

 XBOX ONE™

XCOM 2

 NVIDIA
GAMERWORKS™

 FACEFX

 FIRAXIS
GAMES

 2K

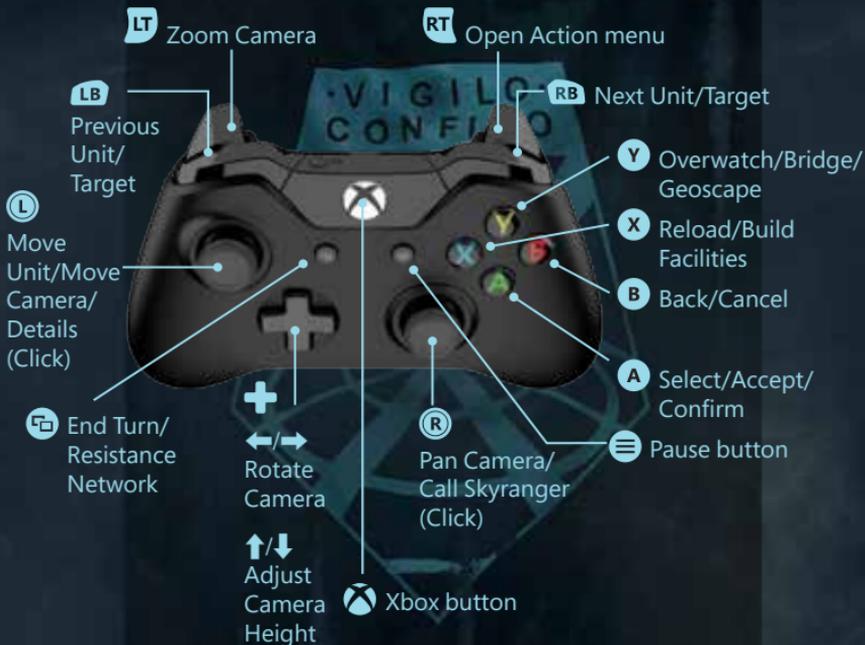


WARNING Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTROLS



THE AVENGER

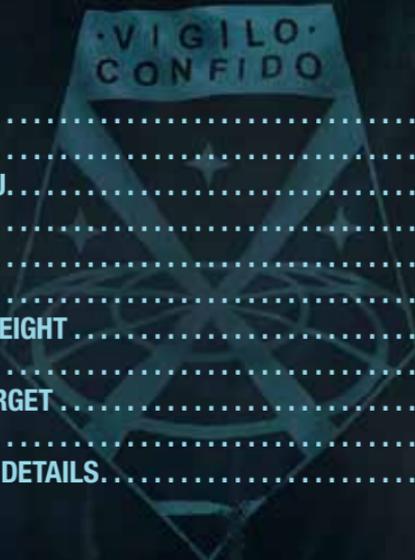
| | |
|------------------------|----------|
| ACCEPT/CONFIRM | A |
| BACK/CANCEL | B |
| BRIDGE/GEOSCAPE | Y |
| BUILD FACILITIES | X |

GEOSCAPE

| | |
|------------------|----|
| MOVE CAMERA..... | L |
| ZOOM CAMERA..... | LT |

TACTICAL

| | |
|-----------------------------|------|
| MOVE UNIT | L |
| SELECT/ACCEPT | A |
| OPEN ACTION MENU..... | RT |
| OVERWATCH | Y |
| RELOAD | X |
| ROTATE CAMERA | ←/→ |
| ADJUST CAMERA HEIGHT | ↑/↓ |
| NEXT UNIT/TARGET | RB |
| PREVIOUS UNIT/TARGET | LB |
| CALL SKYRANGER | ↓ RT |
| SHOW CHARACTER DETAILS..... | ↓ LT |



GAME SCREEN



1. CONCEALMENT STATUS

The hooded icon and blue overlay indicates the enemy is unaware of your squad's presence. Your squad begins most missions in Concealment; use this advantage to engage the enemy on your terms.

2. OBJECTIVES

Displays and tracks your primary and secondary mission objectives. The primary objective for most missions is to kill all enemies, however there are a variety of secondary objectives to complete on a per-mission basis.

3. CALL SKYRANGER

Call a Skyranger for evac.

4. UNIT FLAG

Shows detailed info for the currently selected soldier, including: Health, Armor, Action Points, Cover Status, Overwatch/Concealment Status, and any Positive or Negative Status effects.

5. WEAPON/AMMO

Displays weapon and ammo information for the currently selected soldier.

6. ACTIONS

Shows all of the actions available for the selected soldier, including relevant contextual abilities such as Hack, Interact, and Open/Close. Actions that cannot be performed are greyed out and may show a number indicating the number of turns required before the action can be used again. Red/Yellow/Grey icons above the action bar indicate the number of enemies within the soldier's line of sight.

7. SOLDIER NAME/SPECIAL ACTIONS

Displays the name, class, and rank of the selected soldier along with any special actions that soldier may be able to perform.

TACTICAL LAYER

The tactical layer of *XCOM 2* consists of gameplay that occurs while on a mission. Most tactical maps in *XCOM 2* are procedurally generated, offering a different experience each time you load into a mission.

HEALTH

The square markers on the Unit Flag represent an individual soldier's health. You can restore a soldier's health or stabilize a critically wounded soldier in the field via Medikits or the Gremlin drone, used by the Specialist class. Medikits must be built via Engineering and equipped on a soldier.

NOTE: Soldiers killed in combat cannot be resurrected and are permanently removed from your squad. Active soldiers can attempt to extract the bodies of dead, unconscious, or critically wounded comrades using the Carry Body action. Successfully extracting a dead soldier allows you to keep any weapons, items, and equipment that they were carrying, while critically wounded soldiers heal over time and can rejoin your squad.

MOVEMENT

Each soldier has 2 Action Points that can be spent on movement, attacks or abilities. These are represented by “pips” on the Unit Flag. When selecting a soldier, a Blue outline displays the movement range for a single Action point, and a Yellow outline displays the “Dashing” movement range for 2 Action Points.

NOTE: Areas marked with a red eye icon break concealment when entered. Additional icons indicate if movement through a tile can break concealment by making too much noise (i.e. breaking glass) or if the unit will pass through an environmental hazard such as fire.

COVER

Cover is essential for troop survival in any encounter and reduces the chances of your units being hit by enemy fire. Most physical objects on the map provide some form of cover, represented by a shield icon. A half-shielded icon represents low cover, and a full shield icon represents high cover. High cover provides the greatest defensive position for your soldiers, but low cover is better than no cover at all.

NOTE: A yellow shield icon indicates an enemy currently flanks the unit in that direction. A red shield icon indicates the unit will be flanked if they move to that location.

