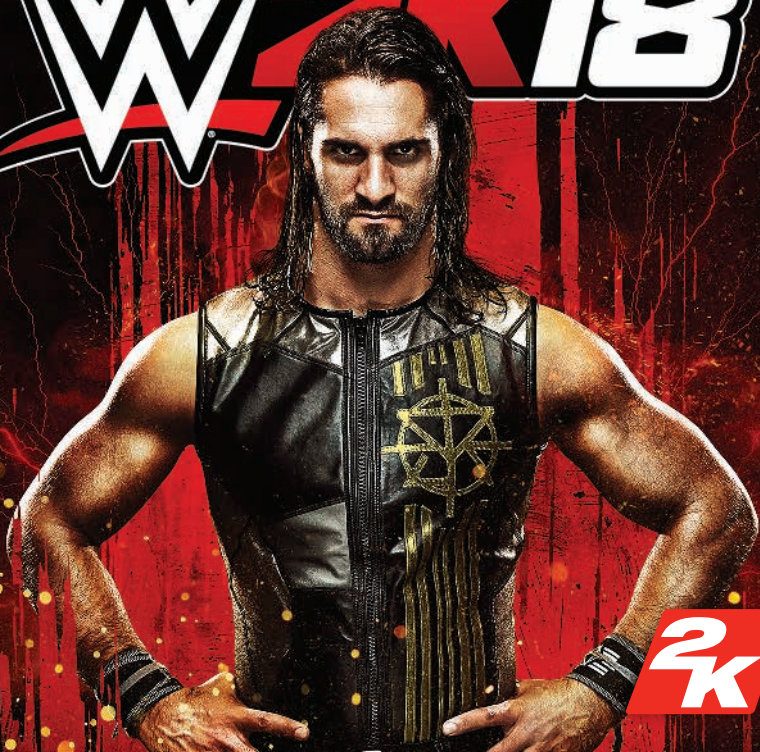


XBOX ONE

WWE 2K18



2K



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 WWE 2K18 online features are scheduled to be available until **May 31, 2019** though we reserve the right to modify or discontinue online features on 30-days' notice.

CONTROLLER LAYOUT

Xbox One Wireless Controller



GAME CONTROLS

GRAPPLING

Normal Grapple:

L ↑/↓/←/→ + **A**

Strong Grapple:

L ↑/↓/←/→ + hold **A**

Turn Opponent Around:

R ← or →

Snapmare to Seated Position:

R ↓

FRONT FACELOCK

Lock Up: To grab an opponent in the Front Facelock press **A** without holding a direction on the **L**

Grapple Attack:

L ↑/↓/←/→ + **A**

Working Hold:

A while **L** is in neutral position

Submission: Hold **A**

Strike: **X**

Irish Whip: **B**

Release Front Facelock: **LB**

Limb Target: **RB** + **A** or **B** or **X** or **Y**

DRAGGING

Grab your opponent in Front Facelock and press **RT** to drag them. Or, you can drag a Standing or Kneeling opponent by holding **RB** and pressing **RT**. Defenders can escape a Standing Drag by rapidly pressing **B**. Drag a downed opponent by holding **RT**.

Environmental Attack: Left Stick direction + hold **X**. To throw opponent over the ropes, press Left Stick direction + Hold **RB** and **X**.

Irish Whip: **B**

Snapmare: Right Stick ↓

Front Facelock: **A**

Release: **LB**

CARRY

Lift a Standing opponent into Carry by holding **RB** and pressing Right Stick ↑/↓/←/→. You can also interrupt certain grapples to carry your opponent by holding **RB** as you enter a Carry pose. Defenders can escape Carry by rapidly pressing **B**.

Grapple: **A**

Environmental Attack:
Left Stick direction + Hold **X**.

Switch Position: Right Stick ↑/↓/←/→

REPOSITION OPPONENT

Use **R** to reposition a downed or stunned opponent.

DOWNED OPPONENT

Lift Opponent: **R** ↑

Turn Opponent Over: **R** ←/→

Lift Opponent to Seated Position: **R** ↓

From Head, Side or Feet you can perform the following actions:

Grapple: **A**

Strong Strike: Hold **X**

Submission: Hold **A**

Limb Target: **RB** + **A**

SUBMISSIONS

Rotate the right stick in a circular motion to move your slider around the submission mini-game.

As the defender (blue), avoid the attacker's (red) slider!

Grab the glowing orb to help put your opponent away or escape!

SUBMISSIONS (ALT.)

An alternate submission mechanic option is also available in **WWE 2K18**. If selected, the attacker and defender must compete

to rapidly press the displayed **A** **B** **X** **Y** button during submissions.

Pay attention because the button to press will keep changing over the course of the submission attempt.

PINFALLS

Press **A** when the meter lands in the target zone to escape.

If you have the Rope Break ability, and you're near the ropes, you can press **B** when prompted to perform a manual rope break.

Dirty Pins

If you have the Dirty Pin ability, and your opponent is lying parallel near the ropes, hold **B** to perform a dirty pin!

REVERSALS

RT icon: Normal reversal. This move has a single reversal. Requires a single reversal stock.

Green RT icon: Minor reversal. This move also has a Major reversal. Requires a single reversal stock.

Orange RT icon: Major reversal. Last reversal opportunity for this move. Requires two reversal stock.

Major Reversals require more reversal stock but will temporarily weaken your opponent.

OPPONENT STUNNED IN THE CORNER:

Turn Opponent Around:

(R) ←/→

Lift and Place on Top Of Turnbuckle:

(R) ↑

Place In Tree Of Woe (Hanging Upside Down In Corner): (R) ↓

OPPONENT STUNNED AGAINST THE ROPES

Place Opponent Stunned on Middle Rope:

(R) ← or →

CHAIN WRESTLING

Chain Wrestling occurs at the beginning of One on One and Tag Team matches if both Superstars attempt to grapple at the same time. You can also trigger Chain Wrestling by holding (RB) and pressing (A).

When you Lock Up in Chain Wrestling, try to gain the upper hand by choosing a chain hold (X), (Y) or (B). While in a chain hold, use the (K) to find the hot spot. The aggressor can also Strike (X) or Wrench (A) their opponent.

LADDER

Run up a ladder and perform a diving attack to an opponent at ringside. To lean a ladder against the ropes move (L) towards the ropes, hold (RB), and press (LB).

ROLL OUT

When you Roll Out, you will remain down at ringside while the Rollout Meter fills. Once the meter is filled, you will recover and receive a Buff. You may press (A) while the meter is orange to recover early, but you will receive a Debuff.

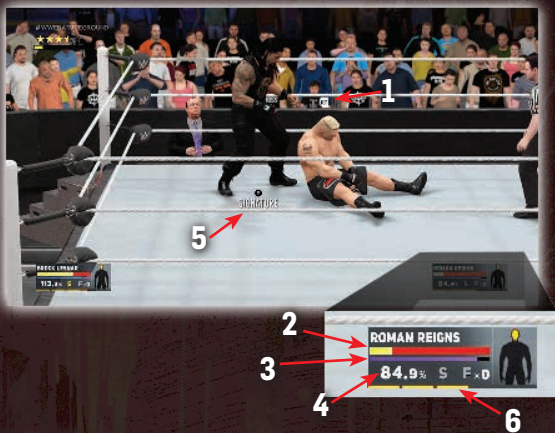
TABLE

Damage your opponent using tables to fill their Table Break meter. Filling your opponent's meter unlocks Table Grapples, which can put them through a table without the use of a Table Finisher. The Table Break icon indicates when a Table Grapple can be performed by pressing (A). If the opponent is leaning against a table propped in the corner, a Running Strike can also put them through the table.

MANUAL TARGETING

In **WWE 2K18**, Manual Targeting is enabled by default. You can switch to another target by pressing (R). Your new Target's name will briefly appear above your Superstar's head.

GAME SCREEN



- 1. Reversal Prompt:** Time **RT** correctly to counter the opponent's attack.
- 2. Health Meter:** Track your health as you take damage from your opponent.
- 3. Stamina Meter:** When it's depleted, you navigate and recover slower, and temporarily lose the ability to run.
- 4. Momentum Gauge:** Build momentum by executing attacks and taunts. Reach 100% to earn a Signature and 150% to gain a Finisher.
- 5. Signature/Finisher:** Press **Y** when it appears to perform your Signature/Finisher.
- 6. Reversals:** Shows the number of reversals you have available. These will regenerate over time.

WWE CREATIONS

WWE 2K18's creation suite allows you to personalize your **WWE** experience with more robust and powerful options than ever before.

Custom Video: The user can create their own videos to be used on the Titantron during an entrance.

Custom Victory: The user can create their own Face and Heel victory scenes for their Custom Superstar or any **WWE** Superstar.

Highlight Reel: During a match, the user can record any part and implement that recording into their Custom Video now with Free Cam support. Save the highlight mid-match without having to encode the file.

