



NBA 2K21





SEE IMPORTANT HEALTH AND SAFETY WARNINGS IN THE PLAYSTATION®5 SETTINGS MENU.

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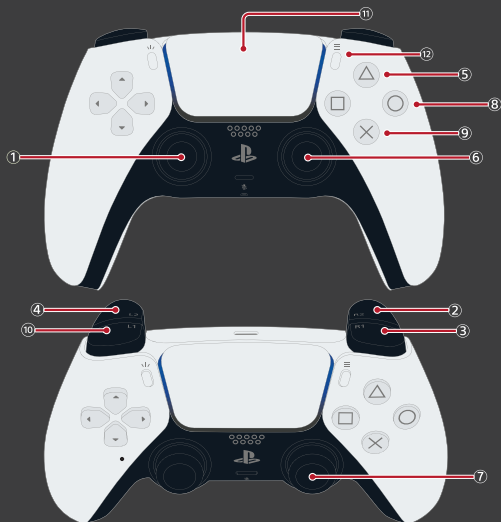
HELP & SUPPORT - Please visit playstation.com/support

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Default controls:

① Move Player	left stick
② Sprint	R2 button
③ Icon Pass or Icon Swap	R1 button
④ Post-Up / Hard Stop or Intense D	L2 button
⑤ Lead to Basket/Alley-Oop or Block/Rebound	△ button
⑥ Dribble Moves / Shooting / Passing or Hands Up / Contest	right stick
⑦ N/A	R3 button
⑧ Bounce / Flashy Pass or Take Charge	○ button
⑨ Pass / Skip Pass or Player Swap (closest to ball)	× button
⑩ Call Play / Pick Controls or Double Team	L1 button
⑪ Call Timeout or Intentional Foul	touch pad button
⑫ Pause	OPTIONS button



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

Please note that NBA 2K21 online features are scheduled to be available until **December 31, 2022** though we reserve the right to modify or discontinue online features without notice. Visit www.nba2k.com/status for more information.

CONTROLS

DUALSENSE™ WIRELESS CONTROLLER

Basic Offense	Control	Basic Defense
Move Player	Left Stick	Move Player
PRO STICK™: Dribble Moves / Shooting / Passing	Right Stick	Hands Up
Post-Up / Protect / Hard Stop	L2	Intense-D
Sprint	R2	Sprint
Call Play / Pick Controls	L1	Defensive Adjustments/ Double Team
Icon Pass	R1	Icon Swap
Pass (tap) / Skip Pass (press and hold)	⊗	Player Swap (closest to ball)
Bounce Pass (tap), Flashy Pass (double tap), Handoff/Pitch Pass (press and hold)	⊙	Take Charge (press and hold) Flop (double tap)
Shoot (press) Pump Fake / Hop (tap) Spin Gather (double tap)	Ⓜ	Steal (press) Intentional Foul (hold)
Lead to Basket (tap or press and hold), Alley-Oop (double tap)	△	Block / Rebound
Gameplay HUD	↑	Gameplay HUD
Offensive Game Plan	→	Defensive Game Plan
OTFC Offense Strategy	←	OTFC Defensive Sets
OTFC Substitutions	↓	OTFC Substitutions

ADVANCED OFFENSE

Action	Input
Pick Control	Press and hold L1 . Use R1 to choose Roll vs. Fade and L3 to choose pick side
Bounce Pass	Tap ○
Lead to Basket Pass	Tap △
Flashy Pass	Double-tap ○
Alley-Oop	Double-tap △
Handoff / Pitch Pass	Press and hold ○ to make the selected receiver cut to the ball handler, release ○ to pass the ball
Fake Pass	△ + ○
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 □
PRO STICK™ Pass	R1 + Right Stick
Call Timeout	Touchpad button

ADVANCED DEFENSE

Action	Input
Move	Left Stick
Fast Shuffle	R2 + L2 + Left Stick
Steal	Tap Ⓜ
Block	△
Rebound	△ (ball in air)
Take Charge	Hold Ⓞ
Flop	Double-tap Ⓞ
Ball Denial	Hold L2 when near opponent
Intense Defense	Hold L2
Crowd Dribbler	Hold L2 and move Left Stick toward the dribbler
Contest	Quickly move and release Right Stick
Hands Up	Hold Right Stick
Deny Hands Out	Hold Right Stick (while playing offball defense)
Double Team	Press and hold L1
Icon Double Team	Tap L1 then press and hold desired double teamer's player icon

