常作權法"每次條於有 的規定時"他方戶權利也可以從實其各自心維利,授權人及其相關授權代或有權 侵險所有未該本合即中國等例的權利。

授權條件

您同意不會:

將本軟體用於商業用途;

未取得授權人事先的書面同意或依本合約明示規定散布、租賃、授權·販售、出租、兌現為可轉換之貨幣,或以其他方式移轉或轉讓本軟體或本軟體的任何拷貝,包括但不跟於虛擬商品或虛擬貨幣 從義如下);

複製本軟體或本軟體任何部分(除所規定者外)

將本軟體拷貝流通於線上以供使用、或供多個使用者下載;

除非另有由本就體成本合创用接規定。在網路上使用或安裝本和體低分類其他人 使用或安裝本軟體,或是在一部以上的電腦或遊戲裝置中同時使用或安裝本軟體。 將軟體被裝到時便提或其他值存度置以規避使用關則Bu-rayDso 軟體終行的規定 本禁令不適用於軟體基於讓安裝執行更有效率之目的。所複製之全部或部分軟體, 在電腦遊離中心或任何其他位置網站使用或複製軟體。此外,授權人可能會另外 提供通用於產業用途的軟體機會

依據軟體進行全部或部分還原工程、解編或反向組譯、展示、執行、製作衍生產品或修改軟體;

移除或修改軟體上或軟體內的任何專屬權聲明、標誌或標籤;

限制或禁止任何其他使用者使用及享有軟體之任何線上功能;

騙取或運用任何未經授權之傀儡程式、編目程式或其他與軟體之任何線上功 能相關的程式;

違反軟體之任何線上功能的任何條款、政策、授權或管理辦法; 或

是任何運輸、出口或再出口(直接或間接)至依英國出口法律或規定或英國經濟 制裁所禁止的所有國家,或達反可能不定期修改之任何法律或規定,或取得軟 體之國家/地區的法律。

存取特殊功能及/或服務,包括數位拷貝:可能需要軟體下載、唯一序號兌換、軟體

註冊、協力廠商服務之成員資格及成例線、股縣之成員資格(包括指受和關係數及 與對了推能的用條件。存取機能之能は具,或存取部分可解除額之可養。 此或其他的特殊內容。服務及成功能(以下合稱為「特殊功能」)。每個字數時候 按加能之存即的機能是一使用條件(定義如下)。目時時功能之程所得移轉,版 集、租賃、授權、出租、轉換為可轉換之種貨幣、或由其他使用者重新註冊 但另具有關係與型即下右於即。本的第2本數數學

移轉預先襲擊之持國政權: 只要您不保留任何收替。陽附文中的決員,也不留飲 植或脂肪文件的任何。研办或元件之转度(包括库或或商份库案)。且多移身收 人同意本命的之條款。您可以將所先錄與之散體的完整實體將身及其脂肪文件。 於野蜂給他。各解時先錄與之股權的完整實體將身及其脂肪文件。 所列。若本合的中未明示规定或未取得將變止事先的書面同意。您不得移轉。 所列。若本合的中未明示规定或未取得將變止事先的書面同意。您不得移轉。 所列。在一次性序號使應上以其他方式取得元分前。在任何指於下均不可移轉執其他 技名無一次性序號使應上以其他方式取得元分前。在任何指於下均不可移轉執實 及 其面據的整理後轉與一個聯繫或伊那名已第五甲預先歸發之順,則特 及 环境等所上遂作。本軟體僅限核人使用。無論前述規定如何。您不得移轉執體 之任何留合前數在林轉頁。

技術保証。本故間可能包括發軟體 物定功能应內容之世制存款。防止未經限權能 勢的複雜語。或需量或防止任何起起本名的程则。有限模型的可能的更多。 等措施可能包括約入限權間對。產品品用、及數體中之其假空性技術。以及整性 使用信念。包括和它深歐於關。日期,存取或其他形態,計劃器。存及成實 他空空性器置俱設計可防止未經根櫃而存取。使用和複製報道或財體的任何部分 愈元件。包括本企約立任何違計情况。授權人保留國際監控教體之使用的順利。 您不得干损益进行與控制协能能能。或成圖所用成是超进些空性切除。且若愿 核取前部行為。數值可能用述而深違性。如果本數體允許行政時效功能。每次程 程式,可能需要則加減蒸和证据使用者。只有其庸有效授權的效用以有以可 程式,可能需要則加減蒸和证据使用者。與稅人有關地系於任何相關服 發出上服務。包括用來資料和企業的 制、中止或於止在此所規模之按權及對數徵之存取權。包括但不關於任何相關服 聚及區。但若能關鍵,在學院是以不在提際。

