

XCOM 2

WAR OF THE CHOSEN

XCOM®2: WAR OF THE CHOSEN ADDS EXTENSIVE NEW CONTENT IN THE FIGHT AGAINST ADVENT when additional resistance factions form in order to eliminate the alien threat on Earth. In response, a new enemy, known as the “Chosen,” emerges with one goal: recapture the Commander. The expansion includes new Hero classes to counter the “Chosen”, new enemies, missions, environments, and increased depth in strategic gameplay.

—THE CHOSEN—



HUNTER: A ranged unit that can stalk his prey from across the map. Able to perch in unusual places thanks to his grappling hook, the Hunter is equipped with a powerful sniper rifle that can fire Tracking Shots, targeting units wherever they are on the map. He has also been known to toy with his prey, using Concussion Grenades and Tranquilizer Shots.



WARLOCK: The Warlock believes himself to be a god and, through his continued abuse of psionics, has grown mentally unstable. He believes he is the only Chosen who recognizes the true power of psionics. Armed with an assault rifle, the Warlock also utilizes a variety of psionic abilities on the battlefield including summoning a flurry of spectral zombies to rush XCOM soldiers and explode when within range, teleporting allies to different locations around the battlefield, and mind controlling enemies.

ASSASSIN: A stealth-based melee unit who is deadly with her Katana at close range. Her Arashi beam shotgun is equally dangerous, and she is armed with special smoke grenades that have the ability to temporarily blind units, limiting their line of sight.



The Chosen each possess procedural strengths and weaknesses that make them different in each playthrough. Each Chosen can be encountered multiple times, and will grow in power over the course of the game.

—NEW FACTIONS AND HERO CLASSES—



REAPERS: The Reaper is an infiltration specialist and stealth marksman. With their enhanced concealment mode called “Shadow,” the Reaper gains access to greater mobility options over your standard XCOM soldier.

PRIMARY WEAPON: Vektor Rifle

SECONDARY WEAPON: Claymore



SKIRMISHERS: The Skirmisher is an offensive powerhouse, capable of dealing with threats running the gamut from up close to afar. An integrated grappling hook allows the Skirmisher to scale structures, but it can also help close the gap to their target. Once in close, the Skirmisher may then employ their secondary weapon, a wrist-mounted Ripjack, to stab the enemy with deadly force.

PRIMARY WEAPON: Bullpup SMG

SECONDARY WEAPON: Ripjack –

A wrist mounted blade capable of slashing the enemy with deadly force.

TEMPLARS: Rogue Psionic warriors who wield immense power. Taking out enemies builds the Templar’s “Focus”, which makes their abilities more powerful.

PRIMARY WEAPON: Shard Gauntlet

SECONDARY WEAPON: Autopistol



—NEW ENEMIES—



SPECTRE:

A deadly new alien, capable of creating Shadow copies of XCOM soldiers.

ADVENT PURIFIER:

ADVENT flamethrower unit who carries incendiary grenades.

ADVENT PRIEST:

A psionically charged ADVENT unit who provides bonuses to other enemies, and can mentally control XCOM soldiers.



—THE LOST—



The Lost are all that remains of the unfortunate inhabitants of the cities attacked during the earliest days of the invasion. Grotesquely deformed by prolonged exposure to the alien pods, they now roam aimlessly throughout the abandoned cities. While they offer little threat on their own, in numbers they can quickly overwhelm even the best soldiers, be they human or alien.



—GEOSCAPE—



FACTION HQS: Each Resistance Faction has a Headquarters on the Geoscape that provides different benefits when scanning.

COVERT ACTIONS: Each of the Resistance Factions will undertake covert missions that require our support. Deploying XCOM soldiers alongside the factions will allow us to hunt the Chosen, while also gaining material support in the way of additional soldiers, staff, and resources.

RESISTANCE ORDERS: As we gain the trust of the Resistance Factions, in return they will provide support to our cause by way of strategic and tactical gameplay bonuses of our choosing. We can manage their efforts through the Resistance Ring facility.

BONDS: Soldiers develop relationships over time, but some will grow faster than others depending on how compatible they are. Sending compatible soldiers on missions together will allow their friendships to develop into strong bonds with tactical benefits.

BOND LEVEL 1: Formed through combat. Confirm the bond between units to gain:

– **Teamwork:** Grant an additional action point to a bondmate. Has a single charge shared between bondmates.

BOND LEVEL 2: Build the Training Center for units to reach this bond level.

– **Covert Operators:** When deployed on a Covert Action together, the duration is reduced by one day.

– **Spotter I:** Soldier is granted a bonus to aim when their bondmate has attacked or been attacked by the soldier's target.

An extra bonus is granted if the bondmate is adjacent.

– **Stand By Me:** When this soldier ends a move adjacent to their bondmate, their bondmate will be automatically cleansed of any negative mental effects.

