

PRECAUTIONS

- This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3.
- Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

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

3D HEALTH WARNING

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. Piracy harms consumers as well as legitimate developers, publishers and retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this manual.

SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's instruction manual.



See back page of this manual for Customer Service Numbers.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit www.pegi.info.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegonline.eu



PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	9	7	5	3	2
PEGI RATING AGE GROUP	18	16	12	7	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

BLES-01713

FOR HOME USE ONLY: This software is licensed for play on authorised PlayStation®3 systems only. All unauthorised access, use or transfer of the product or its underlying copyright and trademark works is prohibited. See eu.playstation.com/terms for full usage rights. Library programs ©1997-2012 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe (SCEE). RESALE AND RENTAL ARE PROHIBITED UNLESS EXPRESSLY AUTHORISED BY SCEE. PlayStationNetwork, PlayStationStore and PlayStationHome subject to terms of use and not available in all countries and languages (eu.playstation.com/terms). Broadband internet service required. Users are responsible for broadband access fees. Charges apply for some content. Users must be 7 years or older and users under 18 require parental consent. Licensed for sale only in Europe, the Middle East, Africa, India and Oceania.

"B-"; "PlayStation"; "PS3"; "XBOX"; "SIXAXIS" and "PS" are trademarks or registered trademarks of Sony Computer Entertainment Inc. "Blu-ray Disc™" and "Blu-ray™" are trademarks of the Blu-ray Disc Association. NBA 2K13 © 2012 Take-Two Interactive Software. Published by Take-Two Interactive Software. Developed by Visual Concepts. Made in Austria. All rights reserved.



CONTENTS

2	GETTING STARTED
3	CONTROLS
3	BASIC OFFENSE
3	BASIC DEFENSE
3	ADVANCED OFFENSE
4	ADVANCED DEFENSE
4	CONTROL STICK & SHOT BUTTON: SHOOTING
5	CONTROL STICK: DRIBBLING
6	POST MOVES
7	PROTECT MOVES
7	POST SHOTS
8	PROTECT SHOTS
10	NBA 2K13 GAME CREDITS
17	NBA 2K13 MUSIC CREDITS
20	LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT & INFORMATION USE DISCLOSURES

Please note that NBA 2K13 online features are scheduled to be available until November 2013, though we reserve the right to modify or discontinue online features on 30-days' notice. Check www.2ksports.com/serverstatus for details.

GETTING STARTED

Set up the PlayStation®3 system according to the instructions in its instruction manual. At start-up, the power indicator light will glow red to indicate that the PlayStation®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the NBA 2K13 disc into the disc slot with the label side facing upwards. Select the  icon from the XMB™ Menu and press the  button to continue. Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play. Do not insert or remove peripherals once the power is turned on. Please refer to the PlayStation®3 system's instruction manual for further details about setting up and recharging a Wireless Controller.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

This title uses autoloading and autosave features. Data will be saved automatically at certain points throughout the game. Any previously saved data will be automatically loaded on boot up. Please do not reset or switch off the system whilst the HDD access indicator is flashing.

Select your preferred language from the System Settings Menu.

CONTROLS

DUALSHOCK®3 WIRELESS CONTROLLER

Basic Offense	Control	Basic Defense
Move Player	Left Stick	Move Player
Control Stick: Dribble Moves & Shooting	Right Stick	Hands Up / Lunge / Hard Foul (+ Sprint)
N/A		Wrap Foul
Switch between Dribble Stick & Shot Stick		Intense D
Sprint		Sprint
Positional Plays / Pick Control		Double Team
Icon Pass		Icon Swap
Pass / Touch Pass		Player Swap (closest to ball)
Hop Step		Take Charge
Pump Fake (tap) / Shoot (press)		Steal
Post-Up		Block / Rebound
Signature Skills HUD		Signature Skills HUD
OTFC Quick Plays		OTFC Defensive Sets
OTFC Offense Strategy		OTFC Defense Strategy
OTFC Substitutions		OTFC Substitutions

Basic Offense	Control	Basic Defense
Timeout	SELECT	Intentional Foul
Pause	START	Pause

ADVANCED OFFENSE

Action	Command
Positional Playcall	Tap L1 , tap desired teammate's player icon, choose play
Send Teammate on Cut	Tap L1 , tap desired teammate's player icon, move Right Stick in direction you want him to cut
Pick Control	Hold L1 (length of hold determines roll, pop, or slip)
Icon Pick Control	Tap L1 , hold player icon of desired screener
Bounce Pass	L2 + X
Alley-Oop	Y + X
Off-Glass Alley-Oop	Y + X , with trailing teammate
Give & Go	X + O
Putback Dunk or Layup	R2 + Y
Pass Stick	Hold R1 , move Right Stick to pass
Total Control Passing	Tap R1 , hold desired receiver's icon button, move receiver with left stick, release icon button to pass (Total Control Passing option must be enabled in Controller Settings menu)
Offball Player Lock	Tap L1 , press player icon of teammate you want to control, then tap R1