CONCEALMENT

Most missions begin with your squad in Concealment, meaning the enemy is totally unaware of their presence. Concealment is represented by a blue overlay in the corners of the screen and a hooded figure icon, located at the top of the screen and on the Unit Flag. Firing a weapon, moving into an enemy's line of sight (represented by a red eye icon), or making too much noise breaks Concealment for your squad. Use Concealment to set up ambushes and engage the enemy on your terms.

ACTIONS

Actions are commands your squad can perform during a mission. All soldier classes share a few basic actions:



FIRE WEAPON: The unit attacks their designated target. Highlight a target to view the unit's odds of landing a successful hit, the projected damage and the chance for a Critical hit.



RELOAD: Causes the soldier to reload their weapon. If a weapon's magazine is empty, the soldier must take a reload action before firing again.



OVERWATCH: The unit remains in position and automatically attacks any enemy that attempts to move within its line of sight with an Aim penalty. When activated in Concealment, Overwatch only triggers when Concealment is lost.



HUNKER DOWN: The unit gains a defensive boost, but their line of sight decreases until the next turn.



HACK: Certain objects and enemies can be hacked, shutting them down or placing them under your team's control. Move a squad member within hacking range and select the Hack action to make an attempt. There are multiple hacking tiers for units, which impact the rewards obtained from a successful attempt. All squad members can hack, but only the Specialist class can hack mechanical/robotic enemies using the Haywire Protocol ability.



INTERACT: Used to open or close doors, plant explosives, or for any action that requires interacting with the environment.



LOOT: Enemies have a chance to drop loot which contains resources and equipment when defeated. When dropped, the loot displays a radius marker and a turn timer. Move a unit within the radius marker before the timer expires to collect the loot. Loot can be destroyed if the enemy is killed using an explosive. Loot on the map that has not expired when the mission is completed will automatically be recovered.



EVACUATION: Evacuation points are used to rescue VIPs and fallen squad members, as well as to end a mission if all soldiers are extracted. Select the Call Skyrainger action in the upper-right corner of the screen to set an extraction point, indicated by a colored grid. Red areas indicate invalid locations; the grid must be entirely blue in order to successfully place the extraction point. Certain mission types have pre-placed extraction zones.



CARRY: Use this action to pick up a fallen or wounded soldier. Successfully deliver a fallen soldier to an extraction point to retain any items/equipment they carry or prevent them from bleeding out.

Each soldier class has several unique abilities, with additional abilities unlocked each time the unit gains a rank. Certain Facilities can also provide additional abilities in the field.

SOLDIER CLASSES

A soldier's class determines their role on the battlefield. Each class has several unique abilities that can be unlocked as they gain ranks, divided into two areas of specialization.



RANGER

Rangers are masters at remaining undetected and highly effective at close range encounters. The Scout specialization focuses on abilities that maintain concealment. The Assault specialization provides abilities that focus on the Ranger's combat and movement options.



SPECIALIST

Specialists use the Gremlin drone to assist their squad in the field. Battle Medic abilities can heal or provide additional bonuses to allies, while Combat Hacker abilities boost the Specialist's aptitude to break into and attack enemy systems.



GRENADIER

Grenadiers like to hit hard with big, heavy weapons and things that go boom. Demolitions Expert specialization provides abilities that improve the effectiveness of explosive weaponry, including the Grenadier's grenade launcher. The Heavy Gunner specialization grants the Grenadier abilities that increase effectiveness of armor and the heavy cannon.



SHARPSHOOTER

The Sharpshooter is an expert with sniper rifles and pistols. Sniper abilities focus on long-range attacks, while Gunslinger abilities improve the Sharpshooter's skill with pistols.



PSI OPERATIVE

Born from advanced research into ADVENT technologies, Psi Operatives are the latest addition to the XCOM squad. Little is known about their abilities, but it's rumored they can boost ally effectiveness or disrupt enemy actions in the field. Psi Operatives rank up through training in the Psi Lab as opposed to their performance in the field.

STRATEGY LAYER

The strategy layer of *XCOM 2* represents all actions taken between missions. These include deciding your next mission and expanding the Avenger—XCOM's mobile headquarters.

THE AVENGER



A massive mobile base liberated from ADVENT, the Avenger is the place XCOM calls home. You begin with only a few basic facilities; the majority of rooms in the Avenger are filled with alien debris. As the need for new facilities arises, you can assign engineers to clear these rooms and gain valuable resources in the process.

STARTING FACILITIES

COMMANDER'S QUARTERS: View the monthly Avenger report, XCOM Archives, and current objectives.

BRIDGE: Access the Geoscape, search for ADVENT activity, and grow the Resistance.

RESEARCH: Research and development happens here. You are prompted to visit when new research projects are available, but note that only one project can be researched at a time. You can also view Research Archives and a list of current scientists.

ARMORY: Come here to view and manage your soldiers: give promotions, customize their names and appearances, recruit new soldiers, change loadouts, and apply weapon upgrades. View the Memorial to witness those who have fallen in battle.

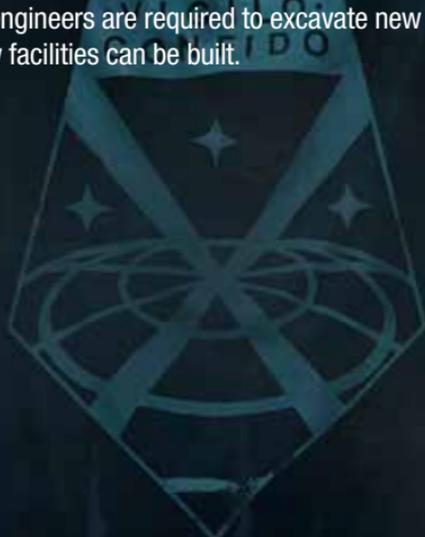
ENGINEERING: Build new items, weapons, armor, and facilities here. You can also view your current inventory and list of engineers.

BAR/MEMORIAL: Current staff can be seen unwinding after battles and work here. A Memorial to fallen soldiers can also be viewed.

LIVING QUARTERS: Soldiers, engineers, and scientists live here. Visit to view a list of current personnel and their current assignment.

STAFFING

You can assign scientists, engineers, and Gremlins to specific rooms to provide bonuses, such as reduced research times or increased healing for wounded soldiers. Note that engineers are required to excavate new rooms in the Avenger before new facilities can be built.



GEOSCAPE



Accessible from the bridge of the Avenger, the Geoscape is where you oversee the operations of XCOM. Here you can scan for hostile alien actions, contact resistance cells, seek out valuable resources, and move the Avenger. Click the scanning icon next to the Avenger's current location to begin monitoring ADVENT activity and advance time.

DARK EVENTS: The ADVENT is hard at work on their own plans to topple the Resistance that, if completed, provide bonuses to the enemy. Dark Events notify you of the ADVENT's progress towards completing their goals. Choosing specific Guerrilla Ops missions allows you to counter their progress.