BOND LEVEL 3: Units must work together in the Training Center to reach this bond level.

– **Advanced Teamwork:** Grant an additional action point to a bondmate. Has two charges per mission, shared between bondmates.

– **Dual Strike:** A combined standard shot attack by this soldier and their bondmate. This shot is a free action for the bondmate.

WILL: A soldier's Will is now affected by an expanded set of events on the battlefield. If they are repeatedly deployed into combat while their Will is low, they will quickly grow Tired and possibly develop Negative Traits.

NEGATIVE TRAITS: Soldiers who are Tired require rest before returning to combat. If redeployed while tired, soldiers can develop fears of specific enemies or events that occur on the battlefield. These fears can lead to "Will Tests" in the field that can result in undesirable actions such as a soldier panicking or going berserk.

REVIVE: The Chosen prioritize incapacitating units in order to Kidnap or Extract Information from them. When units are Dazed by a Chosen, have another unit stand on an adjacent tile and select Revive from the Action HUD. Make sure to get them back up quickly so they are not vulnerable to the Chosen.

PHOTOBOOTH: Customize and pose your soldiers, then add filters, text, and backgrounds to generate your own unique resistance posters that can be shared with friends. The Photobooth is accessible from the Armory, as well as at the end of missions.

—NEW AVENGER FACILITIES—



RESISTANCE RING

TRAINING CENTER

INFIRMARY

TRAINING CENTER

- Soldiers earn Ability Points through their actions in combat, and by attaining new ranks. The training center will allow them to gain new abilities, including those outside of their defined class.
- Bond Levels 2 and 3 are reached by assigning bondmates to the Training Center.

THE RESISTANCE RING

Coordinate Covert Actions with the Factions.

INFIRMARY

Replaces the healing and recovery functions of the retired “Advanced Warfare Center.” Can be used to remove negative traits from soldiers.

—NEW RESEARCH OPPORTUNITIES—

BREAKTHROUGHS

New, advanced technologies that must be studied immediately following a research breakthrough by scientists.

INSPIRATIONS

When inspired, scientists can research a specific project at a significantly reduced time cost, but only if research begins immediately.

—SITREPS—

The SITREP system dynamically adds new modifiers to the tactical layer to make sure every mission provides a unique challenge. SITREP info is shown as part of the mission details.



—NEW MISSION TYPES—



THE LOST AND ABANDONED: Rival factions of the Resistance have agreed to meet. XCOM must broker an alliance to form a unified Resistance and take down the Chosen.

CHOSEN STRONGHOLD ASSAULT: Hunt down the Chosen through Covert Actions and battle them in the seat of their power.

GATHER SURVIVORS: Resistance Operatives are stranded in hostile locations and must be rescued.

RECOVER RESISTANCE: A Resistance VIP has become cut off in an Abandoned City full of the Lost and must be rescued.

CHOSEN RETALIATION: Protect a Resistance haven from an attack carried out by the Chosen.

CHOSEN AVENGER DEFENSE: The Chosen have located the Avenger and are in position to reclaim the Commander. XCOM must defend their base at all costs.

DESTROY TRANSMITTER: An ADVENT transmitter has been located and destroying it will severely damage their Psionic network. Relays found in the map can also be destroyed to buy more time to reach the transmitter.

SUPPLY EXTRACTION: ADVENT Supply crates are spread around the map. Tag them for the Skyranger to pick up before ADVENT can extract them.

NEUTRALIZE FIELD COMMANDER: An elite ADVENT Commander has been found in the field and must be taken out.

RESCUE OPERATIVE FROM ADVENT COMPOUND: Rescue soldiers captured by the Chosen from ADVENT jail facilities.

COVERT ACTION AMBUSH: At the end of a Covert Action, the Chosen may send enemies to ambush the soldiers. Run to the evac zone while avoiding fire.

—ADVANCED OPTIONS—

War of the Chosen adds additional gameplay options that can be selected when starting a New Game on the Select Difficulty screen. They are:

BETA STRIKE: Greatly increase HP of most units for longer tactical engagements

REAPER ALLY: Start at the Reaper HQ

SKIRMISHER ALLY: Start at the Skirmisher HQ

TEMPLAR ALLY: Start at the Templar HQ

GRIM HORIZON: The effects of all Dark Events are permanent

LENGTHY SCHEME: Double the length of the Avatar Project

TIME TURNER: Double the length of mission timers

PRECISION EXPLOSIVES: Grenade damage falls off from the center of the blast area

—TECHNICAL SUPPORT—

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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, as amended from time to time, takes precedence over any other statement in this Agreement.

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Except as set forth above, and provided that if you are a resident of an EU member state Licensor warrants that the Software will be fit for purpose and of satisfactory quality, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose, or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

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

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

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

TERMINATION

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

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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)(i) 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.

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

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

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



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