ADVANCED DEFENSE

Action	Command
Shade Stance Change	L2 + Right Stick left/right
Crowd Dribbler	L2 (when near non-dribbling ball handler)
Quick Shuffle Movement	L2 + R2 + Left Stick left/right
Hands Up Defense	Right Stick in any direction
Lunge Side	Tap Right Stick left/right
Lunge Overhead	Tap Right Stick away from player facing
Lunge Forward	Tap Right Stick toward facing player
Flop	While taking charge (O), release O , press O
Intentional Foul	R2 + Right Stick toward ball handler

CONTROL STICK & SHOT BUTTON: SHOOTING (BALL IN RIGHT HAND)

Action	Shot Stick	Shot Button	Context
Jump Shot	L2 + Right Stick	O	Any
Pump Fake	L2 + tap Right Stick	Tap O	Any
Standing Floater	L2 + Right Stick toward hoop	R2 + O	Standing Dribble or TPT (mid-range)
1-Dribble Pull-Up	L2 + double-tap Right Stick back left/right	Tap O (Left Stick chooses hop direction), then hold O	Standing Dribble
Runner	L2 + Right Stick away from hoop	O + Left Stick away from hoop	Driving (mid range)
Pull-Up Jumper	L2 + Right Stick	O	Driving (deep) or Lateral
Stepback Jumper	L2 + double-tap Right Stick away from hoop	O + Left Stick away from hoop, then hold O	Driving Lateral
Ripover Jumper	L2 + double-tap Right Stick toward hoop	O + Left Stick toward hoop, then hold O	Driving Lateral
Hop Jumper	L2 + double-tap Right Stick with momentum	O + Left Stick with momentum, then hold O	Driving Lateral
Snatchback Jumper	L2 + double-tap Right Stick opposite momentum	O + Left Stick opposite momentum, then hold O	Driving Lateral
Spin Jumper	L2 + Right Stick twirl clockwise	Double-tap O , then press and hold O	Far from hoop
Half-Spin Jumper	L2 + Right Stick twirl counterclockwise	n/a	Far from hoop
Normal Layup	L2 + Right Stick (Right Stick direction chooses finish)	O (Left Stick chooses finish)	Driving to hoop
Euro Step Layup	L2 + tap Right Stick one direction then quickly in the opposite direction	Double-tap O	Driving or Lateral
Hop Step (Layup)	L2 + double-tap Right Stick (direction determines finish)	Tap O (Left Stick sets hop direction), then Hold O	Driving to hoop
Spin Layup	L2 + Right Stick twirl	Double-tap O , then press and hold O	Driving or Standing Close
Reverse Layup	L2 + Right Stick toward baseline	O + Left Stick toward baseline	Driving along the baseline
Dunks	L2 + R2 + Right Stick	R2 + O	Driving to hoop
Spin Dunk	L2 + R2 + Right Stick twirl	R2 + double-tap O , then press and hold O	Driving to hoop

CONTROL STICK: DRIBBLING (BALL IN RIGHT HAND)

Action	Input	Context
Triple Threat Steppover/Jab Step	Right Stick left/right	Triple Threat
Triple Threat Spinout	Right Stick twirl	Triple Threat
Triple Threat Start Dribble	Right Stick away from hoop	Triple Threat
Stutter	Right Stick toward hoop	Dribbling
Hesitation	Right Stick right	Dribbling
In and Out	Double-tap Right Stick toward ball hand	Dribbling
Crossover (front)	Right Stick left	Dribbling
Crossover (between legs)	Right Stick back left	Dribbling
Behind the Back	Right Stick away from hoop	Dribbling
Spin	Right Stick twirl clockwise	Dribbling
Cross Spin	Right Stick twirl counterclockwise	Dribbling
Half-Spin	Right Stick twirl CW -> CCW	Dribbling
Cross Half-Spin	Right Stick twirl CCW -> CW	Dribbling
Stepback	Left Stick away from hoop	Driving to hoop

POST MOVES (PRESS ▲ TO POST UP)

Command	From Hold	From Dribble	No Dribble Left
Hold Left Stick all directions	Post Backdown Movement	Post Backdown Movement	~
Tap Left Stick to basket	Start Dribble	One Backdown Dribble to Basket	~
Tap Left Stick to key	Start Dribble	One Lateral Dribble to Key	~
Tap Left Stick to baseline	Start Dribble	One Lateral Dribble to Baseline	~
Tap Left Stick away	Start Dribble	One Dribble Away from Basket	~

POST ▲ MOVES

Command	From Hold	From Dribble	No Dribble Left
Left Stick neutral + ▲	Inside Faceup	Dribble Disengage	Inside Faceup
Left Stick to basket + ▲	Inside Faceup	Faceup Drive to Basket	Inside Faceup
Left Stick to key + ▲	Inside Faceup	Faceup Drive to Key	Inside Faceup
Left Stick to baseline + ▲	Inside Faceup	Faceup Drive to Baseline	Inside Faceup
Left Stick away + ▲	Outside Faceup	Quick Dribble Disengage	Outside Faceup

