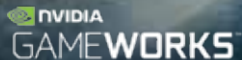




XCOM 2





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 Skyraider 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.

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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

Localization 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 Ishwari

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 Jookyoun

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 Tsuchi

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 Roumie

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
Schioli 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

Marta 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 Prattert

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/>

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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>

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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

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You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

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.

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

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This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance for

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