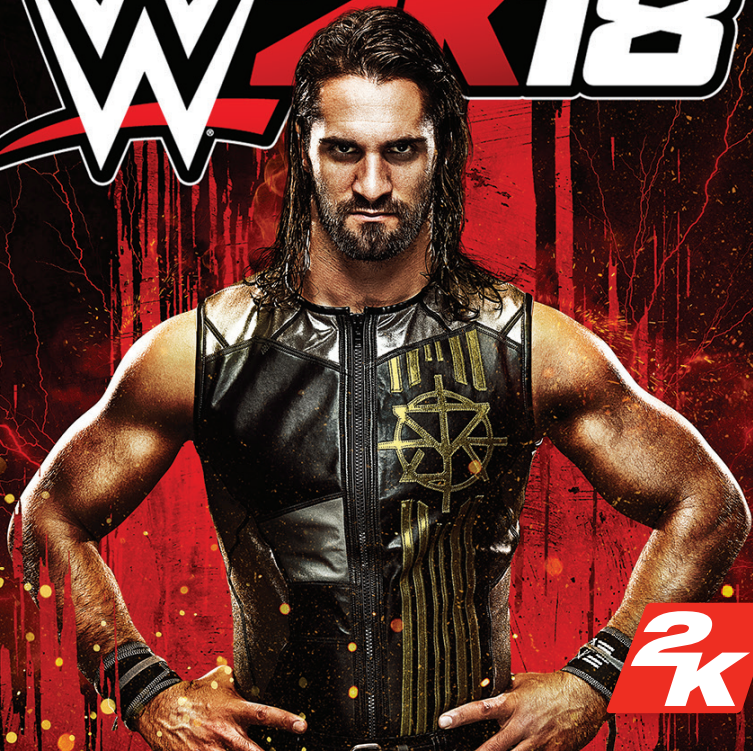




NINTENDO  
SWITCH™

LA-H-ACHHA-USA

# WWE 2K18



## IMPORTANT HEALTH WARNING: PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

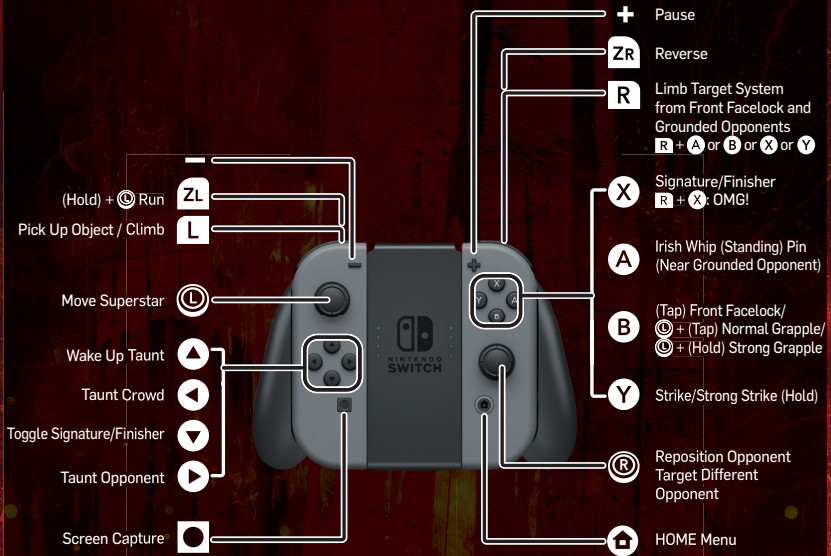


Product Support:  
<http://support.2k.com>

**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

## Joy-Con™ grip



# GAME CONTROLS

## GRAPPLING

### Normal Grapple:

Left Stick **↑/↓/←/→** + **B**

### Strong Grapple:

Left Stick **↑/↓/←/→** + hold **B**

### Turn Opponent Around:

Right Stick **←** or **→**

### Snapmare to Seated Position:

Right Stick **↓**

## FRONT FACELOCK

**Lock Up:** To grab an opponent in the Front Facelock press **B** without holding a direction on the Left Stick

### Grapple Attack:

Left Stick **↑/↓/←/→** + **B**

### Working Hold:

**B** while Left Stick is in neutral position

**Submission:** Hold **B**

**Strike:** **Y**

**Irish Whip:** **A**

**Release Front Facelock:** **L**

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

## DRAWING

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

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

**Irish Whip:** **A**

**Snapmare:** Right Stick **↓**

**Front Facelock:** **B**

**Release:** **L**

## CARRY

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

**Grapple:** **B**

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

**Switch Position:** Right Stick **↑/↓/←/→**



## REPOSITION OPPONENT

Use the Right Stick to reposition a downed or stunned opponent.