CONTROL STICK: POST MOVES

Command	From Hold	From Dribble	No Dribble Left
Right Stick to basket	Lean Back	Shoulder Fake	Lean Back
Right Stick to key	Shimmy	Drive Fake	Shimmy
Right Stick to baseline	Shimmy	Spin Fake	Shimmy
Right Stick away	Create Space	Drive Fake	Create Space
Right Stick clockwise twirl	Hook Drive	Hook Drive	~
Right Stick counterclockwise twirl	Spin	Spin	~

POST R2 MOVES

Command	From Hold	From Dribble	No Dribble Left
R2 + Left Stick hold to basket	Aggressive Backdown	Aggressive Backdown	~
R2 + Left Stick hold to key	Drive to Key	Drive to Key	~
R2 + Left Stick hold to baseline	Drive to Baseline	Drive to Baseline	~
R2 + Left Stick hold away	Dribble out of Post	Dribble out of Post	~

PROTECT ▲ MOVES

Command	From Hold	From Dribble	No Dribble Left
Left Stick neutral + ▲	Inside Faceup	Protect Dribble (in and out of it)	Inside Faceup
Left Stick to right of player + ▲	Inside Faceup	Back to Dribbler	Inside Faceup
Left Stick to front of player + ▲	Inside Faceup	Regular Dribble Forward	Inside Faceup
Left Stick to back of player + ▲	Inside Faceup	Outside Shoulder Drive (spin)	Inside Faceup
Left Stick to left of player + ▲	Outside Faceup	Regular Dribble Away (faceup)	Outside Faceup

PROTECT R2 MOVES

Command	From Hold	From Dribble	No Dribble Left
R2 + Left Stick to right of player	Sprint to Right	Sprint to Right	~
R2 + Left Stick to front of player	Sprint Forward	Sprint Forward	~
R2 + Left Stick to back of player	Spin Out	Spin Out	~
R2 + Left Stick to left of player	Sprint Left	Sprint Left	~

POST SHOTS

SHOT BUTTON

Command	From Hold	From Dribble	No Dribble Left
Left Stick to basket left or right +	Hook left or right (close to hoop)	Hook left or right (close to hoop)	Hook left or right (close to hoop)
Left Stick away from basket left or right +	Fade left or right (further from hoop)	Fade left or right (further from hoop)	Fade left or right (further from hoop)
Left Stick any direction + double-tap	Shimmy Shot left or right	Shimmy Shot left or right	Shimmy Shot left or right
Left Stick forward left or right + then	Dropstep left or right	Dropstep left or right	~
Left Stick away left or right + then	Hop Shot left or right	Hop Shot left or right	~
Left Stick away + then	Stepback Shot	Stepback Shot	~

SHOT STICK

Command	Action
+ Right Stick to basket left or right	Hook left or right
+ Right Stick away from basket left or right	Fade left or right
+ Right Stick left to right or right to left	Shimmy Shot left or right
+ double-tap Right Stick forward left or right	Dropstep left or right
+ double-tap Right Stick left or right	Hop Shot left or right
+ double-tap Right Stick away	Stepback Shot
+ Right Stick clockwise twirl	Drive Stepback Shot
+ Right Stick counterclockwise twirl	Spin Stepback Shot

PROTECT SHOTS

SHOT BUTTON

Command	From Hold	From Dribble	No Dribble Left
Left Stick to right of player +	Protect Jumper	Protect Jumper	Protect Jumper
Left Stick to front of player +	Protect Dribble Left Jumper	Protect Dribble Left Jumper	Protect Jumper
Left Stick to back of player +	Protect Dribble Right Jumper	Protect Dribble Right Jumper	Protect Jumper
Left Stick to left of player +	Protect Fadeaway	Protect Fadeaway	Protect Fadeaway
Left Stick any direction + double-tap	Protect Shimmy Shot Left or Right	Protect Shimmy Shot Left or Right	Protect Shimmy Shot Left or Right
Left Stick to front of player + then	Protect Side Hop Shot Left	Protect Side Hop Shot Left	Pump Fake
Left Stick to back of player + then	Protect Side Hop Shot Right	Protect Side Hop Shot Right	~
Left Stick to left of player + then	Protect Stepback Shot	Protect Stepback Shot	~

SHOT STICK

Command	Action
+ Right Stick to right of player	Protect Jumper
+ Right Stick to front of player	Protect Dribble Left Jumper
+ Right Stick to back of player	Protect Dribble Right Jumper
+ Right Stick to left of player	Protect Fadeaway
+ Right Stick left to right or right to left	Shimmy Shot
+ double-tap Right Stick to back of player	Protect Side Hop Shot Right
+ double-tap Right Stick to front of player	Protect Side Hop Shot Left
+ double-tap Right Stick to left of player	Protect Stepback Shot
+ Right Stick clockwise twirl	Protect Halfspin Shot
+ Right Stick counterclockwise twirl	Protect Spin Shot

NBA 2K13 GAME CREDITS

VISUAL CONCEPTS ENTERTAINMENT, INC.