您在此根據適用法律。拋棄並同意絕不會主張所有關於授權人及其他玩家享有此 等使用本軟體及其相關產品和服務的專利權 出版、名譽或姓名標亦權 本授權 採與授權人,且上述所有適而的著作人格權之相關條款不因本合約終止而失效。 網際網際確據: 太軟體可能需要網際網際連接以在附級階級沒有關於除、輸證

新族兩日連舉,不以貼り批高安朝原納珀達線以行政赖原刺珀伯線功能 放紅 軟體或執行其他功能。 使用者帳戶:為了使用軟體或軟體功能,或正常執行軟體的某些功能,您可能需要

拥有益維持軟體文件中所規定之有效且使用力使用者條戶和組上服務。例如值 为關係證據中型的性分割務局門以有「治力傳統局」,或機與、或其關係企 某之帳一。如果您沒有這類的帳戶。某些模型,則能可能全部或部分無法工资執行 或授權人關係之主教體專用使用者稱戶以下有「使用者解戶」。完於使用者 或授權人關係之文教體專用使用者稱戶以下有「使用者解戶」。完於使用者 帳戶途入司能與此分關係條戶沒有連絡,您對用來有取利使用數體的使用者條戶 及行回協力屬屬條戶的有有使用指及及安全性,負有含實。

虚擬貨幣及虚擬商品

雖然可以透過授權而使用虛擬貨幣及虛擬商品,但若軟體允許您購買及/或獲得虛 擬貨幣及虛擬商品,則下列額外條款與條件適用之。

應與實際及應與商品。飲得等讓使用名()使用應解的意與資際股為軟體含專品之 使與實介以下所。應與實施。以下以,以及() 如與稅數數也無關係的存取 權(何即物定受限使用權利)以下第「重數商品」或"V6」,無論使用何種類 別 V6和V6封表受本合於例數型之有限授權權利,依本的於是數及遵守情 及 授權人在此規則等非專屬。不可轉數權、可轉數權、別數的權利和授權 基 依然(4.月來海軍用參賽用來的實施之 V6.及V6.計畫數。惟複數於數據所使用 您所取得之 VC 及 VG 係授權您使用,在此您認知不會移轉或轉讓 VC 及 VG 中具 有之持有人或所有權,但若相關法律另行禁止者則不在此限。本合約不授與出售 任何 VC 及 VG 中之任何權利。

VC 及 VG 並沒有以實際貨幣換算之等同價值, 且不能替代實際貨幣。您認知目 同意授權人可以隨時修正或採取會影響 VC 及/或 VG 之感知價值或購買價格的行 為,但若相關法律禁止則不在此限。當授權人停止提供軟體或本合約已另行終止 時,VC及VG不會產生未使用之費用;不過前提是以下授與VC及VG之授權將 依照本合約之條款與條件和軟體文件而終止。授權人得自行決定保留對存取或 使用 VC 或 VG 之權利收取費用之權利,及/或散布 VC 或 VG 是否要進行收費。

獲得及購買虛擬貨幣及虛擬商品: 您得為了完成軟體中之某些活動或成就而向授權 人購買 VC 或獲得 VC 的能力。例如,授權人可能在完成游戲內活動時提供 VC 或 VG,例如達到新等級、完成任務或建立使用者內容。VC 及/或 VG 一旦取得,便 會存入您的使用者帳戶。您只能在軟體內購買 VC 及 VG,或透過參與協力廠商線 上商店、應用程式商店或授權人所授權之其他商店(以下合稱為「軟體商店」)的 平台購買。添過數體商店購買及使用游戲內道且或貨幣季受數體商店之規範文件 所拘束,包括但不限於服務條款及使用者合約。本線上服務已由軟體商店轉授權 予您。GF 授權人可以針對 VC 之購買提供折扣或促銷,目授權人得隨時未經通知 便修改或中止此等折扣及促銷。於應用程式商店完成經授權之VC購買後,所購買 的 VC 金額將存入您的使用者帳戶。

授權人應訂定每筆交易及/或每日您可以購買之VC金額上限,其可能因相關聯之軟 體而有所差異。授權人得自行決定針對您可以購買或使用之VC金額、您使用VC 的方式,以及得以存入您的使用者帳戶之VC餘額上限設定額外的限制。您對透過 您的使用者帳戶所購買之全部 VC 負有全責,無論其是否由您所授權進行者皆同。