Custom Superstars: Create your own Custom Superstar with **WWE 2K's** expanded designs and templates. Or customize any **WWE** Superstar on the roster!

Custom Entrance: Choose from numerous entrance options and have your Superstar come down the ramp in style.

Custom Move-set: Select from hundreds of moves to give your Superstar the edge to dominate the ring.

Custom Championship: Create championship titles from strap to plate or even customize existing **WWE** titles.

Custom Arena: Design an arena fit for holding the pulse-pounding action of the **WWE** New stage and ring post designs along with new venue settings.

Custom Show: Create your own show brand for play in Exhibition and **WWE** Universe modes.

NEW Custom Match Types: A new Match Creator system that allows players to customize, and create, new match type. Complete integration into Universe Mode allows players to fully customize their "brand".

Community Creations: Upload your creations online and share with the **WWE** Universe!

CUSTOM SUPERSTAR/MALE

90,000

FACE BODY ATTIRE NAME INFORMATION PERSONAL INFORMATION MEMU SCREEN POSE ACCEPT

HEAVY WEIGHT

HEIGHT 8'3"

WEIGHT 262 lbs

STRONG STYLE



FACE CUSTOMIZE

FACE PHOTO CAPTURE

FACE DEFORMATION

FACE TEMPLATE

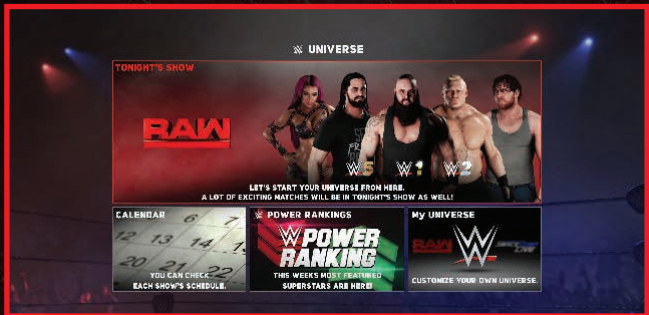
DEFAULT

RING ATTIRE

A SELECT B BACK INFO CAMERA OPTIONS ROTATE LT ZOOM OUT RT ZOOM IN

WWE UNIVERSE

WWE Universe offers the ultimate **WWE** sandbox experience in **WWE 2K18**. Book matches, assign Superstars to shows and pay-per-views, create rivalries and alliances or watch them transpire on their own. Promos and run-ins are now available to the mode, giving Superstars exciting new possibilities to perform during shows. An updated interface highlights what's happening for each show, allowing players to find information about their favorite Superstars and champions. Our new show presentation creates an authentic **WWE** experience, letting you play through shows in **WWE** Universe just as you would watch them unfold on TV.



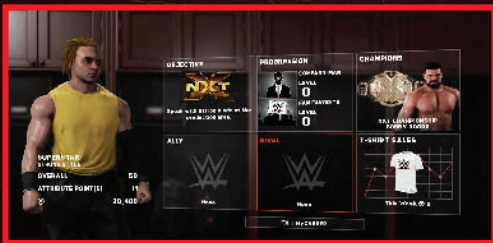
MyCAREER

MyCAREER puts you in the shoes of a **WWE** Superstar, where your decisions out of the squared-circle will matter just as much as the ones inside. In an expanded MyCAREER you'll be able to free-roam backstage and strategize how to become successful in the **WWE**. Make tough decisions talking with **WWE** executives and colleagues behind-the-scenes. Ambush other **WWE** Superstars backstage. Demand an interview with Renee Young to gain popularity. It's up to you how you want to build your legacy in the **WWE**.



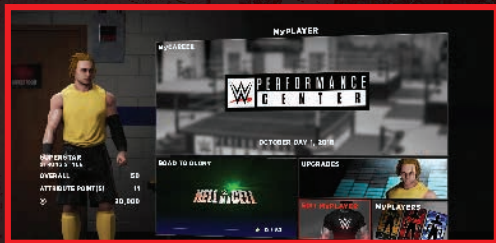
You'll run into an assortment of personalities backstage. Align yourself with an assortment of General Managers and **WWE** Superstars backstage, all in the hope of reaching WrestleMania. Perform side-quests for popular **WWE** Superstars, Legends, and corporate heads. As you gain notoriety with **WWE** corporate, unlock unique rewards such as access to Vince McMahon's office to manipulate the show you're on. Put on great matches and engaging promos and you'll have access to your own one-of-a-kind custom Championship like Stone Cold Steve Austin and John Cena.

Enjoy an expanded MyCAREER Invasion. You'll now run into your friends backstage. Start a tag-team with them, or ambush them making them your worst enemies. All of these choices and much more are yours to make. Through it all, you'll dictate how your own WrestleMania moment will play out.



MyPLAYER

Create your MyPLAYER to compete in MyCAREER and ROAD TO GLORY. Every MyPLAYER chooses one of these eight fighting styles: High Flyer, Showboat, Striker, Technician, Brawler, Strong Style, Powerhouse and Giant. Each fighting style has its own strengths and weaknesses. Upgrade your MyPlayer by progressing in MyCAREER and ROAD TO GLORY, earning attribute points, and unlocking new Superstar parts and moves.



ROAD TO GLORY

ROAD TO GLORY is a completely new online experience where MyPLAYERS from all over the world battle against each other. Play daily in your favorite match types to gain boosts, Superstar parts, and VC! Increase your level, then customize your MyPLAYER to gain the advantage over others. See if you have what it takes to secure your entry into real-life PPV Events and challenge your favorite WWE Superstars to earn the special reward.



WWE 2K18 GAME CREDITS

YUKE'S

PRODUCER/SENIOR VICE PRESIDENT
HIROMI FURUTA

CHIEF TECHNICAL OFFICER
HIROKI UENO

SENIOR CREATIVE DIRECTOR
TAKU CHIHAYA

SENIOR TECHNICAL MANAGEMENT
DIRECTOR
SHINTARO MATSUBARA

SENIOR ART DIRECTORS
YOSHIO TOGIYA
GEORGE K ITO
MAKIO YAMANAKA

SENIOR TECHNICAL DIRECTORS
TAKASHI TAKEZAWA
TAKANORI MORITA
AKITSUGU HIRANO

TECHNICAL DIRECTORS
TSUKASA KATO
HIROSHI FUKUDA
SHUNSUKE HANABUSA
REIJI SATO

INTERFACE ART DIRECTOR
KAZUNARI NIKE

SENIOR GAME DESIGN DIRECTOR
NAOTO UENO

GAME DESIGN DIRECTORS
SHINSUKE GOTO
SHINICHI MIYAMOTO

ART DIRECTORS
KOJI MAKINO
TAKASHI KOMIYAMA
MASAHIRO NAKATANI
ARI SAWADA
CHIZURU OGURA
TSUKASA HORII

R&D TEAM

SENIOR TECHNICAL DIRECTORS
NOBUYOSHI ONO
HIDEKI SUZUKI
MASAMICHI TAKANO
LEAD PROGRAMMERS
MA WENCHAO

TOSHIAKI ISHIHARA
YOSHIRO AOKI
YOUSUKE SAWADA
PROGRAMMER
KAZUKI IIBOSHI

SENIOR VP/CHIEF CREATIVE OFFICER
NORIFUMI HARA

ASSISTANT TECHNICAL DIRECTORS
MASASHI ISHIKAWA
JUNICHI TAGUCHI
KOJI HAYASHI
SHOTARO NOTSU

LEAD PROGRAMMERS
ATSUSHI NARITA
TAKUYA ISHIBASHI
MASAYUKI MAKITA
TAKAHIRO TANAKA
TAKUYA SUZUKI
TSUBASA ANDO
KOICHI SATO
YOUSUKE YAMAZAKI

PROGRAMMERS
KOSUKE HAYASHI
MASAKI SAITO
KOJI KURI
EMI ISHII
TSUYOSHI KOBAYASHI
KOUHEI MASUDA
TAKUMI HIROKAWA
HIDENORI MASAKI

RYOUEI HOSOKAWA
SYUJI MIYASHITA
SHINGO SOGABE
YUKI AWAZU
KOSUKE SAITO
HAO CHENG
KENSUKE SAKAMOTO
NORIKI KAIHOKU
KAZUMA YOSHOU
HIROSHI KANDA
SOTARO ARAKAWA
SHINYA UENO
JUNYA UEDA
YUICHI ASHIBE
YUHO NOMURA
HIDEHIRO BUSHISUE
TAICHI NAGANO
TAKAFUMI YASUDA
YUZURU NAKAMURA
TENMARU TAKASAKI
KAZUHO KANEYA
HARUKA ISOGAI
YUUKI NAKAJIMA
JUNICHI OHTANI