MISSION TYPES

CRITICAL MISSIONS: Objectives focus on disrupting the ADVENT's mysterious Avatar Project.

GUERRILLA OPS: Completing these missions disrupts the ADVENT's secondary objectives (Dark Events) and helps to supply the resistance.

RESISTANCE COUNCIL MISSIONS: Completion strengthens and spreads the resistance.

RETALIATION MISSIONS: Stop the ADVENT from taking out resistance outposts and save as many people as possible.

RUMORS FROM THE RESISTANCE: Investigate rumors to potentially discover valuable resources and information. These missions do not deploy your squad, but require a set amount of time to complete.

AVENGER DEFENSE MISSIONS: The Avenger has come under attack from ADVENT forces and must land for repairs. Defend the Avenger until repairs are complete.

SUPPLY LINE RAIDS: Attack ADVENT supply lines and claim valuable resources.

ALIEN FACILITY MISSIONS: Bring down critical ADVENT facilities and prevent them from contributing to the Avatar Project.

MULTIPLAYER

XCOM 2 lets players face off in head-to-head squad-based combat against other human competitors online using squads comprised of a mix of XCOM soldiers, ADVENT, and aliens.

RANKED MATCH

Ranked matches count toward your standing on the *XCOM 2* Leaderboards, found on the Multiplayer menu.

QUICK MATCH

Selecting Quick Match will automatically search for the next available unranked public match.

CUSTOM MATCH

Host a custom Public or Private match using the rules and options of your choosing. You can also join a custom match hosted online by other players.

CHARACTER POOL

The Character Pool allows for units to be customized that will then populate in-game when recruiting new soldiers or as VIP's in missions.

CREDITS

FIRAXIS GAMES

TEAM LEADERSHIP

Creative Director

Jake Solomon

Lead Engineer

Ryan McFall

Art Director

Greg Foertsch

Senior Producer

Garth DeAngelis

DESIGN TEAM

Creative Director

Jake Solomon

Designer/Programmer

Mark Nauta

Additional Design

Ananda Gupta

Brian Urbanek

Lead Level Designer

Brian Hess

Level Designer and Scripter

James Brawley

Level Designers

Todd Broadwater

Matthew D'Arcangelo

Additional Level Design

Orion Burcham

Liam Collins

Lead Writer

Scott Wittbecker

Narrative Designer

Chad Rocco

PRODUCTION TEAM

Senior Producer

Garth DeAngelis

Producers

Clint McCaul

Amy Pickens

Rosalie Kofsky-Schumpert

Technical Producer

Griffin Funk

ENGINEERING TEAM

Lead Engineer

Ryan McFall

Lead Systems Engineer

Ned Way

Systems Engineer

Russell Aasland

Lead Graphics Engineer

Scott Boeckmann

Graphics Engineers

Jeremy Shopf

Michael Donovan

Kenneth Derda

Lead User Interface Engineer

Brittany Steiner

User Interface Engineers

Sam Batista

Joe Cortese

Brian Whitman

Lead Gameplay Engineer

Dan Kaplan

Gameplay Engineers

Alex Cheng

Joshua Bouscher

Josh Watson

Damian Slonneger

Joseph Weinhoffer

Casey O'Toole

Senior Software Engineer

David Burchanowski

Multiplayer Engineers

Tim Talley

Todd Smith

Additional Engineering Support

Shaun Seckman

David Gurley

Pat Miller

ART TEAM

Art Director

Greg Foertsch

Lead Animator

Dennis Moellers

Senior Animators

Justin Thomas

Kevin Bradley

Louis Ferina

Animators

Rachel Anchors

Hector Antunez

Bryan Twomey

John Stewart

Additional Animation

Aaron Andersen

Senior Technical Animator

John Stewart

Technical Animator

Brian Evans

Lead Cinematic Artist

Andrew Currie

Cinematic Artist

John Heeter

Lead Character Artist

Chris Sulzbach

Character Artists

Andrew Kincaid

Alan Denham

Stephanie Gitlin
Marie-Michelle Pepin

Additional Character Art

Matthew Kean
Peter Anderson

Lead Weapon Artist

David Pacanowsky

Weapon Artist

Ben Leary

Lead Environment Artists

Toby Franklin
Brian Theodore
Nathanael Broach

Environment Artists

Justin Rodriguez
David Pacanowsky
Brian Mahoney
Brian Theodore
Andrew Griffin

Morgan Hill

Neal Jary
David Black

Rambo Siu
Lee Arnest
Mike Unkrich

Additional Environment Art

Steve Egrie
Evan Herbert
Vincent Mayeur
Matt Demaray

Lead Technical Artist

Zeljko Strkalj

Technical Artists

John Heeter
David Black

Lead Effects Artist

Stephen Jameson

Effects Artists

John Heeter

Rick Menkhaus

Effects Support

Jennifer Kraft
Kelsey Orem

Principal Lighting Artist

Chris Perrella

Lighting Artists

Zeljko Strkalj

User Interface Artist

Jason Montgomery
Zeljko Strkalj

Additional User Interface Art

Rob Sugama
Steve Ogden

Motion Graphics Lead

Steve Ogden

Concept Artists

Piero Macgowan
Aaron Yamada-Hanff
Seamas Gallagher
Dongmin Shin
Aaron Whitehead

Additional Concept Art

Mike Tassie
Taylor Fischer

Art Interns

Daniella Zeman
John Dunford
Matt McAuliffe

AUDIO TEAM

Lead Audio Designer

Chris D'Ambrosio

Audio Engineers

Dan Price
Griffin Cohen
Roland Rizzo
Daniel Costello

Additional Audio Support

Alex Ortiz

QUALITY

ASSURANCE TEAM

QA Supervisor

Timothy McCracken

QA Lead

Michael Kotey
Quality Assurance
Jennifer Kraft
Terrence Myers
Kelsey Orem
Dominic Mancuso
Daron Carlock

