

W 2K19



 **ENGLISH - BEFORE USING THIS PRODUCT, PLEASE VISIT THE SETTINGS MENU ON YOUR PLAYSTATION®4 SYSTEM FOR IMPORTANT HEALTH AND SAFETY INFORMATION**

PRECAUTIONS - This game disc contains software for the PlayStation®4 system (PS4™) and conforms to PS4™ specifications for the PAL market only. Carefully read the Safety Guide for the PS4™ to ensure correct usage and storage of this game disc.

HEALTH WARNING - Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING - Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides. Generally we recommend that you avoid prolonged use of your PS4™ system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor. The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

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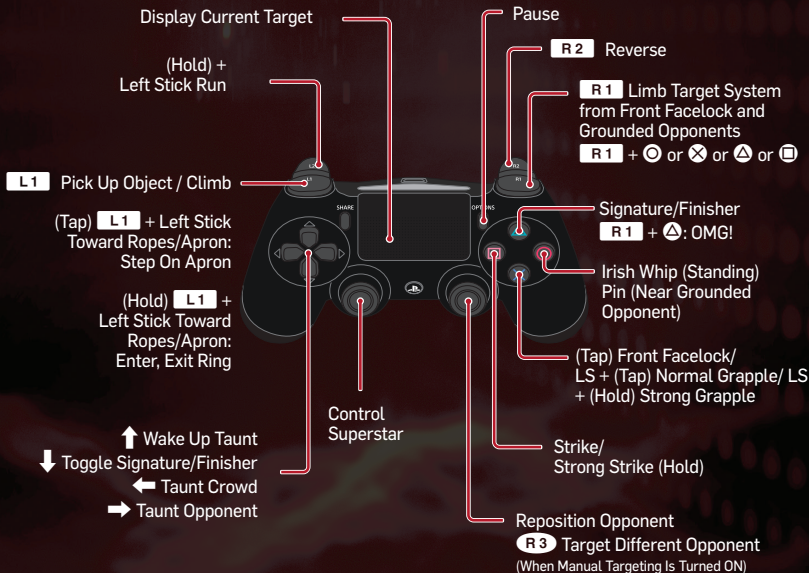
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Product Support:
<http://support.2k.com>

Please note that WWE 2K19 online features are scheduled to be available until **May 31, 2020** though we reserve the right to modify or discontinue online features without notice.

CONTROLLER LAYOUT



GAME CONTROLS

GRAPPLING

Normal Grapple:

Left Stick $\uparrow/\downarrow/\leftarrow/\rightarrow$ + \otimes

Strong Grapple:

Left Stick $\uparrow/\downarrow/\leftarrow/\rightarrow$ + hold \otimes

Turn Opponent Around:

Right Stick \leftarrow or \rightarrow

Snapmare to Seated Position:

Right Stick \downarrow

FRONT FACELOCK

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

Grapple Attack:

Left Stick $\uparrow/\downarrow/\leftarrow/\rightarrow$ + \otimes

Working Hold:

\otimes on downed opponent while Left Stick is in neutral position

Submission: Hold \otimes

Strike: \square

Drag Opponent: Use R2 and move the Left Stick in any direction

Irish Whip: \odot

Release Front Facelock: L1

Limb Target: R1 + \odot or \otimes or \triangle or \square >

DRAGGING

Grab your opponent in Front Facelock and press R2 to drag them. Or, you can drag a Standing or Kneeling opponent by holding R1 and pressing R2 . Defenders can escape a Standing Drag by rapidly pressing \odot . Drag a downed opponent by holding R2 .

Environmental Attack: Left Stick direction + hold \square . To throw opponent over the ropes, press Left Stick direction + Hold R1 and \square .

Irish Whip: \odot

Snapmare: Right Stick \downarrow

Front Facelock: \otimes

Release: L1

CARRY

Lift a Standing opponent into Carry by holding R1 and pressing Right Stick $\uparrow/\downarrow/\leftarrow/\rightarrow$. You can also interrupt certain grapples to carry your opponent by holding R1 as you enter a Carry pose. Defenders can escape Carry by rapidly pressing \odot .

Grapple: \otimes

Environmental Attack: Left Stick direction + Hold \square .