DEVELOPMENT TEAM:

Executive Producer
Jeff Thomas

Production & Design
Asif Chaudhri
Erick Boenisch
Feliccia Whitehouse
Grant Wilson
Rob Jones
Zach Timmerman
Kyle Lai-Fatt
Jerson Sapida
Mike Wang
Dion Peete
Ocie Henderson
Jay Iwahashi
Jason Souza
Dan Indra
Joe Levesque
Ben Bishop
Abe Navarro
Jonathan Corl

VC Art Team

Jonathan Gregory
Winnie Hsieh
Stephen Ytuarte
Tim Loucks
John Lee
Eric Apel
Fred Wong
Roy Tse
Elias Figueroa
Paulette Trinh
Derek Kurimoto
Willie Phung
Herman Fok
Myra Lim
David Lee
Anthony Yau
Quinn Kaneko
Carrie Dinitz
Justin Cook
Chris Darroca
Nathan Frigard
Don Bhatarakamol
Alex Steinberg
Kurt Lai

2K China Art

Julien Bares
Liu Jing
Su Lu
Xu Xiao Qiang
Liu Shan
Mao Yi Ming
Jin Yi

MOTION CAPTURE:

Supervisor
David Washburn

Coordinator
Steve Park

Specialists
Jose Gutierrez
Gil Espanto
Anthony Tominia
Kirill Mikhaylov

VC AUDIO TEAM:

Audio Director
Joel Simmons

Sr. Audio Engineer & Audio Tools
Daniel Gardopee

Sr. Audio Engineer
Todd Gunnerson

Sr. Sound Designer
Randy Rivas

Script Writers
Tor Unsworth
Rhys Jones

Additional Audio
Additional Script Writing
Kevin Asseo

BROADCAST TEAM & VOICE TALENT:

Play-by-Play Announcer
Kevin Harlan

Color Analyst
Clark Kellogg

Sideline Reporter
Doris Burke

Studio Announcer
Damon Bruce

PA Announcer
Peter Barto

Promo Announcer
Tony Azzolino

Press Conference
Mark Middleton

Mentor
CJ Norde

2K SPORTS THEME MUSIC:

The Contest and Network Sports Tonight
Written, Engineered, and Produced by Bill Kole

The Comeback, The Rivalry, and The Breakdown
Written by Joel Simmons
Engineered and Produced by Bill Kole

2K Themes Performed by CosmoSquad

Arena Organ Beats & Music
Casey Cameron

PA Music

Bukue One for Funnyman Entertainment
Chris "The Arsonist" Jenkins for the Fire
Department Productions

Mashitup by Bukue One, produced by Amp Live
It's Time by Bukue One, produced by Ph-7
Ain't No Bull Here, produced by Del the Funky

Homosapien

Produced by APLUS and AGEE
for Compound 7 Productions:

GTABS

C7 H&G

C7 L.O.

C7 SHOWBOAT

LIKE DAT TAKE DAT

Produced by Chris "The Arsonist" Jenkins for The
Fire Department Productions

All Hail

Blaq Anthem

BREAKOUT

club test

convinced

Got Me

GOTTA EAT

I THINK YOU KNOW

IM Hater PROOF

IM SO DIRTY

JOGEIN

KEEP HATIN

london grits

Move On

MUCH BETTER

OPEN UP

STAY HUNGRY

SUPERCIZZLE

Special Thanks

Craig Rettmer
Sacramento State Marching Band

Player Chatter

Nick Powers
Carney Lucas
Michael Distad
Will Dagnino
Michael Turner
Spencer Douglass
Todd Bergmann
Cecil Hendrix
Sean Pachter
Brian Shute
Eric White

Crowd Chatter

Joshua Cervantes
Reinard Coloma
Stephen Bernad
Justin Balague
Joshua Balague
Ryanson S. Aspiras
Nathan Runner
Drew Drucker
Eric Distad
Francis Sameon
Ken Sameon
Christopher Nichols
Jaymi Valdes
Yusuf Hansia
Jason Arnold
Jordan Carson
Byron Deme
Thomas Brewer
Michael McCoy
Choong Man Kim
Rebecca Friedman
Savon Cleveland
Andrew Dragos
Colety Kaltschmidt
Daniel Stafford
Richard Brusa
Megan Knapp
Elliott Whitehurst
Dustin Ragazzino
Guido Sontori
Billy Harris
Leslie Peacock
Rebekah Peacock
Paulette Trinh