餘額計算: 登入使用者帳戶時,您可存取及檢視自己的使用者帳戶中可用的VC及 VG。授權人可自行決定保留對使用者帳戶進行可用之VC 及 VG 的所有相關計算 之權利。授權人保留進一步權利,得自行判定就您購買 VG 或基於其他目的而從 您的使用者帳戶存入或扣除之 VC 的金額及方式。授權人致力以一致且合理的基 礎進行所有此等計算,因此除非您可以提供該等計算過去或現在含有蓄意錯誤 之證明文件予授權人,否則在此您認知且同意授權人對您的使用者帳戶中可用 之 VC 及 VG 的判定係屬最終結果。

使用處擬貨幣及處擬商品: 所有已購買之游戲內處擬貨幣及/或處擬商品可能由玩 家在遊戲的過程中依據遊戲的規則而使用或損失掉適用的貨幣及商品,其可能因 不同軟體而有所差異。VC及VG僅供軟體內部使用,且授權人得自行決定是否將 VC及/或VG之使用限於單一游戲。VC及VG之授權使用及目的可能隨時變更。您 的使用者帳戶所示之可用的 VC及/或 VG 將於每次您在軟體內使用 VC及/或 VG 後 隆低。任何 VC 及/或VG 之使用均會對使用者帳戶提出要求,再從其中可用的 VC 及/或 VG 中扣除。您的使用者帳戶中必須擁有足夠的可用 VC 及/或 VG, 才能完 成軟體內的交易。您的使用者帳戶中的 VC 及/或 VG 可能會在發生您使用軟體之 相關事件後,未經通知而降低。例如,您可能因為游戲輪了或人物角色死了而損 失 VC 或 VG。您對透過您的使用者帳戶所進行之 VC 及/或 VG 之全部使用應負起 全部的責任,無論其是否由您所授權進行者皆同。一旦發現透過您的使用者帳戶 對任何 VC 及/或 VG 進行未經授權之使用,您必須立即利用下列網址提交支援要 求來通知授權人 www.take2games.com/support。

無法折換:VC及VG僅得折換為遊戲中之商品及服務。您不得販售、租賃、授權或 出租 VC或 VG,亦不得將它們轉換為可轉換的 VC。VC及 VG僅得折換為遊戲中之 商品或服務,且不能隨時向授權人或任何其他人或實體折換任何金錢或貨幣價值 或其他商品,但若在此明示規定或相關法律另行要求則不在此限。VC及 VG 沒有 現金價值,且授權人或任何其他人等或實體並無任何義務將您的VC或VG兌換為 任何有價事物,包括但不限於實體貨幣

無退款: VC 及 VG 之所有購買都是最終結果,且在任何情況下,此等購買均無法 退款、移轉或兌換。授權人擁有絕對權利可自行決定管理、規範、控制、修改、 中止及/或汰換此等 VC 及/或 VG 事宜,但若相關法律禁止則不在此限,且授權人 對行使此等權利之您或任何其他人並無任何責任。

不得移轉:除了依授權人所明示授權規定在游戲中使用軟體外,授權人不許可並關 格禁止將任何VC或VG進行任何移轉、交易、販售或兌換給任何人(以下稱「未經 授權之交易」),包括但不限於軟體之其他使用者。授權人得自行決定保留終止、 中止或修改您的使用者帳戶及其VC和VG之權利,以及若您從事、協助或要求任 何未經授權之交易則終止本合約。參與此等活動之所有使用者應自行承擔執行此 動作之風險,並在此同意就此等動作所直接或間接造成的損失及費用賠償予授權 免遭損害。您認知當授權人懷疑或可就詐騙、本合約之違約情事、任何相關法律

或規定之違反情事,或任何意圖干擾之蓄意行為、造成影響之其他方式、或可能 以任何方式干預軟體作業提出證明時,授權人得要求相關應用程式商店停止、中 止、終止、中斷或還原任何未經授權之交易,無論未經授權之交易何時發生(或尚 未發生)。若我們相信或有任何理由懷疑您已從事未經授權之交易,您進一步同意 授權人得自行決定限制您存取使用者帳戶中可用之 VC 及 VG,或者終止或中止您 的使用者帳戶,以及您對任何VC、VG和與使用者帳戶相關聯之其他項目的權利。 位置: VC 僅供基些位置之客戶使用。若您所在位置未經核准,則不得購買或 使用 VC。