Carlton Harrison
Matt Shirk
Sarah Darney
Beth Petrovich

FIRAXIS LIVE TEAM

Producer

Clint McCaul

Lead Architect

Michael Springer

Sr. Engineers

Rob Dye
Adam Sherburne

FIRAXIS

MANAGEMENT TEAM

President & Studio Head

Steve Martin

Creative Director

Sid Meier

Executive Producer

Kelley Gilmore

**Director of Gameplay
Development**

Barry Caudill

**Director of Software
Development**

Steve Meyer

Studio Art Director

Arne Schmidt

Marketing Director

Lindsay Riehl

Marketing Associate

Pete Murray

Community Manager

Kevin Schultz

Human Resources Director

Shawn Kohn

Human Resources Assistant

Beth Petrovich

Office Manager

Donna Milesky

Accounting Assistant

Joanne Miller

IT Manager

Josh Scanlan

Systems / Network Technician

Matt Baros

David McFall

Special Projects Coordinator

Susan Meier

Production Babies

Calvin Steiner-Bloyer

Leah Emily Schneider

Chase Xavier Boeckmann

Morgan Joleigh Currie

Dominic Ferina

THE WORKSHOP

CONSOLE VERSION

Producer

Jesse Young

Lead Programmer

John Harries

Code

Aaron Smith

Adam Smith

Bryan Topp

Chang You Wong

Jake Akemann

Jason Bare

Jason Keeney

Jason Scott

Jean-Philippe Steinmetz

Jim Geldmacher

Justin Marshall

Kirk Martinez

Mark Domowicz

Paolo Costabel

Rick Matchett

Simon Inch

Thad Bower

Wayne Chen

Will Brode

Yu Tak Ting

UI Design

Cindy Nguyen

Quality Assurance

Dustin Portesi

Eric Lambden

Eugene Conniff

Josh Singleton

Executive Producer

Christopher A. Busse

PC TEAM

Producers

Jennifer Losi

Mike Luyties

Lead Programmer

Mark Domowicz

Lead Artist

Sunni Han

Code

Aaron Smith

Adam Smith

Bryan Topp

Chang You Wong

Kirk Martinez

Rick Matchett

Yu Tak Ting

Art

Brett Lo

Gary Huang

Mario Wiechec

Paul Wu

PRODUCTION

Executive Producer

Matt Stokes

ALSO FOR THE WORKSHOP

President / CEO

Peter T. Akemann

General Manager

Christopher A. Busse

Chief Technical Officer

Charles Tolman

IT

Parurj Gishan

Operations

Tiffany Tolman

Office Coordinator
Andra Petru

ADDITIONAL CONSOLE DEVELOPMENT - BLIND SQUIRREL GAMES

ENGINEERING

Chief Software Architect
Matthew Fawcett

Lead UI Engineer
Justin Hilton

Senior UI Engineer
Jason Neal

UI Engineers
Frank "Jia" Chen

Danny Cruz
Nick Long

Katlan Merrill
Jonathan Rebar

Lead Gameplay Engineer
David Forrest

Senior Gameplay Engineer
Jonathan Rucker

Gameplay Engineers
Christopher Ballinger

Leo Simkin
Chris Wade

Lead Graphics Engineer
Robby Wong

Senior Graphics Engineers
Matt Campbell
Patrick Ghiocel
Dmitri Savine

Graphics Engineers
Nolan Carnahan
Tyler Kirk

Lead Build Engineer
Jeffrey Joyce

Build Engineer
Mark W. Gabby-Li

QA
CONFIDO

QA Lead
Dibiansi Omerigbo

Senior QA Tester
Derek McInvale

QA Testers
Scott Ballinger
Joshara Edwards
Kaysaun Franklin
Jose Gomez
Donovan McCartney

PRODUCTION

Executive Producer
David Baker

Senior Producer
Craig Ostrander

Associate Producers
Sean Creveling
Alexis Russell

OPERATIONS

**Director of Information
Technology**
Ron Bitzer

Director of Fund Operations
Drew Bradford

COO
Jacob Hawley

Ombudsman
Beth Hendricks

CEO
Brad Hendricks
Executive Assistant
Kitty Lee

Office Manager
Amy Long

Studio Art Director
Duane Loose

Controller
Shelley Lovejoy

Human Resources Manager
Frank Occhieto

Accountant
Alberto Terrones

2K PUBLISHING

Published by 2K
2K is a publishing label of Take-
Two Interactive Software, Inc.