RYOU ABE
YUKIO TAKAHASHI
SHINGO GOTO

PROGRAM ASSISTANT MANAGER
FUMIO YURUGI

SYSTEM PROGRAM ASSISTANTS
SHINGO YONEDA
TADASHI NAKAMURA

ASSISTANT GAME DESIGN DIRECTORS
TAKURO YAMAMORI
TAKAYOSHI AKASAKA
TETSUYA SETA

LEAD GAME DESIGNERS
HIDEKAZU TANAKA
KENJI NAKAMURA
MAKOTO YANO
BRYAN WILLIAMS

GAME DESIGNERS
MIHO WATANABE
DAISUKE OHNO
TATSUYA WATANABE
AKIHIDE IKE
MIKI KUROIWA

SOUND DESIGNERS
KOTARO TAMURA
CHAN KEAN YI

LEAD MODELING ARTISTS
KAZUHIRO SAITO
TAKAHIRO BANBA
TAKASHI KIMURA
KYOHEI HOSOMI

MODELING ARTISTS
JIE WEI
YUKI MATSUMOTO
MIHO HASHIMOTO
TAKANORI AKIYAMA
HIROKO MINAMI
TAMAYO NOGUCHI
YUSUKE YAMAZAKI
MAKO SUZUKI
SHOMA OSAKABE
KENGU FUKUSHIMA
IBUKI KAJIGAYA
YUKIE ABE
NOBUYUKI FUKASAWA
MAYU DEGAWA
KEIKO ZAMA
JUNICHI KOSHINO
YUTA ICHII

**ASSISTANT INTERFACE
ART DIRECTOR**

SATOSHI KAKUTANI

INTERFACE ARTISTS

MIHO SHIROTA
NAOMI KANEDA
YUZURU HIROKI
TAKUYA KAWAMORITA
YOKO YAMANE
YOSUKE YAMAGUCHI
TOMOYUKI MATSUMURA
URAN MINEGISHI

ASSISTANT ANIMATION DIRECTORS

MITSUO SHIMIZU
TAKASHI WATANABE
DAI IWASAKI

LEAD ANIMATORS

DAIJIRO KAKINUMA
TATSUYA MAKI
TAKAHIRO OSHIDA
KAZUYA INOUE

ANIMATORS

TSUYOSHI FUKUHARA
HIROYUKI WADA
MANAMI ONE
YOSHIYUKI IWAI
NAOKI ISHIYAMA
AKIE OKAJI
ASAKI ARAKAWA
YUYA SHIKADA
ANJELINA QUIJANO
DAVID ONG
AGGIE CHRISTAKIS
DANIEL KITCHENS
MAKOTO NISHIDE
KOHEI GUSHIKEN
TETTA MIYAZAWA
YUJI UNUMA
TETSUSHI OKUBO
TAKAFUMI SHIRATORI
NAOKI SATO
YUKI ENDO
KAZUKI YAMADA
GIICHI KINOSHITA
TOMONORI YOSHIKAWA

GAME DEVELOPMENT ASSISTANTS

NAOTO KUGE
MUNECHIKA SUZUKI
JUNICHI HIRAOKA
SAYAKA MORISHIMA

**ANIMATION PARAMETER
ASSISTANTS**

JUNPEI YAMAGUCHI
ARASHI MATSUOKA
SHUNSUKE MATSUNAMI
TSUYOSHI KIMURA

SHINYA TATE
YUKIHITO ONO

QA ASSISTANT DIRECTOR

MASAKI IZUOKA

LEAD QA MANAGERS

MASAYUKI SONEDA
MAMORU OZAKI

QA MANAGER

TAKAMASA UCHIDA

TESTER

KINO SAKAGAMI

TRANSLATION MANAGER

DEREK KESSLER

TRANSLATORS

LEO KING
ADAM SEACORD

OBJECTIVE PHOTOGRAPHERS

SHUN YAMAGUCHI
YOKO SATO

IT SUPPORT

KENTARO SETO
KOJI TOMITA
KAZUNORI NAKAGAWA
SUYUJI MATSUDAIRA
NORIHIRO MIYATA

ADMINISTRATION SUPPORT

YUKINOBU KIMURA
TSUNEHARU SASAKI
JUNKO MIYAMOTO
SATOMI TAKAO

LEGAL DEPARTMENT

KEIKO SAKAGUCHI
YASUYUKI YAMAMOTO

FINANCE DEPARTMENT

NAOKI HAMA
HIROTOMO TANIGUCHI

SUGARCUT LLC.

RYU TAKADA
TOSHIJI HAZUMI
AKIHISA SHIOTA
AIKA OKADA
NOBUYUKI BANSYO

AMZY CO., LTD.

KAZUHIRO MATSUDA
KAORU MIZOGUCHI
RYUSUKE WATANABE
TOMOHIRO GOTO
TAKAHIRO HARA

SOUND AMS INC.

MOMO MICHISHITA
KOTARO TAMURA
CHAN KEAN YI
HIDETAKA ONOZAWA
TETSUYA SHIRAKAWA
MUNENORI NAKANO
WOOSUK NA
RYAN DANIEL MICHAELS
NUTH BOONCHANYA
NOI IIZUKA
RYOMA ISHIGAKI
YUDAI YOSHIDA
NATSUMI KAMIYAMA
HIROYA OSHIRO
JUNPEI MASUI
YUZUKI HARA

LOGICALBEAT CO.,LTD.

YOSHIKI DOMAE
RUI MURATA
TAKURO KAYUMI
SAI ITABASHI

ADDITIONAL COLLABORATION

COMPANIES

DIGITAL HEART'S CO.,LTD.
G-STYLE CO.,LTD.
CREEK & RIVER CO.,LTD.
IMAGINARYPOWER,INC.
PEACE CO.,LTD.
FORO GRAFICO CO.,LTD.

CREATE VIDEO MEDIA PROVIDED

BY PONDS

SPECIAL THANKS

YUKE TANIGUCHI
TATSUHIKO SUGIMOTO
MASAMICHI ITO
ALL YUKE'S STAFF

PUBLISHED BY 2K

2K IS A PUBLISHING LABEL OF
TAKE-TWO INTERACTIVE
SOFTWARE, INC.

**VISUAL CONCEPTS
DEVELOPMENT TEAM**

PRESIDENT, SPORTS DEVELOPMENT
GREG THOMAS

EVP, SPORTS DEVELOPMENT
JEFF THOMAS

EXECUTIVE PRODUCER
MARK LITTLE

EXECUTIVE PRODUCER

LUKE WASSERMAN

SENIOR PRODUCER

ARNAUD FREY

PRODUCERSALEXANDER JONES
COLIN O'HARA**LICENSOR MANAGER**

STEVE ISLAS

PRODUCTION ASSISTANTDINO ZUCCONI
NATHAN CRAIG**SENIOR DESIGNER**

JASON VANDIVER

DESIGNERSCRISTO KYRIAZIS
DAVID FRIEDLAND
DEREK DONAHUE
RAMELLE BALLESCA
ALLEN FREESE
RANDY GUILLÔTE**SENIOR ONLINE ENGINEER**

IGOR PEVAC

SENIOR SOFTWARE ENGINEER

KYUNG-KUN KO

PROGRAMMERSANAND MADHAVAPEDDY
DAVID HIND
ERIK STANSBERY
ROMAIN SOSON**STUDIO AUDIO DIRECTOR, AUDIO**

JOEL SIMMONS

AUDIO DIRECTOR, SOUND/AUDIO

VINCE PONTARELLI

AUDIO MANAGER, AUDIO

SEAN CHARLES

LEAD SOUND/AUDIO DESIGNER

JOSH JONES

AUDIO/DIALOGUE SYSTEM DESIGNER

BRYAN SHERRILL

ASSOCIATE AUDIO PRODUCTION

PATRICK JARRET

**AUDIO TECH AND
ADDITIONAL ENGINEERING**DANIEL GARDOPÉE
TODD GUNNERSON**VOICE OVER TALENT**MICHAEL COLE
COREY GRAVES
BYRON SAXTON
JOJO OFFERMAN**COMMENTARY WRITERS**BRIAN SHIELDS, PRINCIPAL, MIGHTY
PEN & SWORD, LLC
KEVIN SULLIVAN, SPEED LEMON LLC
PATRICK HEGARTY, HEGARTY
CREATIVE SERVICES LLC**SPECIAL THANKS TO:**

STEVE ISLAS

SKYWALKER SOUND

JOHN ROESCH AND CREW

CREATIVE DIRECTOR

LYNELL JINKS

LEAD CHARACTER ARTIST

JONATHAN GREGORY

SENIOR CHARACTER ARTIST

YUKI TAKAHASHI

ARTISTSAL SPONG
CHRIS BOLTZ
TIM BEARD**ANIMATION TEAM LEAD**

SHANE MACPHERSON

LEAD ANIMATOR

JESSICA WU

ANIMATORSJEREMIAH STEWART
THOMAS VAN CISE
ERIC STURGEON
KENNY GREENBLATT
CASEY LIU
JUSTIN PIXLER
RYAN WALKER
JOEL "JAC" CISNEROS
GEORGE BANKS
MATT PEPONIS
BRIAN RUST
KAMRON EWING
JOSH HOJ
DAVID YUEN
PREET UPPAL
PANOP BOONSNONGCHEEP**MANAGER, TRANSLATION**