軟體商店修款 本合約及透過任何軟體商店取得之軟體 (包括購買之 VC 或 VG) 均需受相關軟體 商店上或其中所列或應其要求之額外條款與條件所拘束,目所有此等相關條款與 條件茲此納入本文。授權人對與您在軟體內或透過軟體商店進行之購買交易相關 的任何信用卡、銀行相關收費,或其他收費或費用,概不負責。所有此等交易均 由軟體商店所管理,而非授權人。授權人明示排除對任何此等交易之任何賠償責 任,而且您同意您對所有交易相關之唯一補償措施係來自或诱過此等軟體商店。 本合約係僅您與授權人間所簽訂,而非與任何軟體商店簽訂。您認知軟體商店並 沒有義務就軟體相關為您提供任何維護或支援服務。除前述規定外,在相關法律 許可的最大範圍內,軟體商店對軟體之任何方面均無其他責任擔保義務。針對軟 體就產品責任、無法符合相關法律或法規要件提起之任何索赔、依消費者保護法 或類似立法或智慧財產權侵權而提出之索赔,均受本合約所規範,且軟體商店對 於此等索赔並不負任何責任。您必須遵守軟體商店之服務條款及任何其他軟體商 店適用之規則或政策。軟體之授權係不可移轉之使用權,僅供您在所擁有或控制 之適用裝置上使用軟體。

您聲明您並非位於任何美國禁運之國家/地區或其他地理區域內,且並未列在美 國財政部 (U.S. Treasury Department) 之特別指定國家 (Specially Designated Nationals) 名單或美國商業部 (U.S. Department of Commerce) 之拒絕出口對象 (Denied Person) 名單或實體清單 (Entity List) 中。軟體商店是本合約之第三方受 益人,可能對您執行本合約

一旦安裝及使用軟體,即表示您同意本節中所列之資訊收集和使用條款以及授權 人之隱私權政策,包括(如適用)(i)在美國及歐洲以外之其他國家/地區或您所居住 之國家/地區內,包括隱私權保護標準較低的國家/地區,將任何個人資訊和其他資 訊移轉給授權人、其關係企業、廠商和商業合作夥伴,以及其他特定協力廠商(例 如政府機構);(ii)公開展示您的資料,例如以您的使用者身分建立之內容,或在網 站及其他平台上展示您的分數、排名、成就及其他遊戲資料;(iii)將您的遊戲資料 與硬體製造商、平台主機和授權人的行銷合作夥伴分享;以及(iv)依以上引用不定 期修訂之隱私權政策規定,對您的個人資訊或其他資訊進行其他使用和揭露。如 果您不願意以此方式使用或分享您的資訊,請勿使用本軟體。

對於所有資料隱私權問題,包括您的個人資訊及其他資訊之收集、使用、揭露 及移轉,則以位於 www.take2games.com/privacy 上不定期修訂之隱私權政策 優於本合約中之任何其他聲明。

青任擔保

有限责任擔保:授權人對您(指您是本軟體之最初原始購買者,而不是自原始購買者 移轉而取得之預先錄製軟體及隨附文件)提供以下責任擔保,即自最初購買日起90 天期限內,本軟體於材質及製作上,在正常使用及服務的前提下無任何缺陷。授權 人擔保本軟體與軟體隨附文件中所述之最低系統要求的個人電腦相容,或與經遊 戲裝置生產商認可的遊戲裝置相容。不過,由於硬體、軟體、網際網路連線及個 別使用的不同、授權人無法擔保軟體於您的特定電腦或游戲裝置中的效能表現。 授權人不擔保您以下事項:使用本數體不受干擾、本數體符合您的要求、執行本 軟體不會中斷或沒有錯誤,或本軟體與協力廠商軟體或硬體相容,或本軟體中所 產生的任何錯誤將獲修正。任何由授權人或經授權的代理商所提供之口頭或書面認 詢不構成責任擔保。 由於部分司法管轄區不允許排除或限制獸示擔保,或限制注 費者適用的法定權利,部分或所有上述的排除和限制相關規定可能對您不適用。 如果您在責任機保期間發現有任何瑕疵、授權人同意、只要軟體仍由授權人生產 製造,便免費為您更換任何仍於責任擔保期間有效的瑕疵品。如果該軟體已無法 取得,授權人保留更換等價或更高價的類似軟體之權利。本責任擔保僅限用於由 授權人提供的正版軟體產品,且不適用於正常損耗。如果該瑕疵是由於濫用、惡 意破壞或個人疏忽所造成,則本責任擔保即不適用且無效。規章中任何默示擔保 僅限於 上述 90 天青仟擔保期限內有效。