FOX STUDIOS

Keith Fox
Emily Seibert
Jake Goodwin
Blue

2K CHINA

General Manager
Julien Bares

Product Director
Liu Jing

Producer
Hu Gang

Quality Assurance
Xiao Liang

2K CHINA QUALITY ASSURANCE

QA Manager
Zhang Xi Kun

QA Supervisor
Steve Manners

QA Testers
Xiao Yao
Gao You Ming

Testers
Wei Dan
Qu Wei
Lu Ting Ting
Wang Yang
Ren Jie
Chen Deng Liang

Special Thanks
Zhao Hong Wei
Zhang Qing He

2K PUBLISHING

President
Christoph Hartmann

C.O.O.
David Ismailier

SVP, Sports Development
Greg Thomas

Executive Producer
Jeff Thomas

Producer
Robert Nelson

Sr. Director of Product Development
Kate Kellogg

Director of Technology
Jacob Hawley

Online Systems Architect
Louis Ewens

PD Operations Coordinator
Ben Kvalo

SVP, Marketing
Sarah Anderson

VP, Sports Marketing
Jason Argent

VP of International Marketing
Matthias Wehner

Sr. Director of Marketing & PR
Chris Snyder

Senior Brand Manager
Mark Goodrich

Brand Manager
Andrew Blumberg

Marketing & PR Coordinator
Ryan Balke

Marketing Assistant
Rebecca Euphrat

Director of Public Relations, North America
Ryan Jones

Director, Marketing Production
Jackie Truong

Art Director, Marketing
Lestey Zinn Abarcar

Web Director
Gabe Abarcar

Web Designer
Keith Echevarria

Jr. Graphic Designer
Christopher Maas

Marketing Production Assistant
Ham Nguyen

Video Production Manager
J. Mateo Baker

Video Editor
Kenny Crosbie

Jr. Video Editor
Michael Howard

Game Capture Specialist
Doug Tyler

Marketing Project Manager
Renee Ward

Director of Creative Production
Jack Scalici

Senior Manager of Creative Production
Chad Rocco

Manager of Creative Production
Josh Orellana

Consumer Engagement Manager
Ronnie Singh

VP, Business Development
Kris Severson

VP, Legal
Peter Welch

VP & Counsel, Business Affairs
Brad Simon

Director of Operations
Dorian Rehfield

Licensing/Operations Specialist
Xenia Mul

Director of Research and Planning
Mike Salmon

Marketing Manager, Partner Relations
Dawn Burnell

SPECIAL THANKS
Chris Jones
Todd Ingram
Kendell Rogers
Rick Shawalker
Lori Durrant
Jeremy Ford
Daisy Amesoua
Michael Speiler

2K GAMES INTERNATIONAL

General Manager
Neil Ralley

International Marketing Manager
Sian Evans

International Product Managers
Yvonne Dawson

International Product Managers
Luis de la Camara Burditt

Sr. Director, International PR
Markus Wilding

Assistant International PR Manager
Sam Woodward

Assistant International PR Executive
Megan Rex

International Digital Marketing Manager
Martin Moore

Design Team
James Crocker
Tom Baker

2K INTERNATIONAL PRODUCT DEVELOPMENT

International Producer
Iain Willows

Localization Manager
Nathalie Mathews

Assistant Localization Manager
Arsenio Formoso

External Localization Teams
Around the Word
Synthesis International Srl
Synthesis Iberia
Robert Böck

2K QUALITY ASSURANCE

VP of Quality Assurance
Alex Plachowski

Test Manager
David Arnsperger

Support Managers
Alexis Ladd

Support Managers
Doug Rothman

Test Lead
Casey Ferrell

Support Lead
Nathan Bell

Support Lead
Scott Sanford

Senior Testers
Matt Newhouse

Testers
Chris Adams

Dale Bertheola
David Antrim
Lauren Macaga
Bill Lanker
Jeremy Thompson
Frankie Ludena
Robert Klempler
Michael Speiler
Glenn Boyd
Helmo Cardenas
Rey Carmier
Elias Coe
Rodolfo Garcia
Cris Maurera
Kevin Norwood
Tom Roseman

2K INTERNATIONAL QUALITY ASSURANCE

Localisation QA Supervisor
José Miñana

Mastering Engineer
Wayne Boyce

Mastering Technician
Alan Vincent

Localisation QA Project Lead
Oscar Pereira

Localisation QA Leads
Karim Cherif
Luigi Di Domenico
Oscar Pereira

Senior Localization QA Technicians
Florian Genthon
Fabrizio Mariani
Jose Olivares
Elmar Schubert

Localization QA Technicians
Localisation QA Technicians
Andrea De Luna Romero
Carine Freund
Chau Doan
Christopher Funke
Cristina La Mura
Emilie Pelade
Enrico Sette
Harald Raschen
Iris Loison
Javier Vidal
Pablo Menéndez
Sergio Accettura
Stefan Rossi

2K INTERNATIONAL TEAM

Agnès Rosique
Ben Lawrence
Ben Seccombe
Bernardo Hermoso
Dan Cooke
Diana Freitag
Dominique Connolly
Erica Denning
Jan Sturm

Jean-Paul Hardy
Jesús Sotillo
Lieke Mandemakers
Matt Roche
Olivier Troit
Richie Churchill
Sandra Melero
Simon Turner
Solenne Antien
Stefan Eder

TAKE-TWO INTERNATIONAL OPERATIONS

Anthony Dodd
Martin always
Rickin Martin

Nisha Verma
Phil Anderton
Robert Willis
Denisa Polcerova

2K ASIA

Asia Marketing Director
Karen Teo

Asia Marketing Manager
Diana Tan

Asia Product Manager
Chris Jennings

Japan Marketing Manager
Takahiro Morita

Localization Manager
Yosuke Yano

Take-Two Asia Operations
Eileen Chong
Veronica Khuan
Chermine Tan
Fumiko Okura

Take-Two Asia Business Development
Julian Corbett
Andrew Donovan
Ellen Hsu
Henry Park
Satoshi Kashiwazaki