YURI TANAKA

TRANSLATORSAKANE YAMAMOTO
ANNE AWAYA

TOMOMI KOSAKA

VISUAL CONCEPTS DEVELOPMENT**TEAM SPECIAL THANKS**DREW COMO
DARIN ITO
NOBU TAGUCHI
CELIAN VARINI
JACK LEUNG
CHRIS KALOS
SABINE BLAIR
JOHN FRIAR
BRUNO BUZZETTI
JOSH ATKINS
ROBERT CLARKE
ETIENNE GRUNENWALD
ERIC MASSOUD**2K WWE TEAM EXTERNAL
CONTRACTORS****PHOTOGRAPHER**

DAVID KNOX

PHOTOGRAPHER'S ASSISTANT

SHANE BARTLETT

WRITERSSCOTT JOHNSON
PATRICK SKELLY
KEVIN MARSHALL
ANTHONY RIPO
MICHAEL NOTARILE
JEREMY BROWN**KYOS CO., LTD.**NAOKO KINO
AYUMU MIURA**ZATUN**ABHINAV CHOKHAVATIA
BHAVIN KUNJADYA
DHARMESH TALPADA
JOPHRY CHRIS
PARESH SAHOO
PRADEEP SUTRAR
RAHUL KUMAR**FOG STUDIOS****CHAIRMEN & CEO**

ED DILLE

LAKSHYA DIGITAL PVT. LTD.**CEO**

MANVENDRA SHUKUL

CHIEF CREATIVE OFFICER

ROBERT OLSON

COUNTRY MANAGER, JAPAN

KAI GUSHIMA

PROJECT LEAD

SURENDRA KUMAR SINGH

RIGGING ARTIST

IMRAN

3D ARTISTS

AKSHAY MOTTAN
 ANSHUMAN SINGH SENGAR
 DHARMESH SARERIYA
 SAURABH BHANDARI
 SHUBHAM
 ZAKIR KHAN
 SAHIL BHUTANI
 PRADEEP MANOCHA
 MOHIT GOYAL
 SHAILESH PARIHAR
 NARESH PAWAR
 ANSHUL KUSHWAHA
 MANISH PRASAD

QC ARTISTS

DEVANSHU TYAGI
 RUPESH PATEL

SPECIAL THANKS**SENIOR ACCOUNT MANAGER**

MIEKO NAKAJIMA

LEAD PROJECT MANAGER

MANISH BHANDARI

PROJECT MANAGER

VIKRANT

PROJECT COORDINATORS

MUDASIR NAQSHBANDI
 SHIVANGI CHAURASIA

SR. LEAD TRANSLATORS

LALITHA CHANDRAN
 SUJANITHA SHANKAR

SENIOR JAPANESE TRANSLATOR

BHAVNA DHAWAN

JAPANESE TRANSLATOR

ANSHU ALMEIDA

MINELOADER**DIRECTOR OF ART PRODUCTION**

XU ZHEN

ART PRODUCER

WANG WEI

ASSOCIATE PRODUCER

HU HAIJIANG

PROJECT MANAGER

LI NING

ART DIRECTOR

LI NING

TECHNICAL ARTIST

LI NING

ARTISTS

BING CHANCHAN
 LI QIUPING
 ZHAO YAN
 ZHAO JUN
 ZHAO RUNSHENG
 CHEN XIZHONG
 LIU NA
 WANG ZHENZHOU

VIRTUOS LTD.**ART DIRECTORS**

THANH HAI
 LI ZHONGHUA

ART PRODUCERS

MINH THU
 YANG PEILIN
 WANG SHUYUN
 CHEN LIN

TEAM LEADERS

THANH TRUC
 JIN XIYUN
 MENG LINGCHEN

ARTISTS

NHAT LINH
 TRUONG SON
 THANH VINH
 TUAN NGUYEN
 HONG AN
 CHU SHIKAI
 ZHANG YI
 ZHAO ZHENGYUAN
 TIAN QIAOYANG
 YE JIANGTIAN
 ZHANG YIJONG
 WANG LEI
 SUN HUI
 ZHANG DANCHEN
 TIAN ZONGXIN
 ZENG JINGKAI
 ZHANG LU
 CHEN XUEGO
 JIANG QI
 HE YIZHOU
 YUAN DETAO

ORIGINAL FORCE LTD**CEO**

HARLEY ZHAO

PRODUCER

SHIRLEY TANG

PROJECT MANAGERS

ARROYO LI
 JULY WANG

ART DIRECTOR

CHENG LIANG

TEAM LEAD

XIAODONG HAN

PROJECT LEAD (ART)

YONGCHUN XIE

PROJECT LEAD (TECH)

QIAN WANG

QUALITY CHECK (ART)

BEI ZHEN
 YALI GAO
 XIUJUAN KONG

QUALITY CHECK (TECH)

YUHUA WANG
 LEI LU

ARTISTS (ART)

ZHEN ZHANG
 LIN XU
 FENG CHEN
 ZHIQIANG GUO
 XIAOLIAN LI
 ZHONGNAN MAO
 SHIZONG TANG
 LI LI
 TAO LI
 HUAN SUN
 HE SUN
 SHUJUN JIANG
 SUOYU ZHANG
 RONGJIAN LING
 LIANG WEI
 SHUO WANG
 YIMING LI
 JIANGWEI WAN
 LIZHE WANG
 LINZHAN FANG
 SHIGUANG SONG
 SHENGPENG YUAN
 HUA JIANG

ARTIST (TECH)

SHUNPENG CHEN

LEMON SKY GAMES & ANIMATION

PRODUCERS
WONG CHENG FEI
KEN FONG
KEN LAI

PRODUCTION MANAGER
KEVIN LAI HAN WEN

PROJECT MANAGER
SAXON CHONG RI HUI

ART DIRECTOR
SHAWN VAN HEE HOW

PROJECT LEAD
ARIS CHAN KAH HUI

ARTISTS
JANICE CHONG XZIN HUI
MENDY CHAN YUNG LENG
KENDRICK TAN
HO KWANG MING
CHUA CHIAW TONG
LIEW WEI JIAN
DENNY WIDJAYA
MICHAEL BUDHI
STEFANI HANNA
KONG PUI LING
YOW HAN CHONG
CARSON LIM KAI XERN
WOON KOK KEONG
WILLIAM CHUARS
CHARLES JULIANDHIKA
LEON GAN ZAER YING
WILLIAM TEOH ZI SENG

DIGITAL SCANNING AND RETOPOLOGY **PIXELGUN STUDIO**

CREATIVE DIRECTOR
ANTON DAWSON

EXECUTIVE PRODUCER
MAURICIO BAIOCCHI

HEAD OF DIGITAL PRODUCTION
JIM GIBBS

ACQUISITION PRODUCER
MARTIN MACDONALD

CG SUPERVISOR
BRIAN FREISINGER

CG ARTISTS
SUNNY MAHIL
ALISON KELLOM

EXTERNAL TRANSLATION SERVICES
EXTERNAL TRANSLATORS
YOKO SATO
REIKO FUJIMOTO
SHINO AKAZA
JUNKO KUSUDA
DARIN ITO
NOBUYUKI TAGUCHI

DIGITAL HEARTS USA INC.
JOHN YAMAMOTO
SATOMI AIHARA
ERIC KWAN
JUSTIN SCHRIEFER
KEVIN YOMCHINDA
ALEX MCKAIE

8-PLANETZ LIMITED
MITSURU SAYO

MOTION CAPTURE TALENT

ADRIAN URIBE
KENNY LAYNE
BRANDON SILVESTRY
SCHUYLER ANDREWS
RETESH BHALLA
DUSTIN HOWARD
JASON SEATON
MIKE BRENDLI
TJ PERKINS
STEPHON STRICKLAND
WILL ZOKRE
JOSH HARTER
MIKE HETTINGA
SHAUN RICKER
JONATHAN CRUZ-RIVERA
EVERETT L. TITUS III
JAMAR SHIPMAN
JEFF COBB
WILLIE MCCLINTON JR.
TREVOR LEE CADDELL
DEVON EVERHART-AIKENS
JACOB MICHAEL MCCARTER
MIKE SHARRER
SANTANA GARRETT
CALLLEE WILKERSON
JUAN MANUEL GONZALES MORALES
SHANNON GAINES
NATALIE BRIGGS
TANEA NICOLE BROOKS
RACHAEL ELLERING
BRITTANY BAKER