Switch Position: Right Stick $\uparrow/\downarrow/\leftarrow/\rightarrow$

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: ⊗

Strong Strike: Hold □

Submission: Hold ⊗

Limb Target: R1 + ⊗

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 2K19**. If selected, the attacker and defender must compete to rapidly press the displayed ⊗/○/□/△ button during submissions.

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

PINFALLS

Press the ⊗ button 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 the ○ button 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 ○ to perform a dirty pin!

REVERSALS

R2 Icon: Normal reversal. This move has a single reversal. Requires a single reversal stock.

Green R2 icon: Minor reversal. This move has a Major reversal. Requires a single reversal stock.

Orange R2 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 **R1** and pressing **X**.

When you Lock Up in Chain Wrestling, try to gain the upper hand by choosing a chain hold (**□**, **△**, **○**). While in a chain hold, use the Right Stick to find the hot spot. The aggressor can also Strike (**□**) or Wrench (**X**) 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 **R1**, and press **L1**.

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 **X** 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 **X**. 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 2K19**, Manual Targeting is enabled by default. You can switch to another target by pressing **R3**. Your new Target's name will briefly appear above your Superstar's head.

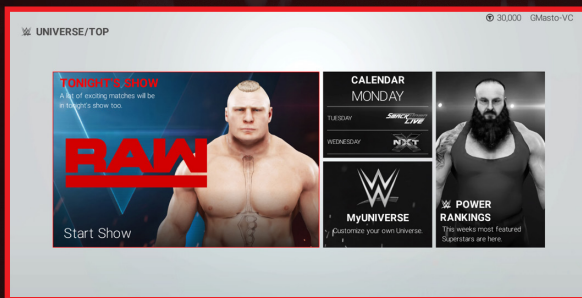
GAME SCREEN



- 1. Reversal Prompt:** Time **R2** correctly to counter the opponent's attack
- 2. Powerups/Payback:** There are two that can be allocated to a superstar. Yellow indicates Level 1, Red indicates Level 2.
- 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 **△** when it appears to perform your Signature/Finisher.
- 6. Reversals:** Shows the number of reversals you have available.
- 7. Health Meter:** Track your health as you take damage from your opponent.

WWE UNIVERSE

WWE Universe offers the ultimate **WWE** sandbox experience in **WWE 2K19**. 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.



UPDATED MyPLAYER

MyPLAYER is your portal to several exciting modes in WWE 2K19.

- MyCAREER
- Road to Glory
- MyPLAYER Towers

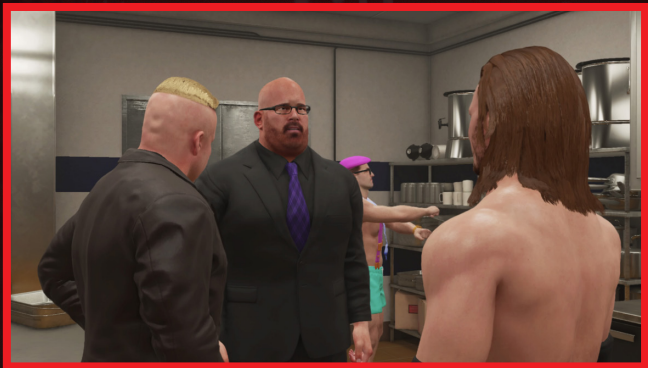
Customize your own unique superstar with brand new parts and take them in an updated MyCAREER and Road to Glory mode. Add skills via the new MyPLAYER tree and complete challenges to unlock new side plates and challenges. Level up your MyPlayer through several challenges and modes.



MyCAREER MODE

MyCAREER mode puts you in the shoes of an independent star trying to make it to the big time. You will start small in your own independent promotion while working across the globe to achieve the dream of performing in the WWE.

Voice over has been provided from your favorite WWE Superstars as you will interact and challenge them as you take your MyPLAYER on a journey through the entire wrestling world.



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.

