

# WWE 2K23





**WARNING** Some people may experience a seizure when exposed to flashing lights or patterns in video games ([xbox.com/healthandsafety](http://xbox.com/healthandsafety)).



Product Support:

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

**Please note** that WWE 2K23 online features are scheduled to be available until **September 30, 2024** though we reserve the right to modify or discontinue online features without notice.

Visit [www.wwe2k.com/status](http://www.wwe2k.com/status) for more information.

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# CONTROLS

## Xbox Wireless Controller



# GAME CONTROLS

ACTION	CONTROL
WAKE UP TAUNT	
TAUNT CROWD	
TAUNT OPPONENT	
CHANGE PAYBACK	
PAUSE	
MOVE	
RUN	 (HOLD)
CHANGE TARGET	
GRAB	
REVERSAL	
BLOCK	 (HOLD)
LIGHT ATTACK	
HEAVY ATTACK	
PIN	 DOWN
PICK UP OBJECT	
RE-POSITION OPPONENT	 UP / LEFT / RIGHT
PAYBACK	 + 
SUBMISSION	 + 
SIGNATURE	 + 
FINISHER	 + 

# GRABS & COMBOS

AFTER GRAB (B)	
LIGHT GRAPPLE ATTACKS	Ⓕ (IN ANY DIRECTION) + X
HEAVY GRAPPLE ATTACKS	Ⓕ (IN ANY DIRECTION) + A
IRISH WHIP	Ⓕ (IN ANY DIRECTION) + B
STRONG IRISH WHIP	Ⓕ (IN ANY DIRECTION) + B (HOLD)
AFTER LIGHT ATTACK (X)	
CONTINUE COMBO	CONTINUE TO PRESS X / A / B TO PERFORM A COMBO
AS DEFENDER	
BREAK COMBO / GRAB	DURING YOUR OPPONENT'S GRAB OR COMBO PRESS X / A / B TO COUNTER AN ATTACK OF THE SAME TYPE

# CARRY

AFTER GRAB (B)	
POWERBOMB	RB + L UP
CRADLE	RB + L DOWN
FIREMAN'S CARRY	RB + L LEFT
SHOULDER CARRY	RB + L RIGHT
WHILE PERFORMING A QUALIFYING GRAPPLE	
INTERRUPT INTO CARRY	RB
FROM CARRY	
ENVIRONMENTAL ATTACK	X
SLAM	A
THROW OVER ROPES / OFF STAGE	B
CHANGE CARRY POSITION	R IN ANY DIRECTION
AS DEFENDER	
ESCAPE CARRY	B

## DRAGGING

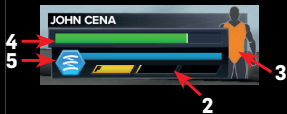
AFTER GRAB (B)	
INITIATE DRAG	LB
WHILE DRAGGING	
MOVE	L IN ANY DIRECTION
ENVIRONMENTAL ATTACK	X
THROW OVER ROPES / OFF STAGE	B
RELEASE DRAG	LB
AS DEFENDER	
ESCAPE DRAG	B

## OBJECT




PICK UP OBJECT (TIP: USE ON THE APRON TO GET AN OBJECT FROM UNDER THE RING)	LB
CLIMB LADDER	RB
PRIMARY ATTACK	X
SECONDARY ATTACK / PLACE OBJECT	A
DROP OBJECT	B
BLOCK	V (HOLD)
LIFT OPPONENET ONTO TABLE	R UP



# GAME SCREEN



- 1. Signature / Finisher:** Press **RT** + **X** / **RT** + **A** to perform your Signature / Finisher.
- 2. Finisher Meter:** Each filled segment represents a Finisher stock. You can spend a stock to perform a Finisher, your most powerful move!
- 3. Limb Damage:** Moves deal Damage to specific body parts. As your limbs take damage they'll turn from yellow to orange, to red.
- 4. Vitality:** Attacks deal Vitality damage. After avoiding damage for a few seconds, your Vitality will begin to recharge.

- 5. Special Meter:** A full Special Meter can be used to perform a Signature move. When your Special Meter is higher than your Vitality, you can spend it to perform a Payback ability. When grounded, you may be prompted to perform an action such as Instant Recovery or Possum attack – this will spend the highlighted portion of your Special meter.
- 6. Payback:** Our primary Payback ability is shown here. If you have 2 Paybacks assigned, you can toggle which one is primary by pressing . You will be prompted to perform a Payback with  +  when it is available. If both Paybacks are available at once, then only your primary ability is prompted.