## DOWNED OPPONENT

**Lift Opponent:** Right Stick ↑

**Turn Opponent Over:** Right Stick ←/→

**Lift Opponent to Seated Position:**

Right Stick ↓

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

**Grapple:** B

**Strong Strike:** Hold Y

**Submission:** Hold B

**Limb Target:** R + B

## 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 during submissions.

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

## PINFALLS

Press the B 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 A 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 A to perform a dirty pin!

## REVERSALS

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

**Green Zr icon:** Minor reversal. This move has a Major reversal. Requires a single reversal stock.

**Orange Zr 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:**

Right Stick ←/→

**Lift and Place on Top Of Turnbuckle:**

Right Stick ↑

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

Right Stick ↓

## OPPONENT STUNNED AGAINST THE ROPES

**Place Opponent Stunned on Middle Rope:** Right Stick ◀ 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 **R** and pressing **B**.

When you Lock Up in Chain Wrestling, try to gain the upper hand by choosing a chain hold (**X**, **Y**, **A**). While in a chain hold, use the Right Stick to find the hot spot. The aggressor can also Strike (**V**) or Wrench (**B**) 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 Left Stick towards the ropes, hold **R** and press **L**.

## 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 **B** 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 **B**. 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 Right Stick. Your new Target's name will briefly appear above your Superstar's head.

# GAME SCREEN



- 1. Reversal Prompt:** Time **ZR** 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 **X** 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 to 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

0 0



FACE

BODY

ATTIRE

NAME  
INFORMATION

PERSONAL  
INFORMATION

MENU SCREEN  
POSE



ACCEPT



FACE

### HEAVYWEIGHT

HEIGHT 6'1"

WEIGHT 244 lbs

TECHNICIAN



FACE CUSTOMIZE

FACE PHOTO CAPTURE

FACE DEFORMATION

FACE TEMPLATE

DEFAULT

RING ATTIRE



SELECT



BACK



INFO



CAMERA OPTIONS



ROTATE



ZOOM OUT

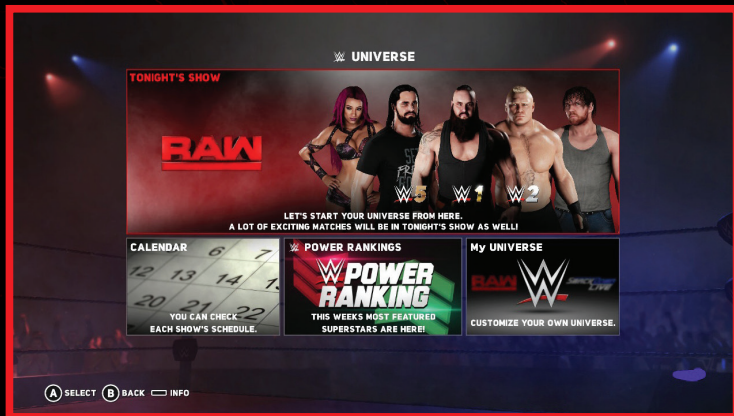


ZOOM IN

User

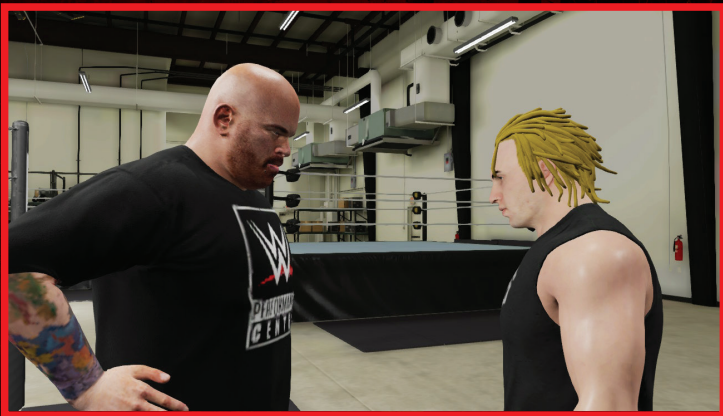
# WWE UNIVERSE

**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 VCI! 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 HORI

## R&D TEAM

**SENIOR TECHNICAL DIRECTORS**  
NOBUYOSHI ONO  
HIDEKI SUZUKI  
MASAMICHI TAKANO  
LEAD PROGRAMMERS  
MA WENCHAO  
TOSHIKAKI 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  
RYOHEI 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  
KENGO 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  
NAMAMI ONE  
YOSHIYUKI IWAI  
NAOKI ISHIYAMA  
AKIE OKAJI  
ASAKI ARAKAWA  
YUYA SHIKADA  
ANGELINA 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  
YUKIHIRO 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**