UX MAGICIANS INC.
CREATIVE DIRECTOR
ALFONZO "ZO" BURTON

DIRECTOR OF UI/UX
JOZIAS DAWSON

MANAGING DIRECTOR
JAMIE LYNN

ONLINE IMPLEMENTATION SERVICES

PIXELTAMER.NET

CARSTEN ORTHBANDT
CHRISTOPH PECH

2K PUBLISHING

PRESIDENT
DAVID ISMAILER

PRESIDENT, SPORTS DEVELOPMENT
GREG THOMAS

EVP, SPORTS DEVELOPMENT
JEFF THOMAS

2K CREATIVE DEVELOPMENT

VP, CREATIVE DEVELOPMENT
JOSH ATKINS

CREATIVE DIRECTOR
ERIC SIMONICH

**SR. DIRECTOR OF CREATIVE
PRODUCTION**
JACK SCALICI

**SR. MANAGER OF CREATIVE
PRODUCTION**
JOSH ORELLANA

CREATIVE PRODUCTION ASSISTANTS
WILLIAM GALE
CATHY NEELEY
MEGAN ROHR

SR. MARKET RESEARCHER
DAVID REES

USER TESTING MANAGER
FRANCESCA REYES

MOTION CAPTURE SUPERVISOR
DAVID WASHBURN

MOTION CAPTURE STAGE MANAGER
ANTHONY TOMINIA

**MOTION CAPTURE STAGE
TECHNICIANS**
JEN ANTONIO
EMMA CASTLES
JEREMY SCHICHEL
ALEXANDRA GRANT
CHRISTOPHER BARTON

**MOTION CAPTURE
PRODUCTION MANAGER**
CHARLES GHISLANDI

**MOTION CAPTURE
TECHNICAL MANAGER**
NATEON AJELLO

MOTION CAPTURE SPECIALISTS
RYAN GIRARD
MICHELLE HILL
JOSE GUTIERREZ
GIL ESPANTO
JEREMY WAGES

**MOTION CAPTURE
PIPELINE ENGINEER**
CHARLES "AUGGIE" HARRIS III

**MOTION CAPTURE
MEDIA SUPERVISOR**
J. MATEO BAKER

MOTION CAPTURE AUDIO ASSISTANT
ANDREW HANSON

**SR. DIRECTOR, BUSINESS
DEVELOPMENT**
TIM HOLMAN

2K CORE TECH

VP, TECHNOLOGY
MARK JAMES

OPERATIONS MANAGER
PETER DRISCOLL

PRODUCER
JASON JOHNSON

PRODUCTION ASSISTANT
GREG VARGAS

TECHNICAL DIRECTOR
TIM HAYNES

ONLINE TECHNICAL DIRECTOR
LOUIS EWENS

TECHNICAL ART DIRECTOR
JONATHAN TILDEN

PRINCIPAL TECHNICAL ARTIST
KRIS DEMARTINI

SENIOR SOFTWARE ENGINEER
MITCHELL FISHER

SOFTWARE ENGINEERS
JASON HOWARD

JUNIOR SOFTWARE ENGINEERS
HARRY HSIAO

2K CORE TECH- ONLINE ENGINEERING

LEAD SOFTWARE ENGINEER
ADAM LUPINACCI

PRINCIPAL SOFTWARE ENGINEER
ALBERTO COVARRUBIAS

SENIOR SOFTWARE ENGINEER
SCOTT BARRETT

DEV OPS ENGINEER
TIM LYNCH

SOFTWARE ENGINEERS
SOURAV DEY
TAYLOR OWEN-MILNER

JUNIOR SOFTWARE ENGINEERS
ALEC BROWNLIE
JAMES DRYDEN

QA TESTERS
MACKENZIE HUME
KEITH VEDOL

2K MARKETING

VP OF MARKETING
CHRIS SNYDER

DIRECTOR OF MARKETING
BRYCE YANG

**DIGITAL/ SOCIAL
MARKETING MANAGER**
BRYAN VORE

ASSOCIATE BRAND MANAGER
ROBERT HEARON

ASSOCIATE BRAND MANAGER
RAMON ARANDA

MARKETING COORDINATOR
MITCHELL JAGODINSKI

**VP OF COMMUNICATIONS,
THE AMERICAS**
RYAN JONES

SR. COMMUNICATIONS MANAGER
JAIME JENSEN

**SR. DIRECTOR,
MARKETING PRODUCTION**
JACKIE TRUONG

**PROJECT MANAGER,
MARKETING PRODUCTION**
HEIDI OAS

MANAGER, MARKETING PRODUCTION
HAM NGUYEN

PRODUCTION DESIGNER
NELSON CHAO

SR. DESIGNER
CHRISTOPHER MAAZ

PRODUCTION ARTIST
CHRIS CRATTY

DIRECTOR, VIDEO PRODUCTION
KENNY CROSBIE

**VIDEO EDITOR/MOTION
GRAPHICS DESIGNERS**
MICHAEL REGELEAN
ERIC NEFF

**ASSOCIATE MANAGER,
VIDEO PRODUCTION**
NICK PYLVANAINEN

CREATIVE DIRECTOR, MARKETING
GABE ABARCAR

DIRECTOR OF WEB
NATE SCHAUMBERG

SR. WEB DESIGNER
KEITH ECHEVARRIA

SENIOR WEB DEVELOPER
GRYPHON MYERS

WEB PRODUCER
TIFFANY NELSON

DIRECTOR, CHANNEL MARKETING
ANNA NGUYEN

MANAGER, CHANNEL MARKETING
MARC MCCOURDY

PARTNER MARKETING SPECIALIST
KELSIE LAHTI

**SR. DIRECTOR,
PARTNERSHIPS & LICENSING**
JESSICA HOPP

**SR. MANAGER,
PARTNERSHIPS & LICENSING**
GREG BROWNSTEIN

**ASSOCIATE MANAGER,
PARTNERSHIPS & LICENSING**
ASHLEY LANDRY

**ASSOCIATE MANAGER,
PARTNERSHIPS & LICENSING**
AARON HISCOX

SR. DIRECTOR OF EVENTS
LESLEY ZINN ABARRCAR

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

2K OPERATIONS

SVP, SR.COUNSEL
PETER WELCH

COUNSEL
JUSTYN SANDERFORD
AARON EPSTEIN

VP, PUBLISHING, OPERATIONS
STEVE LUX

DIRECTOR OF ANALYTICS
MEHMET TURAN

SR. DATA ANALYST
ADAM DOBRIN

SR. ANALYST
TUOMO NIKULAINEN

DIRECTOR OF OPERATIONS
DORIAN REHFELD

LICENSING/OPERATIONS SPECIALIST
XENIA MUL

OPERATIONS COORDINATOR
AARON HISCOX

2K IT & ONLINE OPERATIONS

SENIOR DIRECTOR, 2K IT
ROB ROUDEBUSH

TECHNICAL DIRECTOR
RUSSELL MAINS

SR. IT MANAGER
BOB JONES

SR. ENGINEERING MANAGER
JOHN HEYSEK

SR. NOC MANAGER
VACLAV DOLEZAL

SR. IT MANAGER
LEE RYAN

ONLINE MANAGER
SCOTT DARONE

NETWORK ENGINEER
DON CLAYBROOK

SYSTEMS ENGINEERS
JOSEPH DAVILA
MANISH PATEL
PETR FIALA
PETER PRIBYLINEC
RADEK TROJAN

SYSTEMS ADMINISTRATORS
FERNANDO RAMIREZ
TAREQ ABBASSI
SCOTT ALEXANDER
DAVIS KRIEGHOFF
JOSEPH THOMPSON

IT SUPPORT SPECIALIST
CHRISTOPHER SMITH

IT ANALYST
MICHAEL CACCIA

2K QUALITY ASSURANCE

**SR. VICE PRESIDENT
OF QUALITY ASSURANCE**
ALEX PLACHOWSKI

QUALITY ASSURANCE DIRECTOR
SCOTT SANFORD

**QUALITY ASSURANCE
TEST MANAGER**
JEREMY FORD

**QUALITY ASSURANCE TEST
MANAGER - SUPPORT TEAMS**
JOSH LAGERSON

PROJECT LEAD
MATT NEWHOUSE

LEAD TESTERS - SUPPORT TEAM
CHRIS ADAMS
NATHAN BELL
TIMOTHY ERBIL
ASHLEY CAREY
BILL LANKER

ASSOCIATE LEAD TESTERS
JOSHUA COLLINS
JUSTIN WOLF
JARED SHIPPS
JORDAN WINEINGER
MICHELLE PAREDES
DAVE BENEDICT
TOMMY SAMMONS
ANA GARZA

SENIOR TESTERS
CARLOS ANAYA
MATT ABOG
TODD PHILLIPS
DEVAN SERRATO
JAMES DABINETT
ANDREW GARRETT
BRYAN FRITZ
GREG JEFFERSON
BRIAN REISS
ADAM JUNIOR
ROBERT KLEMPNER
HUGO DOMINGUEZ
KRISTINE NACES
DANIEL CAPERONIS
JONATHAN VILLARIASA