# UNIVERSE

Take part in a living **WWE** promotion in Universe, where you can customize and play in a series of recurring **WWE** shows, each with their own match cards and PLE's. Play in traditional Sandbox or Superstar mode, where you can experience the arc of a single Superstar through multiple shows.



## **SUPERSTAR MODE**

FOLLOW AND TAKE CONTROL OF A SUPERSTAR IN UNIVERSE

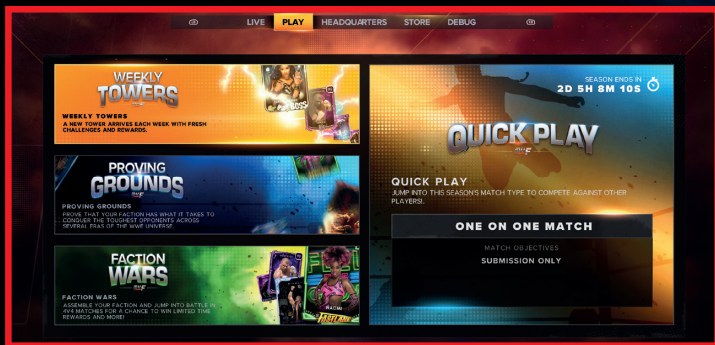


## **CLASSIC MODE**

ORIGINAL SANDBOX MODE WITH TOTAL FREEDOM

# MyFACTION

Collect and upgrade cards of **WWE** Superstars and Legends to build the ultimate faction in MyFaction. Now featuring online multiplayer, MyFaction lets you take your faction online and compete for global dominance.



## MyRISE

Walk through the curtains for your **WWE** debut in MyRISE, and shape your career as a **WWE** Superstar with the decisions you make along the way. MyRISE features two distinct storylines - The Lock and The Legacy.



# MyGM

Take control of your own **WWE** brand, drafting Superstars, booking shows, fostering rivalries and driving ratings into the stratosphere in a race to create the number one brand in the **WWE**.

**PICKING NOW**  
ROUND 1  
PICK 31

**SMACKDOWN**

**JOHN CENA**

**DRAFT ORDER**  
ROUND 1

NAME	COST	ROLE	CLASS	STA	POP
★ BROCK LESNAR	\$275,000	BRUISER	66	66	
★ BECKY LYNCH	\$268,400	SPECIALIST	61	62	
★ JOHN CENA	\$268,400	BRUISER	64	62	
★ DREW MCINTYRE	\$267,000	BRUISER	46	65	
★ ROMAN REKNS	\$267,000	BRUISER	72	65	
★ ASUKA	\$252,000	FIGHTER	50	63	
★ FINN BALOR	\$244,000	FIGHTER	48	62	
★ ALEXA BLISS	\$243,100	CRUISER	84	59	
★ CHARLOTTE FLAIR	\$240,500	SPECIALIST	55	60	

**RECOMMENDATIONS**

- ★ BECKY LYNCH
- ★ ALEXA BLISS
- ★ SASHA BANKS
- ★ JOHN CENA

**ROSTER BREAKDOWN**

0 0 0 0 0 0

## SHOWCASE

John Cena takes you through the matches that forced him to “Never Give Up” in Showcase: You Can’t Beat Me! Relive a piece of **WWE** history through historical clips, documentary-style interviews, cinematic cutscenes and gameplay recreations.

### Welcome to 2K Showcase: John Cena – You Can’t Beat Me!

Winning is great, but completing Objectives yields the biggest Rewards!

Emerging from the match victorious will earn you Match Rewards and unlock the next match!

Completing all of the objectives in each match will earn you Objective Rewards!

LET'S GO!



## CREATIONS

**Custom Superstar:** Customize any Superstar on the roster, or Create your own Superstar down to the last detail, from appearance and physical attributes to entrance and in-ring attire.

**Custom Championship:** Create your own **WWE** Championship by customizing the strap, front and side plates, and title information.

**Custom Entrance:** Set up custom entrances by choosing motions, music, special screen effects, and background movies for your Superstar.

**Custom Victory:** For Superstars or Teams, edit victory scenes for individuals, tag and trio teams, and set crowd reactions to celebrate or jeer your domination.

**Custom Move-Set:** Build the ultimate Superstar by customizing attacks, moves, paybacks and attributes of any roster or created Superstars.

**Custom Arena:** Create the ultimate stage for your own **WWE** spectacle! Go crazy, placing stage parts and images to your liking, then host matches in your own custom shows.