President
Christoph Hartmann

C.O.O.
David Ismaier

2K PRODUCT DEVELOPMENT

VP, Product Development
John Chowanec

**Director of Product
Development**
Melissa Miller

Sr. Producer
Garrett Bittner

Producer
Iain Willows

Associate Producer
Casey Coleman

Digital Release Manager

Tom Drake

Digital Release Assistant

Myles Murphy

**2K CREATIVE
DEVELOPMENT****VP, Creative Development**

Josh Atkins

Design Director

Francois Giuntini

Art Director

Robert Clarke

Sr. Director, Creative**Production**

Jack Scalici

Director, Creative Production

Chad Rocco

Sr. Manager, Creative**Production**

Josh Orellana

Creative Production Assistants

William Gale

Cathy Neeley

Megan Rohr

Media Producer

Mike Read

Developer Support Team -**Producer**

Etienne Grunenwald

Developer Support Team -**Cinematic Leads**

Jarrette Torcedo

Leslie Harwood

Developer Support Team -**Cinematics**

Ly Chung

Justin Mettam

Ryan Hanscom

Perry Cucinotta

Developer Support Team -**Visual Effects Lead**

Stephen Babb

Developer Support Team -**Animation Lead**

PJ Leffelman

Developer Support Team -**Animation**

Keiko Taka

Si Tran

Morgan Earl

Lizz Kupfer

Shun Li

Jonathon Marshall

Developer Support Team -**Modeling Lead**

Peter Turner

Developer Support Team -**Lighting Artist**

Ramnath Sundaresan

Gameplay Capture Lead

Homer Rabara

Gameplay Capture Team

Luke McCarthy

Dana Koerlin

Director of Research and**Planning**

Mike Salmon

Sr. Market Researcher

David Rees

User Testing Manager

Francesca Reyes

User Testing Assistant

Jonathan Bonillas

Motion Capture Supervisor

David Washburn

Motion Capture Stage Manager

Anthony Tominia

Motion Capture Stage**Technicians**

Ken Antonio

Emma Castles

Jeremy Schichtel

Alexandra Grant

Christopher Barton

Motion Capture Production**Manager**

Charles Ghislandi

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

2K CORE TECH**VP, Technology**

Mark James

Director of Engineering

David Sullivan

Sr. Online Architect

Louis Ewens

Lead Technical Artist

Jonathan Tilden

Principle Technical Artist

Kris DeMartini

Sr. Software Engineer

Mitchell Fischer

Software Engineers

Jack Liu

Jason Howard

MY2K TEAM

Lead Engineer

Adam Lupinacci

Producer

Jason Johnson

Jr. Technical Producer

Nick Silva

Sr. Software Engineers

Alberto Covarrubias

Dale Russell

Robin Lavallee

Sky Schulz

Scott Barrett

Sr. Dev Ops Engineer

Matthew Rich

Jr. Engineers

Sourav Dey

Taylor Owen-Millner

QA Manager

Ian Moore

Sr. QA Tester

Greg Vargas

QA Testers

Mackenzie Hume

Parisa Mirshah

2K MARKETING

SVP, Marketing

Sarah Anderson

VP, Marketing

Matt Gorman

VP, International Marketing

Matthias Wehner

Director of Marketing,

North America

Kelly Miller

Director, Marketing

Matt Knoles

Product Manager

Jenny Tam

VP of Communications

Ryan Jones

Sr. Communications Manager

Richie Churchill

Sr. Manager,

Community Content

Darren Gladstone

Community and

Social Media Manager

David Hinkle

International Project Manager

Ben Kvalo

Creative Director, Marketing

Gabe Abarcar

Sr. Director,

Marketing Production

Jackie Truong

Marketing Production Manager

Ham Nguyen

Marketing Production

Assistant

Nelson Chao

Sr. Graphic Designer

Christopher Maas

Project Manager

Heidi Oas

Director, Video Production

Kenny Crosbie

Video Editor &

Motion Graphics Designers

Michael Regelean

Eric Neff

Video Editor

Peter Koeppen

Associate Video Editors

Doug Tyler

Nick Pylvanainen

Web Director

Nate Schaumberg

Sr. Web Designer

Keith Echevarria

Sr. Web Developer

Alex Beuscher

Web Developer

Gryphon Myers

Web Producer

Tiffany Nelson

Channel Marketing Managers

Anna Nguyen

Marc McCurdy

Partner Marketing Specialist

Kelsie Lahti

Sr. Director of Events

Lesley Zinn Abarcar

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 Coordinator

Jamie Neves

Customer Service Lead

Crystal Pittman

Senior Customer Service

Associates

Alicia Nielsen

Ryosuke Kurosawa

Director,

Partnerships & Licensing

Jessica Hopp

Partnerships &

Licensing Manager

Ryan Ayalde

Partnerships &

Licensing Associate Manager

Ashley Landry

Marketing Project Specialist

Kenya Sancristobal

2K OPERATIONS

SVP, Senior Counsel

Peter Welch

Counsels

Justyn Sanderford

Aaron Epstein

VP, Publishing Operations

Steve Lux

Director of Label Operations

Rachel DiPaola

Director of Operations

Dorian Rehfield

Director of Analytics

Mehmet Turan

Sr. Data Analyst

Adam Dorbin

Sr. Analyst

Tuomo Nikulainen

Partner Marketing Manager

Dawn Earp

Licensing & Operations Specialist

Xenia Mul

Operations Coordinator

Aaron Hiscox

2K IT

Sr. Director, 2K IT

Rob Roudebush

Sr. IT Manager

Bob Jones

Sr. Network Manager

Russell Mains

Sr. Systems Engineer

Jon Heysek

Security Systems Engineer

Lee Ryan

Network Engineer

Don Claybrook

Systems Administrators

Fernando Ramirez

Tareq Abbassi

Scott Alexander

Davis Krieghoff

IT Analyst

Michael Caccia

2K QUALITY ASSURANCE

Sr. VP of Quality Assurance

Alex Plachowski

Test Manager

Doug Rothman

Submission Manager

Scott Sanford

Project Leads

Jason Kolesa

Dustin Carey

Support Leads

Chris Adams

Nathan Bell

Associate Leads

Alex Coffin

Jordan Wineinger

Joshua Collins

Ruben Gonzalez

Steve Yun

Zack Gartner

Senior Testers

Adam Junior

Andrew Garrett

Ashley Carey

Brian Reiss

Chayse June

David Drake

Greg Jefferson

Jake Merryman

Joshua Vance

Kayla Mager

Keith Rische

Kristina Benitez

Kristine Romine

Michelle Paredes

Nicole Millette

Regina Moinichen

Robert Klempler

Testers

Alex Buckner

Alexis White

Anthony Rodriguez

Anthony Zaragoza

Ashley Sears-Romano

Barbara Mullen

Branden Nash

Brandon Peterson

Brian Reiss

Bryan Fritz

Bryant Leos
Bryce Fernandez
Cassandra Del Hoyo
Charlene Artuz
Charles Golangco
Christopher Johnson
Cody Roemen
Corey Bradley
Devan Serrato
Demetri Ghaeni
Douglas Reilly
Ericka Cole
Hugo Dominguez
Jae Maidman
James Hagen
James Schindler
Jazlyn Randall
Jelani Peterkin
Jordan Leano
Joshua Joseph
Jovy Lynn Layco
Kyle Cobos
Kyle Kraemer
Kyle Marton
Lionel Brandon
Mailanee Anderson
Mason Gagliardo
Miguel Garcia
Nathan Craig
Osvaldo Carrillo-Ureno
Richard Pugh
Robert Bryant
Sacha Moctezuma
Sampson Brier
Shaylea Gallagher
Sophia Medeiros
Summer Breeze
Susan Espinosa
Tiffany Chung
Todd White

Travis Allen
Vanessa Derhousoff
Wenceslao Concina
Zacaree Walters
Zachary Little
IT Manager
Chris Jones
2K Las Vegas IT
Kris Jolly
Juan Corral
Eric Chung
Todd Ingram
Travis Allen
Cameron Steed

SPECIAL THANKS

Alexandria Belk
Ashley Fontaine
Candice Javellonar
David Barksdale
Eric Zala
Jeremy Ford
Jeremy Richards
Joe Bettis
Josh Lagerson
Leslie Cullum
Louis Napolitano
Rachel Hajewski

2K INTERNATIONAL PUBLISHING

VP Publishing
Murray Pannell
Director, International Marketing and Communications
Jon Rooke

Head of International Product Marketing

David Halse

International Territory Manager

Warner Guinée

Sr. International Communications Manager

Wouter van Vugt

Jr. International PR & Events Manager

Chris White

2K International Community and Social Manager

Melaine Brou

International Marketing Coordinator

James Dodd

2K INTERNATIONAL PRODUCT DEVELOPMENT

International Producer

Sajjad Majid

Head of Creative Services and Localization

Nathalie Mathews

Localization Project Manager

Emma Lepeut

External Localization Teams

Around the Word

Effective Media GmbH

Synthesis Iberia

Synthesis International srl

QLOC S.A.

Localisation tools and support provided by XLOC Inc.