NATIONAL BASKETBALL ASSOCIATION

Senior Vice President, Licensing & Business Affairs
Vicky Picca

Vice President, Global Marketing Partnerships
Brian Oliver

Senior Director, Entertainment Products
Anne Hart

Senior Manager, Entertainment Products Licensing
Matthew "Tiberius" Holt

Senior Manager, Global Marketing Partnerships
Rachel Henley

Marketing Specialist, Global Marketing Partnerships
Kara Stettler

SPECIAL THANKS

Jordan Katz
David Cox
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
2K IS Team
Seth Krauss
Greg Gibson
Take-Two Legal Team
Jonathan Washburn
David Boutry

Ryan Dixon
Juan Chavez
Gail Hamrick
Sharon Hunter
Michele Shadid
Zambezi
Access Communications
KD&E
League contacts
Big Solutions
Gwendoline Oliviero

Visual Concepts Special Thanks
Scott Patterson
Matt Underwood
Edwin Melendez
Everyone at Operation Sports

MOTION CAPTURE TALENT

NBA Talent

Rudy Gay
Dwight Howard
Andre Iguodala
Shaun Livingston
Corey Maggette
Shaquille O'Neal
Chris Paul
Gerald Wallace
Evan Turner
Wesley Johnson
Quincy Pondexter

Basketball Talent

Grayson Boucher
aka "The Professor"
James "Flight" White
Taurian Fontenette
aka "Air Up There"
Stan Fletcher
Noah Ballou
Deonte Huff
Leigh Gayden
Christopher Devine
Joe Everly

Omar Wilkes
Alain Laroche
Terrence Hundley
Shawn Malloy
Charles "Beast" Rhodes
Marquis Gilstrap
Tim "TP" Parham
Brian Laing
Brandon Bush
Quinnel Brown
Kasib Powell
Larry "Bone" Williams
Terrance Todd
Darren Brooks
Drew Gibson
Johnnie Bryant
Patrick Sanders
Calvin Henry
Gerard Anderson
Jesse Byrd
Purnell Davis
Matthew Elijah
Snoop Dogg

NBA 2K13 MUSIC CREDITS

Music Editing

Rick Fox - Fox Sound Studios

Additional Music Edits

Keith Fox
Emily Seibert

Ali in the Jungle

Performed by The Hours
Courtesy of Adeline Records
Written By Antony Genn and Martin Slattery
Published by Sony/ATV Tunes LLC on behalf of
Sony/ATV Music Publishing UK Limited, EMI Music
Publishing / PNM/Adeline Records / EMI BLACKWOOD
MUSIC INC. (BMI)
Under license from Adeline Records
All Rights Reserved. Used by Permission.

I Ain't No Joke

Performed by Eric B. and Rakim
Written by Eric Barrier and William Griffin
Published by UNIVERSAL - SONGS OF POLYGRAM
INTERNATIONAL, INC. (BMI) o/b/o itself and Robert Hill
Music

1901

Performed by Phoenix
Courtesy of Glassnote Entertainment Group
Written by Laurent Mazzalai, Christian Mazzalai,
Frederic Jean Joseph Moulin, and Thomas Pablo
Croquet
Published by GhettoBlaster SARL
Administered by Kobalt Music Publishing America, Inc.

Victory

Performed by Diddy (ft. The Notorious B.I.G. & Busta
Rhymes)
Courtesy of Atlantic Recording Corp. / Bad Boy
Records
By arrangement with Warner Music Group Video
Game Licensing
© 1997 Bad Boy Records
Written by Bill Conti, Sean Combs, Christopher
Wallace, Steven Jordan, Trevor Smith and Jason
Phillips
Published by Starbus, LLC. / EMI APRIL MUSIC INC.
(ASCAP), EMI U CATALOG INC. (ASCAP) and EMI
UNART CATALOG INC. (BMI)
Administered by Kobalt Music Publishing America,
Inc.
© 1997 STEVEN A. JORDAN MUSIC, INC. (ASCAP),
T'ZIAH MUSIC (BMI), EMI APRIL MUSIC INC. (ASCAP),
JUSTIN COMBS PUBLISHING (ASCAP), BIG POPPA
MUSIC (ASCAP), EMI UNART MUSIC, INC. (BMI) and
JAE WONS PUBLISHING (ASCAP)
ALL RIGHTS ON BEHALF OF STEVEN A. JORDAN
MUSIC, INC.

ADMINISTERED BY WB MUSIC CORP

ALL RIGHTS RESERVED
[CONTAINS SAMPLE FROM «GOING THE DISTANCE»
BY BILL CONTI.
EMI UNART MUSIC (ASCAP)]
All Rights Reserved. Used by Permission.

Around the World

Performed by Daft Punk
Courtesy of Daft Life Ltd./Virgin Music France
Written by Thomas Bangalter and Guy Manuel Homem
Christo
Published by Universal Music - Z Songs (BMI) o/b/o
Imagem London Ltd.
Under license from EMI Film & Television Music

Shove It

Performed by Santigold featuring Spank Rock
Written by Santi White, Naem Juwan, and John Hill
Published by Downtown DLJ Songs (ASCAP) and
Little Jerk (ASCAP) c/o Downtown Records / EMI
BLACKWOOD MUSIC INC. (BMI)
All Rights Reserved. Used by Permission.