QUALITY ASSURANCE TESTERS
AMANDA BASSETT
JON EISNAUGLE
DEMITRI GHAENI
MICHAEL BOND
JAMES VARGA
SHAVAWN WASHINGTON
DEREK HAYES
SETH KENT
BRYCE FERNANDEZ
ETHAN LEE
ZACHARY LITTLE
JEN LUNDERS
JASUN GRAF
DOUGLAS REILLY
JULIAN MOLINA
DAVID DALIE
CHARLES GOLANGCO
JOSH HULL
ALEXANDRO CALDERON
ZACHARY LITTLE
SOMMER SHERFEY
WENCESLAO CONCINA
ANDREW CRUZ
ANDREW MORRIS
ANGELO LETO

ANNASTASIA LARSEN
ASHLEY THORNTON
CAGE RABIDEAU
CALVIN CORDERO
CAMERON ESS-HAGHABADI
CHAD MORTON
CIERA SCOTT
CODY FITZHUGH
CORY PATT
DAVID PARKER
DAVID WINEINGER
DEJON CAGE
DEVIN SMITH
GRANT SIMANTON
HEATHER TORRES
JACE MCEWEN
JOEY FUENTES
KERRY SANDHU
KANDEN SCOTT
LEONARD SHAVERDIAN
LIANA PIEDRA
MAKO WARD
MICHAELA GALINDO
NICOLAS DEMORANVILLE
RAUL RODRIGUEZ
REGINALD CLARK
SIERRA ROBERTS
THOMAS BROWN
ZACHARY CONOVER

SPECIAL THANKS

LESLIE CULLUM
ALEX BELK
LOUIS NAPOLITANO
JOE BETTIS
DAVID BARKSDALE
RACHEL MCGREW
CHRIS JONES
JUAN CORRAL
CAM STEED
JOHN IMIG
TRAVIS ALLEN
CANDICE JAVELLONAR
JEREMY RICHARDS

2K CHINA CHENGDU

QUALITY ASSURANCE

QUALITY ASSURANCE DIRECTOR
ZHANG XI KUN

QUALITY ASSURANCE MANAGER
STEVE MANNERS

QUALITY ASSURANCE PROJECT LEAD
WU XIAO BIN

QUALITY ASSURANCE LEAD
GAO YOU MING

**QUALITY ASSURANCE
ASSOCIATE LEADS**
HUANG CHENG
ZHANG RUI BIN
WANG YI MIN

**QUALITY ASSURANCE
SENIOR TESTERS**
BAI GUI LONG
JI YANG
HU DIE
LIU YA QIN
LUO TAO
ZHUO YU
YUE CHANG YUE

QUALITY ASSURANCE TESTERS
CHEN JI ZHOU
CHEN SI YU
CHEN TAI JI
CHENG JIE YU
DAI XUE LIANG
FAN FU QIANG
FAN HAO RAN
GONG YI REN
GOU QIAN
HE YUN HAN
HU HAO RAN
HU YUN XIN
HUANG HUA
JIA JUN YU
JIANG MENG CHUAN
JIANG MENG TING
JIANG XIAO YU
LAN SHI BO
LI PEI JIE
LIU YU HENG
LONG FU YU
LU YI
SHI LEI
SONG LU YAO
TANG YAO
TENG SI
TIAN MENG QI
WAN YUE
WANG DAN YANG
WANG YUE
WU JIANG QIAO
WU DI
WU JIANG QIAO
XIA XIAO HUI
XIAO FEI
XIE ZONG HAO
XU RUI
YANG QI XUE
YANG WEN JING
ZHANG BIAO
ZHANG RAN
ZHANG SHUAI
ZHANG WEI
ZHANG YIN XUE
ZHANG YONG BIN
ZHAO JU HAO

ZHAO ZHI YAN
ZHOU DAN
ZHU JUN YU

SPECIAL THANKS

XIE YA XI
SU WAN QING
WANG HE FEI
LI HUA
ZHANG PEI

IT ENGINEER

ZHAO HONG WEI
HU XIANG
WANG PENG

2K INTERNATIONAL

VP. PUBLISHING OPERATIONS
MURRAY PANNELL

**SENIOR DIRECTOR, INTERNATIONAL
MARKETING AND COMMUNICATIONS**
JON ROOKE

**HEAD OF INTERNATIONAL
BRAND, MARKETING**
DAVID HALSE

INTERNATIONAL BRAND MANAGER
NICOLAS STEMELIN

**JR. INTERNATIONAL
BRAND MANAGER**
JAMES DODD

**HEAD OF INTERNATIONAL
COMMUNICATIONS**
WOUTER VAN VUGT

**INTERNATIONAL
COMMUNICATIONS MANAGER**
ROISIN DOYLE

**INTERNATIONAL COMMUNITY
& SOCIAL MANAGER**
IBRAHIM BHATTI

**HEAD OF INTERNATIONAL TERRITORY
AND EXPORT MARKETING**
WARNER GUINEE

2K INTERNATIONAL TEAM
AARON COOPER
AGNES ROSIQUE
ALISON GRAM
ANNE SPETH
BEN SECCOMBE
BELINDA CROW
CARLO VOLZ
CARLOS VILLASANTE
CAROLINE RAJCOM
CHARLEY GRAFTON-CHUCK

DAVE BLANK
DENNIS DE BRUIN
DIANE HEINZEL MANN
FRANCOIS BOUWARD
GEMMA WOOLNOUGHT
JAN STURM
JEAN-PAUL HARDY
JULIEN BROSSAT
LIEKE MANDEMAKERS
MARIA MARTINEZ
ROGER LANGFORD
SANDRA MAURI
SANDRA MELERO
SIMON TURNER
SEAN PHILLIPS
STEFAN EDER
YOONA KIM
ZAIDA GOMEZ

2K INTERNATIONAL **PRODUCT DEVELOPMENT**

DIRECTOR, CREATIVE SERVICES AND LOCALISATION
NATHALIE MATHWS

LEAD PROJECT MANAGER
EMMA LEPEUT

LOCALISATION PROJECT MANAGER
ALESSANDRO IRRANCA

SR. MANAGER, GAME DESIGN
TOM BAKER

GRAPHIC DESIGNER
JAMES QUINLAN

EXTERNAL LOCALIZATION GROUPS
SYNTHESIS INTERNATIONAL SRL
SYNTHESIS IBERIA

SYNTHESIS GLOBAL SOLUTIONS
ITALIAN TEAM
ALEX ROSSETTO
ANDREA DELLA CALCE MAUCIERI
CHIARA CACCIVIO
ANDREA FERRARI
ANDREA FRANCESCHI
EMILIANO BAGLIONI
PIETRO DATTOLA

FRENCH TEAM
SYLVAIN LAMOLE
AURELIE BLAIN
ANTOINE JARLEGANT
ELBERT JANSSEN
FRÉDERIC LEFEBVRE
GUILLAUME TEISSERENC
OPHELIE COLIN
MIREILLE BESSON

VALENTIN VOGEL
BENJAMIN PHELINE
ANTHONY FRAGOSO

GERMAN TEAM
ANJA WEILGMANN
CHRISTIAN MEIER
JULIA SCHULZ
MARIO LIEBISCH
OLE JOHAN CHRISTIANSEN
THOMAS CHRISTIANSEN
ALEXANDER KOCHANN
MICHAEL DENKERS

WITH SUPPORT FROM LINGOONA

SPANISH TEAM
JESÚS FERNÁNDEZ LÓPEZ
ELIÁS PASTORIZA VILA
ALMUDENA SEGURA CHECA
AMPARO ORTEGA PARALEJO
JUAN EVARISTO PINTADO BUSTO
PABLO BRIHUEGA YANEZ
ESTRELLA DEL CAMPO MARTINEZ
JOSÉ MANUEL GALLARDO CRUZ
TIAGO KERN
ANDREA BACCARIN
DANIEL FRANCISCO BERBEL BOROS

ARABIC TEAM
KHALED ELMANCY
HAZEM OUDA
ALAA MAGDY
NOUR ELSAIED
AHMED TARIQ
HEBA SAFWAT

SPECIAL THANKS
SAJJAD MAJID

LOCALIZATION TOOLS AND SUPPORT PROVIDED BY XLOC INC.