The screenshot displays the 'ROAD TO GLORY' interface with the following elements:

- Navigation:** NEWS, MyPLAYER, MyCAREER, ROAD TO GLORY, MyPLAYER TOWERS, MySTATS
- Event Status:** EVENT HAS STARTED! (★ 0 / 5) OR PURCHASE ACCESS ENDS FRIDAY AUGUST 3 11:00PM
- Match Type:** ONE ON ONE NORMAL HELL IN A CELL TONIGHT'S MATCH
- Faction Challenge:** Bator Club Lvl 1 FACTION End match with 60 percent Health remaining FACTION CHALLENGE
- Player Profile:** SUPERSTAR TECHNICIAN 47 ROOKIE Lvl 1 3,000 VC 500 BOOST 3 PAYBACK 6 F+

WWE TOWERS

In this new mode, players choose WWE Superstars or their MyPLAYERS to compete against a string of WWE Superstar opponents. Each Tower features its own unique theme and is filled by a roster of WWE Superstars across a variety of challenging matches, including different win conditions and fun stipulations.

Tower Types

Gauntlet Tower

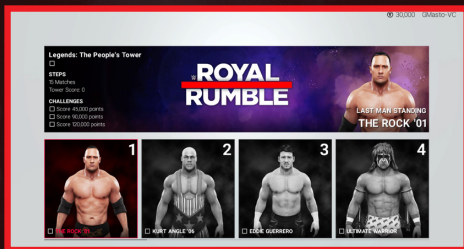
In a Gauntlet Tower, players need to complete the Gauntlet entirely in one session. Quitting early or losing a match resets progress back to zero.

Steps Tower

In a Steps Tower, players climb their way through a Tower – one match at a time and at their own pace.

2K Towers

In 2K Towers, players choose a WWE Superstar to compete against a wide range of WWE Superstar opponents across a number of challenging Towers. Each Tower has a unique theme focused on showcasing the Roster it includes or pays homage to a specific Match Type.



MyPLAYER Towers

In MyPLAYER Towers, players will use their MyPLAYERS to battle through Towers crafted to challenge both new and experienced players: In addition to a set of permanent Towers, players will find unique Daily, Weekly and even PPV-based Towers. Every single day, a new Tower will appear for players to take on, while every week, there will be a new weekly Tower that is a bit longer than the Daily Tower, so be sure to start early; Stars earned from these Towers count toward all PPV event and Road to Glory qualifications, so it's a good idea to tackle these as often as possible; Finally, PPV Towers are active alongside WWE's PPV schedule. To qualify for these Towers, players will need to meet a specific star requirement. Completing PPV Towers will unlock exclusive Superstar Parts for MyPLAYERS.

SHOWCASE: THE RETURN OF DANIEL BRYAN

Showcase returns and this time **WWE 2K19** is focusing on the return of Daniel Bryan. With stories told by Daniel himself, you will play through his WWE career that started early as an underground darling to his emotional win at WrestleMania 30. Relive his greatest matches as well as some hidden gems as Daniel and 2K take you through this showcase.

POWER-UPS & PAYBACK

There are two that can be allocated to a superstar. Level 1 abilities are weaker and can be earned more frequently than level 2 abilities. Using a Payback ability will reset all Payback meters. Some Level 2 abilities have restrictions on the number of times they can be used in a match, or cannot be used in certain match types. Payback abilities can be customized before entering a match

Types of Payback

Level 1



Possum – Play possum and catch your opponent off guard with a pin or attack. Hold **R1** + **L1** to enter a possum state while supine, leaning against the ropes or cornered. Press **X** or **Y** while supine and holding possum to perform a pin. Press **B** or **A** while holding possum to perform an attack.



Speed Buff – This buff enhances your speed and agility. Additionally it improves the rate at which you regenerate Stamina and Reversals. To activate – hold **R1** and press **L1**.



Fists of Fury – This increases your striking power attributes! It also gives you a minor speed boost & improves striking reversals. To activate, hold **R1** and press **L1**.



Instant Recovery – Use this ability to instantly recover. This includes a minor speed buff. Hold **R1** and press **L1**.



Auto-Reverse – Use this ability to automatically perform a Minor Reversal. You cannot use this ability to perform Major Reversals or reverse Signature and Finisher attacks. This does not consume a Reversal stock. Hold **R2** before the attack is performed.



Reversal – Earn a Reversal. To activate, hold **R1** and press **L1**.

Level 2



Finisher + – Earn a Finisher. To activate, hold **R1** and press **L1**.



Resiliency – Escape a pin, submission, or elimination mini-game with ease. Press **△** during the mini-game to escape.