Amazing

Performed by Kanye West featuring Young Jeezy
Written by Jeffrey Bhasker, Benjamin Hudson-
McIldowie, Jay W. Jenkins, Malik Yusef El Shabbaz
Jones, Dexter Raymond Jr. Mills, and Kanye Omari
West
Published by Sony/ATV Songs LLC / Way Above Music
/ Universal Music Corp. (ASCAP) o/b/o itself and
Jabriel Iz Myne / EMI BLACKWOOD MUSIC INC. (BMI) /
Publisher(s) Unknown
All Rights Reserved. Used by Permission.

Stillness Is the Move

Performed by Dirty Projectors
Courtesy of Domino Records
Written by David Longstreth (BMI) and Amber
Coffman (SESAC)
Published by Domino Publishing Company of America,
Inc. (BMI) / Memory Foam (SESAC) administered by
Domino US Publishing Company (SESAC)

The World Is Yours

Performed by Nas
Written by Nasir Jones and Peter O. Phillips
Published by Universal Music - Z Tunes LLC o/b/o
Skeematics Music, Inc. and Universal Music - Z Songs
(ASCAP/BMI) and Pete Rock Publishing (ASCAP) c/o
Reach Music Publishing Inc.
Courtesy of Columbia Records
By arrangement with Sony Music Licensing

Viva La Vida

Performed by Coldplay
Courtesy of EMI Records Ltd.
Written by Guy Rupert Berryman, Jonathan Mark Buckland, William Champion, and Christopher Anthony John Martin
Published by Universal Music – MGB Songs (ASCAP)
o/b/o Universal Music Publishing MGB Ltd.
Under license from EMI Film & Television Music

We Live in Brooklyn, Baby

Performed by Roy Ayers
Written by Harry Whitaker
Powered by Missing Link Music (ASCAP)

Stress

Performed by Justice
Courtesy of Atlantic Recording Corp. / Because Music
Written by Gaspard Auge and Xavier De Rosnay
Published by Blue Mountain Music Ltd/Irish Town Songs (ASCAP) o/b/o Because Editions
By arrangement with Warner Music Group Video Game Licensing
© 2007 Ed Banger Records under exclusive license to Because Music

The Bounce

Performed by Jay-Z featuring Kanye West
Written by Tim Mosley, Shawn Carter, and William Pattaway
Published by EMI APRIL MUSIC INC. (ASCAP)
© 2002 WB MUSIC CORP. (ASCAP), EMI BLACKWOOD MUSIC INC. (BMI), LIL LU LU PUBLISHING (BMI) AND BILLEY PETTAWAY MUSIC (BMI)
All Rights Reserved. Used by Permission.

Shook Ones Pt. II

Performed by Mobb Deep
Written by Albert Johnson and Kejuan Watiek Muchita
Published by Universal Music – MGB songs o/b/o itself and Juvenile Hell/Universal Music – Careers o/b/o itself and P. Noid Publishing (ASCAP/BMI)
Courtesy of RCA Records, a division of Sony Music Entertainment
By arrangement with Sony Music Licensing

Ima Boss (Instrumental)

Performed by Meek Mill
Written by William Roberts, Orlando Tucker and Robert Williams
Courtesy of Maybach Music Group / Warner Bros. Records
By arrangement with Warner Music Group Video Game Licensing
P 2011 MMG/Warner Bros. Records Inc.
Published by EMI APRIL MUSIC INC. (ASCAP) / Sony/ATV Songs LLC / First N Gold / Maybach Music Group
© 2011 WB MUSIC CORP. (ASCAP), FOREVER RICH (ASCAP), ROBERT WILLIAMS ASCAP PUB DESIGNEE

(ASCAP), 4 BLUNTS LIT AT ONCE PUBLISHING (BMI) AND UNKNOWN PUBLISHER (NS)
ALL RIGHTS ON BEHALF OF ITSELF, FOREVER RICH AND ROBERT WILLIAMS ASCAP PUB DESIGNEE ADMINISTERED BY WB MUSIC CORP.
All Rights Reserved. Used by Permission.

Mercy

Performed by Kanye West featuring Big Sean, Pusha T, and 2 Chainz
Written by Sean Michael Anderson, Twilite Tone, Mike Dean, Tauheed Epps p/k/a 2 Chainz, Stepan Taft, Terrence Le Varr Thornton, Kanye Omari West, *Denzie Beagle, */**Winston Riley, **Reggie Williams, and ***James Thomas and unknown writers
Published by Sony/ATV Songs LLC / Neighborhood Pusha Publishing / Please Gimme My Publishing Inc. / RLFG Music / Songs of Universal Inc. (ASCAP/BMI) o/b/o itself and FF To Def Publishing LLC. / *Universal-Polygram International Publishing, Inc. o/b/o Dub Plate Music Publishers Ltd. / *The Royalty Network / Ty Epps Music (ASCAP) administered by Reservoir Media Music (ASCAP) / EMI BLACKWOOD MUSIC INC. (BMI)
All Rights Reserved. Used by Permission.
*Contains a sample of "Dust A Sound Boy," writer(s) and publisher(s) of which designated by *
**Contains a sample of "Cu-Onuuh," writer(s) and publisher(s) of which designated by **
***Contains a sample of "Lambo," writer(s) and publisher(s) of which designated by ***

Elevation

Performed by U2
Written by Adam Clayton, Dave Evans, Paul David Hewon, and Larry Mullen
Published by UNIVERSAL POLYGRAM INTERNATIONAL PUBLISHING, INC. (ASCAP) o/b/o UNIVERSAL MUSIC PUBLISHING INTERNATIONAL B.V.