**Custom Show:** Step into the head office and plan your own **WWE** Show, selecting your own name, music, locations, bumper movies, graphics and more, then use the whole package for matches in Play and Universe.

**Custom Money in the Bank:** Make your own version of the **WWE's** most coveted briefcase, with custom colors, materials, logos, and championships.

**Custom Video:** Take over the Titantron! Make custom videos that play back in-game during Superstar entrances, victories, and Show loading sequences.

**Custom Image:** Create a group of different Images, and use this group directly in Creations.

**Custom Matches:** You make the rules! Customize match rules to build your own extreme match types, hide specific weapons under the ring apron, and configure win conditions for the most over-the-top match types you can dream up.

**Community Creations:** Upload your own custom inventions, and browse through endless unique creations from other players in the **WWE** Universe.



## PAYBACKS



**Blackout:** Teleport behind your opponent to gain advantage.



**Comeback:** Inflict persistent damage with strikes for a short period of time.



**Low blow:** Slow your opponent down with a Low Blow. Be careful not to get yourself disqualified!



**Move Thief:** Use your opponents own move-set to finish them off. How humiliating!



**Run-In:** Summon an ally to ringside to make the fight "fair".



**Poison Mist:** Spray Poison Mist in your opponents eyes. Be careful not to get yourself disqualified!



**Power of the Punch:** Hit your opponent with brass knuckles. Ouch! Be careful not to get yourself disqualified!



**Resiliency:** Escape a Pin, Submission, or Elimination Mini-Game with ease.

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By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, such as governmental authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created content or displaying your scores, ranking, achievements, and other gameplay data on websites and other platforms; (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from time to time. If you do not want your information used or shared in this manner, then you should not use the Software.

For the purposes 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 statement or advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as 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**

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

TO THE FULLEST EXTENT OF APPLICABLE LAW, LICENSORS SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SOFTWARE, INCLUDING, BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION, AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, OR LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY, OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. TO THE FULLEST EXTENT OF APPLICABLE LAW, LICENSOR'S LIABILITY FOR ALL DAMAGES SHALL NOT (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

IF YOU ARE A RESIDENT OF AN EU MEMBER STATE, NOT WITHSTANDING 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.

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

#### **TERMINATION**

This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor ceases to operate the Software servers (for games exclusively operated online), if Licensor determines or believes your use of the Software involves or may involve fraud or money laundering or any other illicit activity, or upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Conditions above. You may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access or use the Software using the method set forth in the Terms of Service or (ii) destroying and/or deleting any and all copies of all Software in your possession, custody, or control. Deleting the Software from your Game Platform will not delete the information associated with your User Account, including any VC and VG associated with your User Account. If you reinstall the Software using the same User Account, then you may still have access to your prior User Account information, including any VC and VG associated with your User Account. However except as otherwise prohibited by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and/or VG associated with your User Account will also be deleted, and you will no longer be available for use the Software or any VC or VG associated with your User Account. If this Agreement terminates due to your violation of this Agreement, Licensor may prohibit you from re-registering or re-accessing the Software. Upon any termination of this Agreement, you must destroy or return the physical copy of Software to Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control, including from any client server, computer, gaming unit, or mobile device on which it has been installed. Upon termination of this Agreement, your rights to use the Software, including any VC or VG associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

#### **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.

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

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

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

#### **GOVERNING LAW**

This Agreement is entered into in the State of New York and shall be governed by, and construed in accordance with, the laws of the State of New York, exclusive of its choice of law rules. For any disputes not subject to binding individual arbitration, you and the Company agree to submit to the exclusive jurisdiction of the state and federal courts in New York County, New York, and to waive any jurisdictional, venue, or inconvenience forum objections to such courts (but without affecting either party's rights to remove a case to federal court if permissible). This paragraph will be interpreted as broadly as applicable law permits. For example, if you are a resident of a European Union member state, you will benefit from any mandatory provisions of consumer protection law in the member state in which you are resident, and you can bring legal proceedings in relation to this Agreement in the courts of the member state in which you are resident. You agree that any violation by You of this Agreement, the Privacy Policy, the Terms of Service, or any other agreement with the Company, shall constitute an affirmative defense (whether characterized as arising at law or equity) against any claim you might assert against the Company relating to its software or services. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement. The Company has the right to prosecute civil claims against you for any violation of its End User License Agreement, the Terms of Service, the Privacy Policy, or any other governing terms and conditions related to its software and services, whether for breach of contract, violation of common law rights, or violation of any applicable state or federal statute.

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

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

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