除上述規定外,本責任擔保可用以替代其他責任擔保;無論是口頭或書面、明示

或默示,包括其他滴售性、滴用於特定用涂或非侵權之責任擔保,其他陳述或責 任擔保對授權人不具有任何法律約束力。

當依上述有限責任擔保寄回軟體時,請將正版軟體寄至授權人如下所指定的地址。 並加入以下資訊: 您的姓名和回郵地址、含購買日期的收據影本,以及關於產品 瑕疵和用以執行軟體的系統之簡短說明。

損失賠償

您同意賠償授權人、其合作夥伴、授權人、關係企業、承包商、經理、董事、 員工和代理商並為其辯護,使其免遭嬰凡因您的行為和未遵守合約所直接或問 接造成的損失及費用之損害。

在任何情況下,對於因擁有、使用或故障之軟體所造成的特殊性、附隨性或衍生性 損害,包括但不限於財產損失、名譽受捐、電腦故障或無法運作,並於法律許可 範圍之內,對於個人體傷、財產損失、利潤損失或由於其他與本合約或軟體相關 的懲罰性損失,無論是侵權(包括過失)、合約、無過失責任或其他概不負責,無論 授權人是否已獲知該等損失發生之可能性亦然。在任何情況下,授權人對於所有 損失(適用法律規定除外)的責任均不得超過您為使用本軟體所支付的實際價格。

在任何情況下,授權人對於您依此所提出之任何及所有索赔(無論訴訟型式為何) 的總累計賠償責任之上限,不得超過前十二(12)個月期間您就軟體相關事官而支 付予授權人之費用或 \$200 美元,兩者以金額較高者為準

由於部分州/省/國家/地區不允許限制默示機保的期限,及/或對由於過失、詐騙或 故意不法行為所造成之附隨性或衍生性損害、死亡或個人體傷進行排除或責任限 制,因此上述限制及/或排除事項,以及另行對因上述賠償而進行任何之排除或限 制,可能對您不適用。本責任擔保之條款若經任何優先適用之腦邦、州/省或國內 法所禁止,則不得單獨適用。本責任擔保賦予您特定的法律權利,並可享有依司 法管轄區而有所不同的其他權利。

我們不會日無法控制資料從我們的網路及網際網路、無線網路或其他協力廠商網路 其他部分之流通狀況。此等流通大部分取決於協力廠商所提供或控制之網際網路 及無線服務的效能。有時,此等協力廠商之作為或不作為可能讓您的網際網路、 無線服務或其中任一部分的連線速度變慢或造成干擾。我們無法保證不會發生此 種情況。據此,我們對協力廠商之作為或不作為所引起(或與此相關)之軟體及相 關服務和產品使用問題,或對網際網路、無線服務或其中任一部分之連線速度變 慢或造成干擾之問題,概不負責。

終止合約

本合約在您或授權人終止前均屬有效。若授權人判定或相信您對數體之使用涉及 或可能涉及詐騙或洗錢或任何其他非法活動,或若您未能遵守本合約之條款與條 件,包括但不限於以上授權條件,則本合約會在授權人停止運作軟體伺服器(針對 專門在線上運作之遊戲)時自動終止。您可以隨時透過下列方式終止本合約:(i)要 求授權人終止及刪除您透過服務條款中所列之方式,用來存取或使用軟體之使用 者帳戶,或(ii)銷毀及/或刪除您所持有、保管或控制之所有軟體的任何及全部拷 貝。從遊戲平台刪除軟體並不會刪除您的使用者帳戶之相關資訊,包括與您的使 用者帳戶相關聯之任何 VC 及 VG。如果您使用相同的使用者帳戶重新安裝軟體, 则您仍可存取前一個使用者帳戶資訊,包括與您的使用者帳戶相關聯之任何VC及 VG。不過,若您的使用者帳戶在本合約終止時基於任何原因而遭刪除,則與您的 使用者帳戶相關聯之所有 VC 及 VG 亦會同時刪除,且您將無法再使用軟體及與您 的使用者帳戶相關聯之任何 VC 或 VG,但若相關法律另行禁止則不在此限。若本 合約因為您違反本合約而終止,授權人可能會禁止您重新註冊或重新存取軟體。本 合約一旦終止,您便必須將軟體的實體拷貝銷毀或退還予授權人,並且永久銷毀 軟體、隨附文件、相關資料及其中您所持有或控制之全部元件部分的所有拷貝、 包括從已安裝軟體之任何用戶端伺服器、電腦、遊戲裝置或行動裝置銷毀。本合 約一旦終止,您使用軟體(包括與您的使用者帳戶相關聯之所有 VC 或 VG) 之權利 也會立即終止,而且您必須中止對軟體之所有使用。本合約之終止並不會影響依 本合約所產生之我們的權利或您的義務。