PRO STICK™

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

PRO STICK™: SHOOTING

Action	Input
Jump Shot	Move + Hold Right Stick straight down, then nudge left or right to adjust aim
Pump Fake	Start a jump shot, then quickly release Right Stick
Runner / Floater (driving close-range)	Hold Right Stick down
Hop Gather (driving to hoop)	Hold Right Stick down left or right
Spin Gather (driving to hoop)	Rotate Right Stick, then hold
Normal Layup (driving to hoop)	Hold Right Stick left, right, or up while driving (Right Stick direction determines finish hand)
Euro Step Layup (driving to hoop)	Hold Right Stick left (with ball in right hand)
Cradle Layup (driving to hoop)	Hold Right Stick right (with ball in right hand)
Reverse Layup (driving along baseline)	Hold Right Stick in the direction of the hand closest to the baseline
2-Hand Dunks (driving to hoop)	R2 + Hold Right Stick up
Dominant/Off-Hand Dunk (driving to hoop)	R2 + Hold Right Stick left or right to dunk with that hand
Flashy Dunks (driving to hoop)	R2 + Hold Right Stick away from hoop
Step Through	Pump fake, then hold Right Stick again before pump fake ends

PRO STICK™: DRIBBLING

Action	Input	Context
Triple Threat Jab / Stepmover	Tap Right Stick Left/Right/Up	Triple Threat
Triple Threat Pump Fake	Tap Right Stick down	Triple Threat
Triple Threat Attack Hesitation	Move + Hold Right Stick up left or up right	Triple Threat
Triple Threat Spinout	Rotate Right Stick then quickly return to neutral	Triple Threat
Triple Threat Stepback	R2 + Tap Right Stick down	Triple Threat
Signature/Rhythm Size-up	Move + Hold Right Stick up	Dribbling
Hesitation	Tap Right Stick right (when dribbling with right hand)	Dribbling
In and Out	Move Right Stick up right or up left toward the ball hand, then quickly release	Dribbling
Crossover (front)	Tap Right Stick up (when dribbling with right hand)	Dribbling
Crossover (between legs)	Tap Right Stick left (when dribbling with right hand)	Dribbling
Behind Back	Tap Right Stick down left (when dribbling with right hand)	Dribbling
Momentum Size-Ups	Hold R2 and perform a Hesitation, Crossover or Behind Back	Dribbling
Escape Size-Ups	Perform a Hesitation, Crossover or Behind Back but keep Right Stick held instead of releasing	Dribbling
Spin	Rotate Right Stick from ball hand around player's back, then quickly return to neutral	Dribbling
Half-Spin	Rotate Right Stick clockwise then quickly release (when dribbling with right hand)	Dribbling
Stepback	Tap Right Stick down while driving	Dribbling

POST SHOTS (PRESS **L2 BUTTON TO POST UP)**

Action	Input
Post Hook (close range)	Hold Right Stick up (with Left Stick neutral)
Shimmy Hook (Close Range)	R2 + Hold Right Stick up (with left Stick neutral)
Post Fade (beyond close range)	Hold Right Stick down left or right
Post Layup	Hold Right Stick up (while Left Stick is toward the hoop)
Shimmy Fade (beyond close range)	R2 + Hold Right Stick down left or right (with Left Stick neutral)
Pump Fake	Start a shot listed above then move Right Stick to neutral
Up & Under / Step Through	Pump fake, then move and hold Right Stick again before pump fake ends
Change Facing	Tap Right Stick up

POST MOVES (PRESS **L2 BUTTON TO POST UP)**

Action	Input
Quick Spin / Hook Drive	Rotate Right Stick
Change Facing	Tap Right Stick up
Fakes	Tap Right Stick Left/Right/Down
Post Hop	Hold Left Stick to the left or right away from hoop, then tap Ⓜ
Post Stepback	Hold Left Stick away from hoop, then tap Ⓜ
Dropstep	Hold Left Stick to the left or right toward hoop, then tap Ⓜ

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By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, such as governmental authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created content or displaying your scores, ranking, achievements, and other gameplay data on websites and other platforms; (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from time to time.

If you do not want your information used or shared in this manner, then you should not use the Software.

For the purposes of 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 re-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.