Adrenaline Buff – Provides a modest boost to Adrenaline, allowing you to lift more weight while simultaneously increasing the amount of Momentum earned for performing lifting grapples. To activate hold **R1** and press **L1**.



Tank Buff – Greatly increases Defense while simultaneously reducing your overall mobility. To activate hold **R1** and press **L1**.



Low Blow – Slow your opponent down with a Low Blow. Be careful not to get yourself disqualified! To activate hold **R1** and press **L1**. Press **△** to perform a Low Blow.



Poison Mist – Spray Poison Mist in your opponent's eyes. Be careful not to get yourself disqualified. To activate hold **R1** and press **L1**. Press **△** to spray Poison Mist.



Power of the Punch – Hit your opponent with brass knuckles. Be careful not to get yourself disqualified. To activate hold **R1** and press **L1**. Press **△** to perform Power of the Punch.



Run-In – Summon an ally down to ringside to help turn the tide. This ability is only valid in most 1 on 1 matches. To activate hold **R1** and press **L1** while in a downed state inside the ring.



Move Thief – Use your opponents own move-set to finish them off. How humiliating! To activate hold **R1** and press **L1**.



Blackout – Teleport behind your opponent to gain an advantage. Only valid in 1 vs 1 matches. To activate hold **R1** and press **L1** while both superstars are inside the ring.

WWE CREATIONS

NEW! Custom Money in the Bank: The user can create their own Money in the Bank to be cashed in on any **WWE** Championship.

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.

Custom Superstars: Create your own Custom Superstar 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.

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

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

WWE 2K19 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
MASAHIRO NAKATANI
ARI SAWADA
CHIZURU OGURA
TSUKASA HORI

R&D TEAM

SENIOR TECHNICAL DIRECTORS
NOBUYOSHI ONO
HIDEKI SUZUKI
MASAMICHI TAKANO

LEAD PROGRAMMERS
YOSHIRO AOKI

PROGRAMMER
KAZUKI IIBOSHI
KENSUKE SKAMOTO

SENIOR VP/CHIEF CREATIVE OFFICER
NORIFUMI HARA

ASSISTANT TECHNICAL DIRECTORS
MASASHI ISHIKAWA
JUNICHI TAGUCHI
WENCHAO MA
TOSHIAKI ISHIHARA

LEAD PROGRAMMERS
ATSUSHI NARITA
TAKUYA ISHIBASHI
KOICHI SATO
MASAYUKI MAKITA
TAKAHIRO TANAKA
TAKUYA SUZUKI
TSUBASA ANDO
KOSUKE HAYASHI
MASAKI SAITO

PROGRAMMERS
KOJI KURI
MIKITO TANAKA
YOSUKE YAMAZAKI
SHO GODA
EMI ISHII
TSUYOSHI KOBAYASHI
TAKUMI HIROKAWA
YUTAKA AWAZU
IZUNA KOJIMA
KOUHEI MASUDA
RYOUEI HOSOKAWA
SYUJI MIYASHITA
SHINGO SOGABE
KOSUKE SAITO
KOSUKE NOMOTO
NORIKI KAJHOKU
KAZUMA YOSHOU
MASAHIRO KOBAYASHI
YASUYUKI HANAZAWA
KENTA FUJUYAMA
TADASHI HIRAMATSU
YUTO TAGUCHI
KAZUNARI NISHIYAMA
HIROSHI KANDA
TEMMARU TAKASAKI
YUUKI NAKAJIMA
MASAYUKI MITSUEDA
YOSUKE ITANI
JUNICHI OHTANI
KATSUYUKI SAKAMOTO
SHIGEO ANAI

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
SHOTARO KOZUMI

SOUND DESIGNERS
CHAN KEAN YI
WOOSUK NA

LEAD MODELING ARTISTS
KAZUHIRO SAITO
TAKAHIRO BAMBA
KYOEI HOSOMI
TAKASHI MAMIYA
JIE WEI
YUKI MATSUMOTO
TAKASHI KIMURA

MODELING ARTISTS
JUNICHI KOSHINO
TAKANORI AKIYAMA
HIROKO MINAMI
MIHO HASHIMOTO
TAMAYO NOGUCHI
YUSUKE YAMASAKI
MAKO SUZUKI
SHOMA OSAKABE
KENGO FUKUSHIMA
IBUKI KAJIGAYA
HAIGING CHI
DONGDA LI
SEIYA OSHIMA