2K INTERNATIONAL **QUALITY ASSURANCE**

LOCALISATION QA MANAGER
JOSÉ MIÑANA

MASTERING ENGINEER
WAYNE BOYCE

MASTERING TECHNICIAN
ALAN VINCENT

LOCALISATION QA SENIOR LEAD
OSCAR PEREIRA

LOCALISATION QA PROJECT LEAD
ELMAR SCHUBERT

LOCALISATION QA LEADS
FLORIAN GENTHON
JOSE OLIVARES
SERGIO ACCETTURA

SENIOR LOCALIZATION QA TECHNICIANS
CHRISTOPHER FUNKE
HARALD RASCHEN
MANUEL AGUAYO
NAMER MERLI
PABLO MENEZES

LOCALIZATION QA TECHNICIANS

ANTOINE GRELIN
BENNY JOHNSON
CLEMENT MOSCA
DANIEL IM
DAVID SUNG
DIMITRI GERARD
DIMITRY KUZMIN
ERNESTO RODRIGUEZ CRUZ
ETIENNE DUMONT
FRÉDERIC CRÉHIN
GIAN MARCO ROMANO
JAVIER VIDAL
JORGE GARCIA
JULIO CALLE ARPON
KOSO SUZUKI
LUCA MAGNI
LUCA RUNGI
MARTIN SCHÜCKER
MATTEO LANTERI
NICOLAS BONIN
NORIKO STATON
PATRICIA RAMON
SAMUEL FRANCA
SARAH DEMBET
SEON HEE C. ANDERSON
STEFAN ROSSI
STEFANIE SCHWAMBERGER
TIMOTHY COOPER
TONI LOPEZ
WILL VOSSLER
YURY FESECHKA

TAKE-TWO INTERNATIONAL **OPERATIONS**

ANTHONY DODD
NISHA VERMA
PHIL ANDERTON
RICHARD KELLY

2K ASIA TEAM

GENERAL MANAGER, ASIA
JASON WONG

MARKETING DIRECTOR, ASIA
DIANA TAN

SR. BRAND MANAGER, ASIA
TRACEY CHUA

MARKETING MANAGER, ASIA
DANIEL TAN

SR. PRODUCT EXECUTIVE
ROHAN ISHWARLAL

JAPAN MARKETING MANAGER
MAHO SAWASHIMA
TAKAHIRO MORITA
HIIDE SHIMIZU

KOREA MARKETING MANAGER
DINA CHUNG

SR. LOCALIZATION MANAGER
YOSUKE YANO

LOCALIZATION ASSISTANT
YASUTAKA ARITA

TAKE-TWO ASIA OPERATIONS
EILEEN CHONG
VERONICA KHUAN
CHERMINE TAN
TAKAKO DAVIS
RYOKO HAYASHI

TAKE-TWO ASIA BUSINESS DEVELOPMENT
ERIK FORD
SYN CHUA
ELLEN HSU
PAUL ADACHI
FUMIKO OKURA
HIDEKATSU TANI
HENRY PARK
FRED JOHNSON
JULIUS CHEN
KEN TILAKARATNA
ALBERT HOOLSEMA

SPECIAL THANKS
STRAUSS ZELNICK
KARL SLATOFF
LAINIE GOLDSTEIN
DAN EMERSON
JORDAN KATZ
DAVID COX
TAKE-TWO SALES TEAM
TAKE-TWO DIGITAL SALES TEAM
TAKE-TWO CHANNEL MARKETING TEAM
SIOBHAN BOES
HANK DIAMOND
ALAN LEWIS
DANIEL EINZIG
CHRISTOPHER FIUMANO
PEDRAM RAHBARI
EDIZ BASOL
JENN KOLBE

2K IS TEAM
GREG GIBSON
TAKE-TWO LEGAL TEAM
DAVID BOUTRY
JUAN CHAVEZ
RAJESH JOSEPH
GAURAV SINGH
ALEXANDER RANEY
BARRY CHARLETON
JON TITUS
GAIL HAMRICK
TONY MACNEILL
CHRIS BIGELOW
BROOKE GRABRIAN
KATIE NELSON
CHRIS BURTON
CHRISTINA VU
BETSY ROSS
PETE ANDERSON
OLIVER HALL
MARIA ZAMANIEGO
NICHOLAS BUBLITZ
NICOLE HILLENBRAND
DANIELLE WILLIAMS
GWENDOLINE OLIVIERO
ARIEL OWENS-BARHAM
KYRA SIMON
ASHISH POPLI

WORLD WRESTLING ENTERTAINMENT

EVP OF CONSUMER PRODUCTS
CASEY COLLINS

VP OF INTERACTIVE LICENSING
ED KIANG

DIRECTOR OF GAMES
DAVID WOLDMAN

MANAGER INTERACTIVE PRODUCT
EVAN LEVY

GLOBAL BRAND ASSURANCE MANAGER
ASHLEY ZUZIK

GLOBAL BRAND ASSURANCE MANAGER
ZACHARY MAXWELL

SENIOR VICE PRESIDENT, PRODUCTION
CHRIS KAISER

POST AUDIO MIXERS
CHRIS ARGENTO
TIM ROCHE
CHUCK CAVANAUGH
RAY JACKSON
PETER BUCCELLATO
JAMES WIDMAN
JUSTIN MATLEY

VP OF BRANDING & DEVELOPMENT
ROB CINGUINA

SENIOR PRODUCERS
MIKE CALABRESE
MICHAEL BEARD
MARC POMARICO

MANAGING PRODUCER
CHRIS LAWLER
GAVIN O'SHEA

SENIOR ASSOCIATE PRODUCER
ALEX PIERCE

PRODUCER
PAUL VERBITSKY

ASSOCIATE PRODUCERS
KEVIN SUTTON

PRODUCTION ASSISTANTS
ALLAURA PAGONO
MATHEW MILLER
MICHAEL SHUPP
TIMOTHY DAYTON
MEGAN FLOYD
JOSE MORENO JR
DAVID WALSH
RACHEL VERRIER

EDITING
KEN BERCHEM
KEVIN MATTICE
MIKE LEE
SLIM SIMON

VICE PRESIDENT, PRODUCTION AND GRAPHICS
CHRIS SICILIANO

SENIOR DIRECTOR, 3D
KEVIN CALLAHAN

SENIOR DIRECTOR, 2D
DAN ORMSBY

BROADCAST MEDIA MANAGEMENT
ERIC MASSOUD
MATTHEW BRUCATO
KEITH HANSEN
CHRIS GIANNINI
GINA SCIAME

PRODUCTION COORDINATOR

AMANDA WICKHAM
LEE MAURO

PRODUCTION MANAGER

SUSAN SCHULTZ

ART DIRECTORS

SOYON YUN
SU DELUISE

2D SENIOR GRAPHIC DESIGNERS

DIONISIOS EFKARPIDIS
MIKE KINNEY

2D GRAPHIC DESIGNER 2

SEAN MATOS
PAUL ROBINSON
GAETAN DESIMONE
COREY PETRINI

2D GRAPHIC DESIGNER 1

DEREK RAGOS

2D JUNIOR GRAPHIC DESIGNER

EVERY SUTTON

**SENIOR VICE PRESIDENT,
INTELLECTUAL PROPERTY**

LAUREN A. DIENES-MIDDLEN

DIRECTOR OF PHOTOGRAPHY

FRANK VITUCCI

PHOTOGRAPHY EDITING

JAMIE NELSON
JOSHUA TOTTENHAM

COPYWRITER

STEVE URENA

**VICE PRESIDENT,
CREATIVE SERVICES**

JOHN F. JONES II

**CREATIVE DIRECTOR
GLOBAL LICENSING**

JOE GIORNO

**SENIOR VICE PRESIDENT,
CREATIVE SERVICES**

STAN STANSKI

**VICE PRESIDENT,
TALENT OPERATIONS**

MARK CARRANO

**VICE PRESIDENT, LEGAL AND
BUSINESS AFFAIRS**

SCOTT AMANN

MUSIC**EXECUTIVE SOUNDTRACK PRODUCER**

DWAYNE "THE ROCK" JOHNSON

MUSIC CREDITS AVAILABLE AT

[HTTPS://WWW.2K.COM/WWE2K18/
CREDITS](https://www.2k.com/WWE2K18/CREDITS)

INTERNATIONAL COPYRIGHTS
SECURED. USED BY PERMISSION.
ALL RIGHTS RESERVED. DO NOT
DUPLICATE.

WARNING: "IT IS A VIOLATION OF
FEDERAL COPYRIGHT LAW TO
SYNCHRONIZE THIS VIDEO GAME WITH
VIDEO TAPE OR FILM, OR TO PRINT
THE COMPOSITION(S) EMBODIED ON
THIS VIDEO GAME IN THE FORM OF
STANDARD MUSIC NOTATION,
WITHOUT THE EXPRESS WRITTEN
PERMISSION OF
THE COPYRIGHT OWNER."

ZLIB COPYRIGHT (C) 1995-2017 JEAN-
LOUP GAILLY AND MARK ADLER

THIS SOFTWARE IS PROVIDED 'AS-IS',
WITHOUT ANY EXPRESS OR IMPLIED
WARRANTY. IN NO EVENT WILL THE
AUTHORS BE HELD LIABLE FOR
ANY DAMAGES ARISING FROM THE USE
OF THIS SOFTWARE.