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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 oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose, or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

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

To the fullest extent of applicable law, you agree 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 OR MALFUNCTION, AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, OR LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY, OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. TO THE FULLEST EXTENT OF APPLICABLE LAW, LICENSOR'S LIABILITY FOR ALL DAMAGES SHALL NOT (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

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WE DO NOT AND CANNOT CONTROL THE FLOW OF DATA TO OR FROM OUR NETWORK AND OTHER PORTIONS OF THE INTERNET, WIRELESS NETWORKS, OR OTHER THIRD-PARTY NETWORKS. SUCH FLOW DEPENDS IN LARGE PART ON THE PERFORMANCE OF THE INTERNET AND WIRELESS SERVICES PROVIDED OR CONTROLLED BY THIRD PARTIES. AT TIMES, ACTIONS OR INACTIONS OF SUCH THIRD PARTIES MAY IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF. WE CANNOT GUARANTEE THAT SUCH EVENTS WILL NOT OCCUR. 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 THEREOF OR THE USE OF THE SOFTWARE AND RELATED SERVICES AND PRODUCTS.

TERMINATION

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, Licensor 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.

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EQUITABLE REMEDIES

You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable 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 of its affiliates, 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, if any, 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 supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

MISCELLANEOUS

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

BINDING INDIVIDUAL ARBITRATION - PLEASE READ THIS SECTION CAREFULLY. IT MAY SIGNIFICANTLY ALTER YOUR RIGHTS, INCLUDING YOUR RIGHT TO FILE A LAWSUIT IN COURT.

1. This binding individual arbitration section will not apply to the extent prohibited by the laws of your country of residence.
2. You and the Company agree that should any dispute, claim, or controversy arise between us regarding any Company products or services (hereafter a "Dispute"), whether based in contract, statute, regulation, ordinance, tort (including fraud, misrepresentation, fraudulent inducement, or negligence), or any other legal or equitable theory, except for those matters listed in the Exclusions From Arbitration paragraph below, and expressly including the validity, enforceability, or scope of this "BINDING INDIVIDUAL ARBITRATION" section (with the exception of the enforceability of the Class Action Waiver clause below), shall be submitted to binding arbitration, as described below, rather than being resolved in court. The term "Dispute" is to be given the broadest possible meaning that will be enforced and includes, for example, all matters arising under this Agreement, the Privacy Policy, the Terms of Service, or any other agreement with the Company. You understand that there is no judge or jury in arbitration and that court review of an arbitration award is limited.
3. Exclusions From Arbitration. You and the Company agree that any claim filed by You or the Company in small claims court on an individual basis are not subject to the arbitration terms contained in this Section. In addition, the Company or You shall have the right to seek an injunction against you in court in order to preserve the status quo while an arbitration proceeds.
4. Class Action Waiver. THE ARBITRATION PROCEEDINGS DESCRIBED HEREIN WILL BE CONDUCTED ON AN INDIVIDUAL BASIS ONLY. Neither You nor the Company shall be entitled to join or consolidate disputes by or against other individuals or entities, or to arbitrate any dispute in a representative capacity, including, without limitation, as a representative member of a class or in a private attorney general capacity, in connection with any Dispute. Further, unless both You and the Company agree, the arbitrator may not consolidate more than one person's claim. The arbitrator may award any individual relief or individual remedies that are permitted by applicable law, but to the maximum extent permitted by applicable law, may not award relief against the Company respecting any person other than You.
5. Right to Opt Out of Binding Arbitration. IF YOU WISH TO OPT OUT OF THIS BINDING INDIVIDUAL ARBITRATION REQUIREMENT, YOU MUST NOTIFY US IN WRITING WITHIN 30 DAYS OF THE DATE THAT YOU ACCEPT THIS AGREEMENT BUT ARE OPTING OUT OF BINDING INDIVIDUAL ARBITRATION, UNLESS A LONGER PERIOD IS REQUIRED BY APPLICABLE LAW. Your written notification must be mailed to TAKE TWO INTERACTIVE SOFTWARE, LEGAL DEPARTMENT, ATTN: ARBITRATION OPT OUT, 110 West 44th Street, New York, New York, 10036. Your notice must include (1) your full name; (2) your mailing address; (3) your Social Club online ID, if you have one; and (4) a clear statement that you do not wish to resolve disputes with the Company through arbitration. You are responsible for ensuring the Company's receipt of your opt-out notice, and you therefore may wish to send a notice by means that provide a written receipt.
6. Notice of Dispute. If you have a Dispute with the Company, you must send written notice to TAKE TWO INTERACTIVE SOFTWARE, LEGAL DEPARTMENT, ATTN: ARBITRATION OF DISPUTE, 110 West 44th Street, New York, New York, 10036, in order to give the Company the opportunity to resolve the dispute informally through negotiation. Notice must be provided within two (2) years of the Dispute having arisen, but in no event after the date on which the initiation of legal proceedings would have been barred under the applicable statute of limitations. The failure to provide timely notice shall bar all claims. If the Company has a dispute with You, the Company will provide notice to the address it has on file for you, if possible. You and the Company agree to negotiate the Dispute in good faith for no less than 30 days after notice of the Dispute is provided. If the Dispute is not resolved within 30 days after receipt of notice of the Dispute, the Company or You may pursue the claim in arbitration as provided in this section.
7. Arbitration Rules and Procedures. Arbitration shall be subject to the U.S. Federal Arbitration Act and federal arbitration law, and shall be conducted by Judicial Arbitration Mediation Services, Inc. ("JAMS") pursuant to the JAMS Streamlined Arbitration Rules and Procedures effective July 1, 2014 (the "JAMS Rules"), as modified by this agreement to arbitrate. The JAMS Rules, including instructions for initiating an arbitration, are available on its website at <http://www.jamsadr.com/rules-streamlined-arbitration>. The Company will pay its arbitration costs as required by the JAMS Rules and, in the event that you are able to demonstrate that the costs of arbitration will be prohibitive as compared to the costs of litigation, the Company will pay as much of your arbitration filing and hearing fees as the arbitrator deems necessary to prevent