SHUIN YAMAGUCHI  
YOKO SATO

#### **IT SUPPORT**

KENTARO SETO  
KOJI TOMITA  
KAZUNORI NAKAGAWA  
SYUJI 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 HEARTS 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

## **BLIND SQUIRREL GAMES, INC.**

#### **FOUNDER/CEO/COO** BRAD HENDRICKS

#### **CFO** KEN DOPHER

#### **HEAD OF GLOBAL BUSINESS DEVELOPMENT AND STRATEGY** ANDREEA ENACHE-THUNE

#### **CHIEF SOFTWARE ARCHITECT** MATTHEW FAWCETT

#### **PRODUCTION DIRECTOR** DAVID BAKER

#### **STUDIO ART DIRECTOR** ALAN LEE

#### **QA/IT DIRECTOR** RON BITZER

#### **TECHNICAL DIRECTOR** PATRICK GHIOCEL

#### **ART DIRECTOR** KOY VANOTEGHEM

#### **PRODUCTION**

#### **EXECUTIVE PRODUCER** CRAIG OSTRANDER

#### **ASSOCIATE PRODUCERS** SEAN CREVELING MAX SENA



**PRODUCTION COORDINATOR**  
NATHAN MOORE

## **ART**

**CHARACTER ARTISTS**  
SCOTT ARMY  
ADAM SCHUMAN

**ENVIRONMENT ARTIST**  
ROBB ZINDT

**ASSOCIATE ART DIRECTORS**  
MIKE POPOVICH  
YVONNE CHUNG

**UI ARTISTS**  
KIMIE KIM-MIZUTANI  
SHELBY PETERSON

## **ENGINEERING**

**ENGINE PROGRAMMERS**  
MATT CAMPBELL  
ALEX DUBNIK

**GRAPHICS PROGRAMMERS**  
NOLAN CARNAHAN  
TYLER KIRK

**TOOLS ENGINEERS**  
MARK GABBY-LI  
NICK STORM

**GENERALIST PROGRAMMERS**  
JULIO JEREZ  
STEVE MERRIT  
SHEPARD LIMA

**ENGINEERING MANAGER**  
DOMINIC CAMARGO

## **QUALITY ASSURANCE**

DUSTIN MESA  
TOM VU  
CHRIS TURNLEY  
JESSICA FERRARELLA  
DIMITRI DELCASTILLO

## **SPECIAL THANKS**

MARK DOWNIE  
BOB MITCHELL  
ALEX RODRIGUEZ  
DMITRI SAVINE

## **PRODUCTION BABIES**

KATERI  
NATHAN

USES OODLE. COPYRIGHT © 2008-2017  
BY RAD GAME TOOLS, INC

# **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

**PRODUCERS**  
ALEXANDER JONES  
COLIN O'HARA

**LICENSOR MANAGER**  
STEVE ISLAS

**PRODUCTION ASSISTANT**  
DINO ZUCCONI  
NATHAN CRAIG

**SENIOR DESIGNER**  
JASON VANDIVER

**DESIGNERS**  
CRISTO KYRIAZIS  
DAVID FRIEDLAND  
DEREK DONAHUE  
RAMELLE BALLESCA  
ALLEN FREESE  
RANDY GUILLOTE

**SENIOR ONLINE ENGINEER**  
IGOR PEVAC

**SENIOR SOFTWARE ENGINEER**  
KYUNG-KUN KO

**PROGRAMMERS**  
ANAND 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 GARDOPEE  
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**  
LYNNEL JINKS

**LEAD CHARACTER ARTIST**  
JONATHAN GREGORY

**SENIOR CHARACTER ARTIST**  
YUKI TAKAHASHI

**ARTISTS**  
AL SPONG  
CHRIS BOLTZ  
TIM BEARD

**ANIMATION TEAM LEAD**  
SHANE MACPHERSON

**LEAD ANIMATOR**  
JESSICA WU

**ANIMATORS**  
JEREMIAH 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

**TRANSLATORS**  
AKANE 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

**WRITERS**  
SCOTT JOHNSON  
PATRICK SKELLY  
KEVIN MARSHALL  
ANTHONY RIPO  
MICHAEL NOTARILE  
JEREMY BROWN

**KYOS CO.,LTD**  
NAOKO KINO  
AYUMU MIURA

**ZATUN**  
ABHINAV CHOKHAVATIA  
BHAVIN KUNJADIYA  
DHARMESH TALPADA  
JOPHRY CHRIS  
PARESH SAHOO  
PRADEEP SUTHAR  
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