2K INTERNATIONAL QUALITY ASSURANCE

Localisation QA Manager

José Miñana

Mastering Engineer

Wayne Boyce

Mastering Technician

Alan Vincent

Localization QA Senior Lead

Oscar Pereira

Localization QA Project Lead

Jose Olivares

Localization QA Leads

Alba Loureiro

Elmar Shubert

Florian Genthon

Associate Localization QA

Lead

Cristina La Mura

Senior Localization QA

Technicians

Christopher Funke

Enrico Sette

Harald Raschen

Johanna Cohen

Sergio Accettura

Localization QA Technicians

Clement Mosca

Daniel Im

David Sung

Dimitri Gerard

Ernesto Rodriguez Cruz

Etienne Dumont

Gabriel Uriarte

Gian Marco Romano

Gulnara Bixby

Iris Loison

Javier Vidal

Julio Calle Arpon

Luca Magni

Manuel Aguayo

Martin Schücker

Matteo Lanteri

Namer Merli

Nicolas Bonin

Noriko Staton

Pablo Menéndez

Patricia Ramón

Roland Habersack

Samuel Franca

Seon Hee C. Anderson

Shawn Williams-Brown

Sherif Mahdy Farrag

Stefan Rossi

Stefanie Schwamberger

Timothy Cooper

Toni López

Yury Fesechka

Design Team

James Quinlan

Tom Baker

2K INTERNATIONAL TERRITORY MARKETING AND COMMUNICATIONS

Agnès Rosique

Alan Moore

Aaron Cooper

Belinda Crowe

Ben Seccombe

Carlo Volz

Carlos Villasante

Caroline Rajcom

Charley Grafton-Chuck

Dan Cooke

Dennis de Bruin

Devon Stanton

Diana Freitag

Francois Bouvard

Gemma Woolnough

Jan Sturm

Jean Paul Hardy

John Ballantyne

Julien Brossat

Lieke Mandemakers

Maria Martinez

Roger Langford

Sandra Melero

Sean Phillips

Simon Turner

Stefan Eder

Zaida Gomez

TAKE-TWO INTERNATIONAL OPERATIONS

Anthony Dodd

Martin Always

Nisha Verma

Phil Anderton

Robert Willis

Denisa Polcerova

2K ASIA TEAM

Asia General Manager

Jason Wong

Asia Marketing Director

Diana Tan

Sr. Marketing Manager

Jason Dou

Asia Marketing Manager

Daniel Tan

Korea Marketing Manager

Dina Chung

Japan Marketing Manager

Maho Sawashima

Sr. Product Executive

Rohan Ishwariat

Product Executive

Sharon Lim

Localization Manager

Yosuke Yano

Localization Coordinator

Pierre Guijarro

Localization Assistant

Yusaku Minamisawa

TAKE-TWO ASIA

OPERATIONS

Eileen Chong

Veronica Khuan

Chermine Tan

Takako Davis

Ryoko Hayashi

TAKE-TWO

ASIA BUSINESS

DEVELOPMENT

Erik Ford

Syn Chua

Ellen Hsu

Paul Adachi

Fumiko Okura

Hidekatsu Tani

Fred Johnson

Ken Tilakaratna

Anna Choi

Cynthia Lee

Hyun Jookyoung

2K CHINA QUALITY

ASSURANCE

QA Director

Zhang Xi Kun

Localization QA Manager

Du Jing

Localization QA Project Lead

Zhu Jian

Lead QA Tester

Chu Jin Dan

Shigekazu Tsuuchi

Senior QA Testers

Qin Qi

Kan Liang

Cho Hyunmin

QA Testers

Zhou Qian Yu

Zhao Yu

Wang Ce

Tan Liu Yang

Bai Xue

Tang Shu

Jin Xiong Jie

Hu Meng Meng

Zou Zhou Ke

Junior QA Testers

Mao Ling Jie

Li Ling Li

Liu Kun Peng

Tang Dan Ru

Chen Xue Mei

Xiao Yi

Zhao Jin Yi

Ou Xu

Wang Rui

IT Engineers

Zhao Hong Wei

Hu Xiang

Li Ting Zhu

FOX SOUND STUDIOS

Rick Fox

Victoria Fox

CAST

Central

Brian Bloom

Shen

Carlye Pollack

Tygan

Gary Anthony Williams

Advent Speaker

Brandon Keener

Councilman

Jon Bailey

Soldiers/Additional Voices

Chris Jai Alex

Cherise Boothe

Feodor Chin

Brian T. Delaney

Dimitri Diatchenko

Greg Eagles

Kate Higgins

Andrew Kishino

Misty Lee

Erica Luttrell

Elizabeth Maxwell

Matt Mercer

Dave B. Mitchell

Sumalee Montano

Melissa Pino

Jonathan Rourmie

April Stewart

Courtenay Taylor

Rick Wasserman

Fryda Wolff

VO Directors

JB Blanc

Liam O'Brien

Amanda Wyatt

FRENCH CAST

Central

Pierre Tessier

Shen

Adeline Chetail

Tygan

Philippe Catoire

Advent Speaker

Cyrille Monge

Councilman

Pierre Dourlens

Soldiers/Additional Voices

Jessica Barrier

Christine Bellier

Audrey Botbol

Julia Boutteville

Fabien Briche

Pascal Casanova

Marie Chevalot

Catherine Desplaces

Cathy Diraison

Geneviève Doang

Nadine Girard

Claudine Gremy

Damien Hartmann

Laëtitia Lefebvre

Fabrice Lelyon

Bertrand Liebert

Stéphane Marais

Bruno Meyere

Jean-Marco Montalto

Bertrand Nadler

Benjamin Pascal

Jean-Philippe Pertuit

Véronique Picciotto

Geoffrey Vigier

Isabelle Volpe

Marie Zidi

GERMAN CAST

Central

Erik Schäffler

Shen

Antje von der Ahe

Tygan

Thomas Dehler

Advent Speaker

Renier Baaken

Councilman

Manfred Erdmann

Soldiers/Additional Voices

Achim Barrenstein

Andrea Dewell

Birte Siehling

Christoph Maasch

Dirk Harddegen

Gergana Muskalla

Gero Wachholz

Gisa Bergmann

Heiko Grauel

Julia Rothfuchs

Katalyn Bohn

Katrin Laksberg

Marco Reinbold

Michael Lucke

Nina Hecklau

Nora Johkosha

Oliver Schmitz

Peter Dischkow

Peter Wenke

Pirkko Cremer

Renier Baaken

Sabina Godec

Sandra Lühr

Sebastian Huther

Stefan Senf

Steffen Wilhelm

Tanja Landgraf

Tanja Lipinski

ITALIAN CAST

Central

Zanotti Paolo

Shen

Francesca Chiara

Tygan

Pandolfi Silvio

Advent Speaker

Corbetta Oliviero

Councilman

Ciravolo Natale

Soldiers/Additional Voices

Appetiti Luca

Atepi Giuliana

Avateneo Giovanna

Baldoin Diego

Bertocchi Alice

Bongiorni Alice

Brioschi Domenico

Caggiula Beatrice

Calatroni Jacopo

Ciravolo Natale

Colombo Sonia

Conte Alessandro

Corbetta Oliviero

De Cesarei Jenny

Decio Carlo

Ferrari Stefano

Francesca Chiara

Fumagalli Davide

Germano Alessandro

Lussiana Alessandro

Magri Rebecca

Marchingiglio Gabriele

Marengi Maura

Matera Lucy

Molos Eleni

Morese Deborah

Palumeri Federico
Pandolfi Silvio
Perilli Francesca
Schiroli Elisa
Sorrentino Katia
Starna Stefano
Testa Alessandro
Tretto Francesca