**ASSISTANT INTERFACE
ART DIRECTOR**
SATOSHI KAKUTANI

INTERFACE ARTISTS
YUZURU HIROKI
TAKUYA KAWAMORITA
YOSUKE YAMAGUCHI
URAN MINEGISHI
NAOMI KANEDA

ASSISTANT ANIMATION DIRECTORS

MITSUO SHIMIZU
TAKASHI WATANABE
DAIJIRO KAKINUMA

LEAD ANIMATORS

TATSUYA MAKI
TAKAHIRO OSHIDA
KAZUYA INOUE

ANIMATORS

TSUYOSHI FUKUHARA
YUSUKE KORENAGA
MANAMI ONE
NAOKI ISHIYAMA
AKIE OKAJI
ASAKI ARAKAWA
YUYA SHIKADA
YOSHIYUKI IWAI
SOUTA HAYAKAWA
KENSHO ONO
MAKOTO NISHIDE
KOHEI GUSHIKEN
TETTA MIYAZAWA
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TAKAFUMI SHIRATORI
KAZUKI YAMADA
TOMONORI YOSHIKAWA
SHOTARO KAWAGUCHI
TETSUO HORI
ERINA KONDO
RYUJI TANAKA
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KOUTA HATAKEYAMA
YOSHIHIRO NAKAMURA
KARAN VERMA
ANIKIT KUMAR SINGH
GAGANDEEP SINGH BHAMRA
JAINENDRA MAHORE
MANISH MALIK
MANSI SINGH
NAUSHAD ALI
ROHIT CHAUHAN
SANJAY LOKHARE
SHADAB SALEEM ANSARI
SHUBHAM SHARMA
SURYA PASWAN
UDAY THAKUR
VARUN SHARMA
VARUN SONI
VIKRANT BAGHEL
GAURAV KAUSHIK
AMBUJ SHARMA
SURAJ SINGH BISHT
ABHINEET SINGH BHANA
YUZURU MAEDA
RAMESH MANCHANDA

GAME DEVELOPMENT ASSISTANTS

NAOTO KUGE
MUNECHIKA SUZUKI
JUNICHI HIRAOKA
SAYAKA MORISHIMA
YUKI ICHIKAWA
RYOHEI YAMASAKI

ANIMATION PARAMETER ASSISTANTS

JUNPEI YAMAGUCHI
ARASHI MATSUOKA
SHUNSUKE MATSUNAMI
TSUYOSHI KIMURA
SHINYA TATE

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
TOMOYASU MATSUI
SYUJI MATSUDAIRA
NORIIHIRO 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
SOTARO ARAKAWA
SHIRO MIKATA
AIKA OKADA
YUICHI ASHIBE
MITSUNOBU HIGASHIURA
NOBUYUKI BANSYO

AMZY CO., LTD.

KAZUHIRO MATSUDA
YOUSUKE SAWADA
HIDEHIRO BUSHISUE
TAICHI NAGANO
TAKAFUMI YASUDA
YUZURU NAKAMURA

SOUND AMS INC.

MOMO MICHISHITA
KOTARO TAMURA
CHAN KEAN YI
WOOSUK NA
NOBUHIRO OHUCHI
KOSUKE ISOMURA
KAZUKI TAMURA
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YUZUKI HARA
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LO WING ON
STUART ALEXANDER RENNIE
NILZEN ELIS AUGUST
YUKA TAKIMOTO
TOSHIHIRO MATSUOKA

ADDITIONAL COLLABORATION COMPANIES

G-STYLE CO.,LTD.
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SPECIAL THANKS

YUKE TANIGUCHI
TATSUHIKO SUGIMOTO
MASAMICHI ITO
ALL YUKE'S STAFF

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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
COLIN O'HARA
JOHN RACE

LICENSOR MANAGER
STEVE ISLAS

PRODUCTION ASSISTANT
NATHAN CRAIG

SENIOR DESIGNER
JASON VANDIVER

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

NARRATIVE DESIGNER
SEAN CONAWAY

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 LEADS
VINCE PONTARELLI
SEAN CHARLES

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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.

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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.

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

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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.

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