SHINGPENG YUAN

HUA JIANG

### **ARTIST (TECH)**

SHUNPENG CHEN

## **LEMON SKY GAMES & ANIMATION**

### **PRODUCERS**

WONG CHENG FEI

KEN FOONG

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

MAXX 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 CHUARSA

CHARLES JULIANDHIKA

LEON GAN ZAER YING

WILLIAM TEOH ZI SENG

## **DIGITAL SCANNING AND RETOPOLOGY PIXELGUN STUDIO**

### **CREATIVE DIRECTOR**

ANTON DAWSON

### **EXECUTIVE PRODUCER**

MAURICIO BALOCCHI

### **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

CALLEE WILKERSON

JUAN MANUAL 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 BROWNLEE  
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 QAS

**MANAGER, MARKETING PRODUCTION**  
HAM NGUYEN

**PRODUCTION DESIGNER**  
NELSON CHAO

**SR. DESIGNER**  
CHRISTOPHER MAAS

**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 MCCURDY

**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 ROUBEUSH

**TECHNICAL DIRECTOR**  
RUSSEL 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 PRIBYLINCE  
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  
SHAWAWN 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  
LANDEN 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 GUINÉE

**2K INTERNATIONAL TEAM**

AARON COOPER  
AGNÈS ROSIQUE  
ALISON GRAM  
ANNE SPETH  
BEN SECCOMBE  
BELINDA CROW  
CARLO VOLZ  
CARLOS VILLASANTE  
CAROLINE RAJCOM  
CHARLEY GRAFTON-CHUCK  
DAVE BLANK  
DENNIS DE BRUIN  
DIANE HEINZELMANN  
FRANÇOIS BOUVARD  
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  
YOUNA KIM  
ZAIDA GOMEZ

**2K INTERNATIONAL  
PRODUCT DEVELOPMENT**

**DIRECTOR, CREATIVE SERVICES AND  
LOCALISATION**  
NATHALIE MATHEWS

**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  
AURÉLIE BLAIN  
ANTOINE JARLÉGANT  
ELBERT JANSSEN  
FRÉDÉRIC LEFEBVRE  
GUILLAUME TEISSERENC  
OPHÉLIE COLIN  
MIREILLE BESSON  
VALENTIN VOGEL  
BENJAMIN PHÉLINE  
ANTHONY FRAGOSO

**GERMAN TEAM**  
ANJA WEILIGMANN  
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 YAÑEZ  
ESTRELLA DEL CAMPO MARTINEZ  
JOSÉ MANUEL GALLARDO CRUZ  
TÍAGO 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**  
JOSE MINANA

**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 MENÉNDEZ

**LOCALIZATION QA TECHNICIANS**

ANTOINE GRELIN  
BENNY JOHNSON  
CLEMENT MOSCA  
DANIEL IM  
DAVID SUNG  
DIMITRI GERARD  
DMITRY KUZMIN  
ERNESTO RODRIGUEZ CRUZ  
ETIENNE DUMONT  
FRÉDÉRIC 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 RAMÓN  
SAMUEL FRANÇA  
SARAH DEMBET  
SEON HEE C. ANDERSON  
STEFAN ROSSI  
STEFANIE SCHWAMBERGER  
TIMOTHY COOPER  
TONI LÓPEZ  
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  
HIDE SHIMIZU

**KOREA MARKETING MANAGER**  
DINA CHUNG

**SR. LOCALIZATION MANAGER**  
YOSUKE YANO

**LOCALIZATION ASSISTANT**  
YASUTAKA ARITA

**TAKE-TWO ASIA OPERATIONS**  
EILEEN CHONG  
VERONICA KHUAN  
CHERMIN 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 ZAMANIGO  
NICHOLAS BUBLITZ  
NICOLE HILLENBRAND  
DANIELLE WILLIAMS  
ARIEL OWENS-BARHAM  
KYRA SIMON  
ASHISH POPLI

## **WORLD WRESTLING ENTERTAINMENT**

**EVP OF CUSTOMER 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 PAGANO  
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 DESIGNERS**  
SEAN MATOS  
PAUL ROBINSON  
GAETAN DESIMONE  
COREY PETRINI



**2D GRAPHIC DESIGNER 1**  
DEREK RAGOS

**2D JUNIOR GRAPHIC DESIGNER**  
AVERY 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/WWEW2K18/](https://www.2k.com/wwew2k18/)  
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](http://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](http://www.take2games.com/privacy) AND TERMS OF SERVICE LOCATED AT [www.take2games.com/legal](http://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 above regarding any applicable moral rights, will survive any termination of this Agreement.

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

**USER ACCOUNTS:** In order to use the Software or a software feature, or for certain 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 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 of and manner in which VC is credited and debited from your User Account in connection with your purchase of VG 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](http://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 interfering 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 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](http://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 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.

#### **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 or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). You and Licensor consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement. 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.

Nintendo Switch is a trademark of Nintendo. ©2017 Nintendo.