PERMISSION IS GRANTED TO ANYONE
TO USE THIS SOFTWARE FOR ANY
PURPOSE, INCLUDING COMMERCIAL
APPLICATIONS, AND TO ALTER IT AND
REDISTRIBUTE IT FREELY, SUBJECT TO
THE FOLLOWING RESTRICTIONS:

1. THE ORIGIN OF THIS SOFTWARE
MUST NOT BE MISREPRESENTED;
YOU MUST NOT CLAIM THAT YOU
WROTE THE ORIGINAL SOFTWARE.
IF YOU USE THIS SOFTWARE IN A
PRODUCT, AN ACKNOWLEDGMENT
IN THE PRODUCT DOCUMENTATION
WOULD BE APPRECIATED BUT IS NOT
REQUIRED.
2. ALTERED SOURCE VERSIONS MUST
BE PLAINLY MARKED AS SUCH, AND
MUST NOT BE MISREPRESENTED AS
BEING THE ORIGINAL SOFTWARE.
3. THIS NOTICE MAY NOT BE REMOVED
OR ALTERED FROM ANY SOURCE
DISTRIBUTION.

THIS SOFTWARE IS PROVIDED BY
THE COPYRIGHT HOLDERS AND
CONTRIBUTORS "AS-IS" AND ANY
EXPRESS OR IMPLIED WARRANTIES,
INCLUDING, BUT NOT LIMITED
TO, THE IMPLIED WARRANTIES OF
MERCHANTABILITY AND FITNESS
FOR A PARTICULAR PURPOSE ARE
DISCLAIMED. IN NO EVENT SHALL THE
FOUNDATION OR CONTRIBUTORS BE
LIABLE FOR ANY DIRECT, INDIRECT,
INCIDENTAL, SPECIAL, EXEMPLARY,
OR CONSEQUENTIAL DAMAGES
(INCLUDING, BUT NOT LIMITED TO,
PROCUREMENT OF SUBSTITUTE GOODS
OR SERVICES; LOSS OF USE, DATA, OR
PROFITS; OR BUSINESS INTERRUPTION)
HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER
IN CONTRACT, STRICT LIABILITY,
OR TORT (INCLUDING NEGLIGENCE
OR OTHERWISE) ARISING IN ANY WAY
OUT OF THE USE OF THIS SOFTWARE,
EVEN IF ADVISED OF THE POSSIBILITY
OF SUCH DAMAGE.

ALL TRADEMARKS ARE THE PROPERTY
OF THEIR RESPECTIVE OWNERS.

THE NAMES AND LOGOS OF ALL
STADIUMS ARE TRADEMARKS OF THEIR
RESPECTIVE OWNERS AND ARE USED
BY PERMISSION.

#BINK
#YUKES
#2K
#HAVOK
#THE END

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/eula (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 MANUAL(S), 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, OR OTHERWISE USING THE SOFTWARE, AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT WITH THE UNITED STATES COMPANY TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR," "WE," "US, OR "OUR"), AS WELL AS THE PRIVACY POLICY LOCATED AT www.take2games.com/privacy AND TERMS OF SERVICE LOCATED AT www.take2games.com/legal.

PLEASE READ THIS AGREEMENT CAREFULLY. IF YOU DO NOT AGREE TO ALL THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO OPEN, DOWNLOAD, INSTALL, COPY, OR USE THE SOFTWARE.

LICENSE

Subject to this Agreement and its terms and conditions, Licensor hereby grants you a nonexclusive, non-transferable, limited, and revocable right and license to use one copy of the Software for your personal, non-commercial use for gameplay on a single Game Platform (e.g. computer, mobile device, or gaming console) unless otherwise expressly specified in the Software documentation. Your license rights are subject to your compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or the termination of this Agreement (see below).

The Software is licensed, not sold, to you, and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement 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 copyrights, 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, or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing, or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the U.S. or their local country. Be advised that U.S. copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted under this Agreement are reserved by Licensor and, as applicable, its licensors.

LICENSE CONDITIONS

You agree not 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 a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this 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 or within the Software;
- restrict or inhibit any other user from using and enjoying any online features of the Software;
- cheat or utilize any unauthorized robot, spider, or other program in connection with any online features of the Software;
- violate any terms, 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 DIGITAL COPIES: Software download, redemption of a unique serial code, registration of the Software, membership in a third-party service and/or membership in a Licensor service (including acceptance of related terms and policies) may be required to activate the Software, access digital copies of the Software, or access certain un-lockable, downloadable, online, or other special content, services, and/or functions (collectively, "Special Features"). Access to Special Features is limited to a single User Account (as defined below) per serial code and access to Special Features cannot be transferred, sold, leased, licensed, rented, converted into convertible virtual currency, or re-registered by another user unless otherwise expressly specified. The provisions of this paragraph supersede any other term in this Agreement.

TRANSFER OF PRE-RECORDED COPY LICENSE: You may transfer the entire physical copy of pre-recorded Software and accompanying documentation on a permanent 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 of this Agreement. Transfer of the pre-recorded copy license may require you to take specific steps, as set forth in the Software documentation. You may not transfer, sell, lease, license, 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, are not transferable to another person under 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 FOREGOING, YOU MAY NOT TRANSFER ANY PRE-RELEASE COPIES OF THE SOFTWARE.**

TECHNICAL PROTECTIONS: The Software may include measures to control access to the Software, control access to certain features or content, prevent unauthorized 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 online services and to download Software updates and patches. Only Software subject to a valid license can be used to access online services, including downloading updates and patches. 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.

USER CREATED 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 about 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 features of the Software to operate properly, you may be required 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 forth in the Software documentation. If you do not 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 with Licensor or a Licensor affiliate ("User Account") in order to access the Software and its functionality and features. 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 (i) 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, VC and VG represent a limited license 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 to use VC and VG obtained by you for your personal, non-commercial gameplay exclusively within the Software. Except as otherwise prohibited by applicable law, VC and VG obtained by you are licensed to you, and you hereby acknowledge that no title 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 VG do not have an equivalent value in real currency and do not act as a 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 any VC and VG will terminate in accordance with the terms and conditions of this Agreement and the Software documentation, when Licensor ceases providing the Software, or this Agreement is otherwise terminated. Licensor, in its sole discretion, reserves 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 regardless of whether or not authorized by you.

BALANCE CALCULATION: 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 and manner in which VC is credited and debited from your User Account in connection with your purchase of VC or for other purposes. While 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 VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

USING VIRTUAL CURRENCY AND VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. The authorized uses and purposes of VC and VG may change at any time. 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/support.

NON-REDEEMABLE: VC and VG may only be redeemed for in-game goods and services. You may not sell, lease, 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 or other goods from Licensor or any other person or entity at any time, except as expressly provided herein or otherwise required by applicable law. VC and VG have no cash value, and neither Licensor nor any other person or entity has any obligation to exchange your VC or VG for anything 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 purchases be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensor has the absolute right to manage, regulate, control, modify, suspend, and/or eliminate such VC and/or VG as it sees fit in its sole discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

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 Licensor 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 terms 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. Licensor expressly disclaims any liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through such 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 whatsoever 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

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 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 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 long 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 void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

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

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.

IN NO EVENT WILL LICENSOR 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. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

IN NO EVENT SHALL LICENSOR'S AGGREGATE LIABILITY FOR ANY AND ALL CLAIMS HEREUNDER BY YOU, REGARDLESS OF THE FORM OF ACTION, EVER EXCEED THE GREATER OF THE FEES PAID BY YOU TO LICENSOR FOR THE PRECEDING TWELVE (12) MONTH PERIOD FOR ANYTHING RELATING TO THE SOFTWARE OR US\$200, WHICHEVER IS GREATER.

BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, DEATH, OR PERSONAL INJURY RESULTING FROM NEGLIGENCE, FRAUD, OR WILLFUL MISCONDUCT, THESE LIMITATIONS AND/OR EXCLUSIONS AND ANY EXCLUSION OR LIMITATION OTHERWISE RESULTING FROM THE ABOVE PROVISIONS MAY NOT APPLY TO YOU. FOR EXAMPLE, IF YOU ARE A RESIDENT OF AN EU MEMBER STATE THEN, NOTWITHSTANDING ANYTHING TO THE CONTRARY SET OUT ABOVE, LICENSOR IS RESPONSIBLE FOR LOSS OR DAMAGE YOU SUFFER THAT IS A REASONABLY FORESEEABLE RESULT OF LICENSOR'S BREACH OF THIS AGREEMENT OR ITS NEGLIGENCE, BUT IT IS NOT RESPONSIBLE FOR LOSS OR DAMAGE THAT IS NOT FORESEEABLE.

THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

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. ACCORDINGLY, 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 of 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 your rights or your obligations arising under this Agreement.

U.S. GOVERNMENT RESTRICTED RIGHTS

The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication, or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) 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.

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.

GOVERNING LAW

This Agreement shall be construed (without regard to conflicts of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). You and Licensor consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement. However, 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.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.

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

© 2005-2017 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K, the 2K logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos & copyrights are the exclusive property of WWE and its subsidiaries. © 2017 WWE. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. Executive Soundtrack Producer Dwayne Johnson.