- the arbitration from being cost-prohibitive as compared to the cost of litigation. Each side shall pay his, her, or its own attorneys' fees and costs unless the claim(s) at issue permit the prevailing party to be paid its fees and/or litigation costs, in which case the arbitrator shall award fees or costs as required by the applicable law.
8. Location of Arbitration. At your option, if an in-person hearing is required under the JAMS Rules, the hearing will occur either in New York County, New York, or in the United States county in which You reside.
9. Decision of the Arbitrator. Any decision or award by the arbitrator shall be final and binding on the parties. Unless otherwise agreed, any decision or award shall set forth the factual and legal basis for the award. The arbitrator shall be permitted to award only those remedies in law or equity which are requested by the parties and which the arbitrator determines are supported by credible relevant evidence. Any decision or award may be enforced as a final judgment by any court of competent jurisdiction. If either party unsuccessfully challenges the validity of an award, the unsuccessful party shall pay the opposing party's costs and attorneys' fees associated with the challenge.
10. Continuation in Effect. This Binding Individual Arbitration section survives any termination of this Agreement or the provision of services to You by the Company.
11. Ability to Change Terms and Conditions Inapplicable. Although the Company may revise its End User License Agreement, Privacy Policy, Terms and Conditions, or other agreements at its discretion, the Company does not have the right to alter this agreement to arbitrate or the rules specified herein with respect to any Dispute once that Dispute has accrued.
12. Severability. If any part of this arbitration provision is deemed invalid, unenforceable, or illegal, then the balance of this arbitration provision shall remain in effect and be construed in accordance with its terms as if the invalid, unenforceable, or illegal provision had not been included. The sole exception to this is the class action waiver provision. If the prohibition on the arbitration proceeding on a class basis is found to be invalid, unenforceable, or illegal, then the entirety of this arbitration agreement shall be null and void and the Dispute shall be exclusively brought in court under applicable class action rules and procedures. If, for any reason, a claim proceeds in court rather than in arbitration, the dispute shall be exclusively brought in state or federal court in New York County, New York. Suits brought in state court may be removed to federal court by either party if permissible by law.

GOVERNING LAW

This Agreement is entered into in the State of New York and shall be governed by, and construed in accordance with, the laws of the State of New York, exclusive of its choice of law rules. For any disputes not subject to binding individual arbitration, you and the Company agree to submit to the exclusive jurisdiction of the state and federal courts in New York County, New York, and to waive any jurisdictional, venue, or inconvenient forum objections to such courts (but without affecting either party's rights to remove a case to federal court if permissible). This paragraph will be interpreted as broadly as applicable law permits. For example, if you are a resident of a European Union member state, you will benefit from any mandatory 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. You agree that any violation by You of this Agreement, the Privacy Policy, the Terms of Service, or any other agreement with the Company, shall constitute an affirmative defense (whether characterized as arising at law or equity) against any claim you might assert against the Company relating to its software or services. 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. The Company has the right to prosecute civil claims against you for any violation of its End User License Agreement, the Terms of Service, the Privacy Policy or any other governing terms and conditions related to its software and services, whether for breach of contract, violation of common law rights, or violation of any applicable state or federal statute.

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.

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