SPANISH CAST

Central

Vicente Gil

Shen

Olga Velasco

Tygan

Adolfo Pastor

Advent Speaker

Carlos López Benedi

Councilman

Ángel Amorós

Soldiers/Additional Voices

Alfredo Martínez

Alma Naranjo

Ana Isabel Rodríguez

Ana Jiménez

Ana Plaza

Arantxa Franco de Sarabia

Arturo López

Carlos López Benedi

David Blanco

Emma Cifuentes

Enrique Suárez

Gema Carballedo

Javier Gámir

Juan Carlos Lozano

Juan Navarro

Juan Rueda

Marta Méndez

Marta Sáinz

Miguel Ángel Pérez

Olga Velasco
Ramón Reparaz
Roberto Cuadrado
Rosa Vivas
Salomé Larrucea
Salvador Serrano
Sergio Goicoechea
Silvia Salgado
Yolanda Pérez

UK CAST

Soldiers/Additional Voices

Adam Howden

Alan Turkington

Beatriz Romily

Denise Gough

Kezia Burrows

Naomi McDonald

Russ Bain

Sandy Batchelor

Shane Taylor

Whitney Boyd

Motion Capture Performers

Ray Carbonel

Paul Ghiringhelli

Thomas Gorrebeeck

Lucas Hatton

Jamerson Johnson

Edward Kahana

Lyndsy Kail

Noah Lahat

Gary Neil

Danielle O'Dea

Lucas Okuma

Carlye Pollack

Allen Pontes

Dennis Ruel

Sari Sabella

VO RECORDING STUDIOS

LIME STUDIOS

Dialog Recordist

Tom Paolantonio

Producer

Susie Boyajan

POLARITY POST STUDIO

Dialog Recordists

Jerel Bromley

Miik Dinko

Jim Lively

VO EDITORS

Supervising Dialogue Editor

Dante Fazio

Additional Editors

Austin Krier

Garrett Montgomery M.P.S.E.

Rick Polanco

Stephen Selvaggio

Anthony Sorise

Robert Weiss

Music Composed by

Tim Wynn

CINEMATIC SOUND DESIGN - SOURCE SOUND, INC.

Sound Supervision

Charles Deenen

Tim Gedemer

Lead Sound Designer

Csaba Wagner

Dialog & Foley Supervision

Braden Parkes

Sound Editors

Paul Gorman

Mike Schapiro

Colin Hart

Ricardo Hernandez

Jim Schaefer

Travis Prater

Bryan Jerden

Mixers

Tom Brewer

Charles Deenen

CONCEPT ARTWORK - OPUS ARTZ

Concept Artists

Chee Ming Wong

Bjorn Hurri

Alex Heath

Daniel Matthews

Felix Bauer-Schlichtegroll

CINEMATIC PRODUCTION SERVICES - WATERPROOF STUDIOS INC.

Director of Business

Development

Carl Whiteside

Chief Technology Officer/

Chief Science Officer

Martin Kumor

Chief Financial Officer

Albert Lim

Creative Director

Ian Fenton

Director

Matt Holdenried

Studio Producer

Jo'Sun Fu

Production Coordinator

Colin Davidson

CG Supervisor

Aaron Zacher

Rigging Lead

Arron Robinson

Senior Modeler

Max Wahyudi

Modelers

Bo Yeon Kwon

Manuel Armonio

Richard Trska

Senior Animator

Blake Piebenga

Animators

Richard Gillies

Kelly Starke

Alex Ushijima

Rob Yau

Lighting Lead

Max Wahyudi

Compositing and FX Lead

Winston Fan

Compositing Artist

Guillem Rovira

Unreal Engineers

Trent Atwood

David Cheung

CINEMATIC PRODUCTION SERVICES - HALON ENTERTAINMENT LLC

Cinematic Director

Daniel D. Gregoire

Supervisor

Ryan McCoy

Engine Specialists

Jason Choi

Youna Kang

Engine TD

Casey Christopher Benn

Cinematic Animators

Igor Choromanski

Andrew Moffett

Garrett O'Neal

Todd Patterson

Andrew Rose

Ruel Smith

Randy Wilson

Timothy Xenakis

Paolo Joel Ziemba

Motion Capture Actors

Richard Dorton

Alina Andrei

Comp Artist

Bryan Locantore

Modelers

Alex Chiles

Maggie Chung

Timothy C. Graybill

Christina Hall

Brian Magner

Storyboard Artist

Vania Astari Arrifin

Concept Art

One Pixel Brush

Senior Producer

Patrice Avery

Producer

Richard Enriquez

Production Assistant

Taylor Finan

ADDITIONAL MOTION CAPTURE FACILITIES - PROFILE STUDIOS

Additional Support

Additional Animation

Scott Dossett

Additional Environment

Modeling

Gameshastra Solutions

CINEMATIC PRODUCTION

SERVICES -

APPLIED CINEMATICS

Mike O'Rourke

Jason Flynn

SPECIAL THANKS

Strauss Zelnick

Karl Slatoff

Lainie Goldstein

Dan Emerson

Jordan Katz

David Cox

Steve Glickstein

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

Jenn Kolbe

Greg Gibson

Take-Two Legal Team

Ashish Popli

David Boutry

Juan Chavez

Rajesh Joseph

Gaurav Singh

Alexander Raney

Barry Charleton

Jessica Lewinstein

Jennifer Heinser

Jon Titus

Gail Hamrick

Tony MacNeill

Chris Bigelow

Brooke Grabrian

Katie Nelson

Chris Burton

Christina Vu

Betsy Ross

Pete Anderson

Oliver Hall

Maria Zamaniego

Nicholas Bublitz

Nicole Hillenbrand

Danielle Williams

Gwendoline Oliviero

Ariel Owens-Barham

Kyra Simon

Visual Concepts

AGENCIES

Access Communications

Freddie Georges Production Group

Kathy Lee-Fung

MODCo Media

Modus Operandi

Petrol

TECHNICAL SUPPORT

You can find the latest technical support information and up-to-date FAQs at the following websites:

GENERAL SUPPORT AND FAQs

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

END USER LICENSE AGREEMENT

The latest EULA for the title can be found at: <http://www.take2games.com/eula/>

my2K SUPPORT

<http://support.2k.com/hc/en-us/articles/201335163-my2K-Frequently-Asked-Questions>

©1994-2016 Take-Two Interactive Software, Inc. Take-Two Interactive Software, Inc., 2K, Firaxis Games, XCOM, XCOM 2, and their respective logos are trademarks of Take-Two Interactive Software, Inc. Unreal® Engine, Copyright 1998–2015, Epic Games, Inc. All rights reserved. Unreal® is a registered trademark of Epic Games, Inc. Uses Bink Video. Copyright ©1997–2015 by RAD Game Tools, Inc. This software product includes Autodesk® Scaleform® software. ©2015 Autodesk, Inc. All Rights Reserved. Portions hereof ©2002–2015 by NVIDIA® Corporation. All rights reserved. Facial animations generated with FaceFX. ©2002–2015, OC3 Entertainment Inc. and its licensors. All rights reserved. All other marks are property of their respective owners.

LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT, AND INFORMATION USE DISCLOSURES

This limited software warranty and license agreement (this "Agreement") may be periodically updated and the current version will be posted at www.take2games.com/eula (the "Website"). Your continued use of the Software after a revised Agreement has been posted constitutes your acceptance of its terms. The "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), PACKAGING, AND OTHER WRITTEN FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. THE SOFTWARE IS LICENSED, NOT SOLD, BY OPENING, DOWNLOADING, INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE, AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE. YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT WITH THE UNITED STATES COMPANY TAKE-2 TWO INTERACTIVE SOFTWARE, INC. ("LICENSENOR"), AS WELL AS THE PRIVACY POLICY LOCATED AT www.take2games.com/privacy AND TERMS OF SERVICE LOCATED AT www.take2games.com/legal. PLEASE READ THIS AGREEMENT CAREFULLY. IF YOU DO NOT AGREE TO ALL THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO OPEN, DOWNLOAD, INSTALL, COPY, OR USE THE SOFTWARE.

LICENSE

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

The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or the termination of this Agreement (see below).

The Software is licensed, not sold to you, and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. Licensor retains all right, title, and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by U.S. copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced, or distributed in any manner or medium, in whole or in part, without your 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 tool, 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. Except as otherwise prohibited by applicable law, 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, at any time without notice for any reason whatsoever.

USER CREATED CONTENT: The Software may allow you to create content, including, but not limited to, a gameplay map, scenario, screenshot, car design, 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 & 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 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 and 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 in a 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. GF 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 & VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. The authorized uses and purposes of VC and VG may change at any time. Your available VC and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand against and withdrawal from your available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and/or VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software: For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account, regardless of whether or not authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at www.take2games.com/support.

NON-REDEEMABLE: VC and VG may only be redeemed for in-game goods and services. You may not sell, lease, license, or rent VC or VG, convert them into convertible VC. VC and VG may only be redeemed for in-game goods or services and are not redeemable for any sum of money or monetary value or other goods from Licensor or any other person or entity at any time, except as expressly provided herein or otherwise required by applicable law. VC and VG have no cash value, and neither Licensor nor any other person or entity has any obligation to exchange your VC or VG for

anything of value, including, but not limited to, real currency.

NO REFUND: All purchases of VC and VG are final and under no circumstances will such purchases be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensor has the absolute right to manage, regulate, control, modify, suspend, and/or eliminate such VC and/or VG as it sees fit in its sole discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

No Transfers: Any transferring, trading, selling, or exchanging of any VC or VG to anyone, other than in game play using the Software as expressly authorized by Licensor ("Unauthorized Transactions"), including, but not limited to, among other users of the Software, is not sanctioned by Licensor and is strictly forbidden. Licensor reserves the right in its sole discretion, to terminate, suspend, or modify your User Account and your VC and VG and terminate this Agreement if you engage in, assist in, or request any Unauthorized Transactions. All users who participate in such activities do so at their own risk and hereby agree to indemnify and hold harmless Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents from all damages, losses and expenses arising directly or indirectly from such actions. You acknowledge that Licensor may request that the applicable Application Store stop, suspend, terminate, discontinue, or reverse any Unauthorized Transaction, regardless of when such Unauthorized Transaction occurred (or has yet to occur) when it suspects or has evidence of fraud, violations of this Agreement, violations of any applicable law or regulation, or any intentional act designed to interfere or that otherwise has the effect of or may have the effect of intervening in any way with the operation of the Software. If we believe or have any reason to suspect that you have engaged in an Unauthorized Transaction, you further agree that Licensor may, in its sole discretion, restrict your access to your available VC and VG in your User Account or terminate or suspend your User Account and your rights to any

VC, VG, and other items associated with your User Account.

LOCATION: VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location.

SOFTWARE STORE TERMS

This Agreement and the provision of the Software through any Software Store (including the purchase of VC or VG) is subject to the additional terms and conditions set forth on or in or required by the applicable Software Store and all such applicable terms and conditions are incorporated herein by this reference. Licensor is not responsible or liable to you for any credit card or bank-related charges or other charges or fees related to your purchase transactions within the Software or through a Software Store. All such transactions are administered by the Software Store, not Licensor. Licensor expressly disclaims any liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through such Software Store.

This Agreement is solely between you and Licensor, and not with any Software Store. You acknowledge that the Software Store has no obligation to furnish any maintenance or support services to you in connection with the Software. Except for the foregoing, to the maximum extent permitted by applicable law, the Software Store will have no other warranty obligation whatsoever with respect to the Software. Any claim in connection with the Software related to product liability, a failure to conform to applicable legal or regulatory requirements, claims under consumer protection or similar legislation or intellectual property infringement are governed by this Agreement, and the Software Store is not responsible for such claims. You must comply with the Software Store Terms of Service and any other Software Store applicable rules or policies. The license to the Software is a non-transferable license to use the Software only on an applicable device that you own or control. You represent that you are not located in any U.S.-embargoed countries or other geographical areas or on the U.S. Treasury Department's list of Specially Designated Nationals or

the U.S. Department of Commerce Denied Person's list or Entity List. The Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

INFORMATION COLLECTION & USAGE

By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, such as governmental authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created content or displaying your scores, ranking, achievements, and other gameplay data on websites and other platforms; (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from time to time. If you do not want your information used or shared in this manner, then you should not use the Software. For the purposes all data privacy issues, including the collection, use, disclosure, and transfer of your personal information and other information, the Privacy Policy located at www.take2games.com/privacy, as amended from time to time, takes precedence over any other statement in this Agreement.

WARRANTY

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software but not if you obtain the pre-recorded Software and accompanying documentation as a transfer from the original purchaser) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to

you that the Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been published. However, due to variations in hardware, software, internet connections, and individual usage, Licensor does not warrant the performance of the Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free; or that the Software will be compatible with third-party software or hardware or that any errors in the Software will be corrected. No oral or written advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above. Except as set forth above, 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. INDEMNITY

You agree to indemnify, defend, and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents harmless from 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 INDEMNITY MAY NOT APPLY TO YOU. 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 EMPLOYED. 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 (or games exclusively operated online), if Licensor determines or believes that 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 for and shall pay and shall indemnify and hold harmless Licensor and any and all of its affiliates, officers,

directors, and employees against all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under the 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 for

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.

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, 09102013v1
All other terms and conditions of the EULA apply to your use of the Software.