受美國政府限制之權利

本軟體及其文件完全由私人經費所開發,並以「商用電腦軟體」或「限制電腦 軟體」的形式提供使用。由美國政府或美國政府轉包商使用、複製或公開受 DFARS 252.227-7013 的技術資料和電腦軟體權利 (Rights in Technical Data and Computer Software) 修款中的第 (c)(1)(ii) 修規定所限制,或号 FAR 52.227-19 的商用電腦軟體限制權利 (Commercial Computer Software Restricted Rights) 條款中的第 (c)(1) 和 (2) 條規定所限制 (如果適用)。承包商/製造商為 下列位置的授權人。

衡平救濟

您在此同意,如果本合約相關條款未具體實施,則授權人將承受到難以彌補的損 失;因此,您同意授權人除了其他可用救濟外,應享有不受規定限制之權利,並 日無須提出其他保證金、抵押品或損失證明,即可依照本合約獲得衡平救濟,包 括暫時及永久性禁制今之救濟。

任何政府機構依據本合約交易進行之相關事宜,而對授權人及其任何和所有關係 企業、經理、董事、員工徵收之所有適用稅項、費用和任何型式之稅款,應由您 負全責,並由您支付和賠償前開對象,使其免遭損害,包括利息和罰款利息(不包 括授權人淨所得稅),且無論該等稅款是否包含在授權人於任何時間傳送給您的任 何發票中皆同。如果您有權獲得任何豁免,則應將任何及所有豁免證明提供給授 權人。以下與您的活動相關所發生之全部支出和費用(若有的話),應負起全部的 青任。您沒有權利向授權人要求任何補償費用,亦不得由此對授權人造成損害。

對軟體之所有存取及使用均需受本合約、相關之軟體文件、授權人之服務條款和 授權人之隱私權政策所拘束,且服務條款之所有條款與條件茲此納入本合約。這 些合約代表您與授權人間,就軟體和相關服務及產品之使用相關事官所簽訂之完 整合約,其可取代您與授權人間所簽訂之任何先前的書面或口頭合約。若本合約 與服務條款間有任何牴觸情形,以本合約為準。

如果本合約中的任何規定,由於任何原因,例如只有在必要情況下才需要強制執行 條款規定,被裁定為無法執行,則本合約其餘部分協議將不受影響。

紐約州法律適用於紐約州居民和紐約州,因此本合約應依該法之法律條文釋義(無論是否和準據法有所牴觸),另以聯邦法為準據法者則不在此限。除非由授權 人以特例或違反當地法律為由,以書面形式明確聲明放棄,否則唯一專屬管轄 權及法庭地在此應為授權人主要公司營業所在地的州立及聯邦法院 (美國紐約州 紐約郡)。您及授權人同意此等法院管轄權,並同意法律程序之通知得按照在此 所述之方式提供,或由其他經紐約州或聯邦法律所允許之方式提供。您及授權 人同意聯合國公約 (UN Convention) 所制定的國際貿易合約規定 (Contracts for the International Sale of Goods) (1980 年,維也納) 不適用於本合約或任何因本 合約所引起的爭端或交易。

如果您對本合約有任何疑問,請來信至以下地址: TAKE-TWO INTERACTIVE SOFTWARE, INC., 110 W 44th Street, New York, NY 10036 UNITED STATES OF AMERICA.

所有其他適用於你的軟體使用的最終用戶授權合約的條目和條款。

© 2005-2018 Take-Two Interactive Software, Inc. and its subsidiaries, 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. © 2018 NBA Properties, Inc. All rights reserved, Officially licensed product of the National Basketball Players Association. All other trademarks are property of their respective owners. Patents and Patent Pending: www.take2games.com/Legal.