On to the Next One

Performed by Jay-Z featuring Swizz Beatz
Written by Michel Andre Auge Gaspard, Shawn C. Carter, Jessie Chaton, Xavier De Rosnay, and Kassem Dean
Courtesy of Atlantic Recording Corp. / Roc Nation
By arrangement with Warner Music Group Video Game Licensing
© 2009 Shawn Carter
Published by Universal Music – MGB Songs (ASCAP/SESAC) o/b/o Universal Music Publishing MGB France and Options/Universal Tunes- a Division of Songs of Universal, Inc. o/b/o itself and Monza Ronza / EMI APRIL MUSIC INC. (ASCAP)
All Rights Reserved. Used by Permission.
Contains a sample of:
D.A.N.C.E.
Performed by Justice
Courtesy of Atlantic Recording Corp. / Because Music
By arrangement with Warner Music Group Video Game Licensing

© 2007 Ed Banger Records under exclusive license to Because Music

Jay-Z – Public Service Announcement

Performed by Jay-Z
Written by Shawn Carter, Justin Smith, and Raymond Levin
Published by EMI APRIL MUSIC INC. (ASCAP)
Contains a sample of "Little Boy Blues," written by Raymond Levin
Published by Edgewater Music
All Rights Reserved. Used by Permission.

H.A.M. (Instrumental)

Performed by
Written by Lexus Arnel Lewis, Kanye Omari West, Mike Dean, and Shawn C. Carter
Published by EMI APRIL MUSIC INC. (ASCAP) and EMI BLACKWOOD MUSIC INC. (BMI)
© WARNER-TAMERLANE PUBLISHING CORP. (BMI), KIMANI MUSIC (BMI), PLEASE GIMME MY PUBLISHING INC. (BMI), CARTER BOYS MUSIC (ASCAP) AND UNKNOWN PUBLISHER (NS)
ALL RIGHTS ON BEHALF OF ITSELF AND KIMANI MUSIC ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP.
All Rights Reserved. Used by Permission.

We Major

Performed by Kanye West featuring Nas and Really Doe
Written by Warrryn S. Campbell, Nasir Jones, Maureen Elizabeth Reid, Russell W. Simmons, Lawrence Smith, Warren Trotter, Kanye Omari West, Antony Von Williams, and Dontae Maurice Winslow
Published by Universal Music – Z Songs/Universal Music Corp./Songs of Universal, Inc. o/b/o itself and Rush Music Corp. / Universal Tunes. A.D.O. Songs of Universal Inc. o/b/o itself and Notting Hill Songs USA / Universal Music Publishing Pty. Ltd. o/b/o itself, Penafire Prod., and Ultra Empire Music (ASCAP/BMI/SESAC) / EMI APRIL MUSIC INC. (ASCAP) and EMI BLACKWOOD MUSIC INC. (BMI)
All Rights Reserved. Used by Permission.

Blow the Whistle

Performed by Too Short
Courtesy of RCA Records, a division of Sony Music Entertainment
By arrangement with Sony Music Licensing
Written by Todd Anthony Shaw, La Marquis Jefferson, James Phillips, Craig D. Love, and Jonathan H. Smith
Published by ME AND MARQ MUSIC (ASCAP) c/o BMG RIGHTS MANAGEMENT (US) LLC and Universal Music – Z Songs o/b/o itself and Srand Music (BMI) / EMI APRIL MUSIC INC. (ASCAP) and EMI BLACKWOOD MUSIC INC. (BMI) / Reservoir 416 (BMI) c/o Reservoir Media Management, Inc.
All Rights Reserved. Used by Permission.

Pump It Up (Freestyle)

Performed by Jay-Z
Written by Robert Earl Bell, Ronald N. Bell, George Melvin Brown, Joseph Anthony Budden, Shawn C. Carter, Robert Spike Mickens, Claydes Eugene Smith, Justin Gregory Smith, Dennis Thomas, and Richard A. Westfield
Produced by Just Blaze for F.O.B. Entertainment / N.Q.C. Management, LLC
Published by Songs of Universal, Inc. (BMI) / N.Q.C. Music Publishing, LLC o/b/o F.O.B. Music Publishing, LLC
© 2010 WARNER-TAMERLANE PUBLISHING CORP. (BMI), OLD RIVER MUSIC, (BMI), ON TOP PUBLISHING (NS), FOB MUSIC PUBLISHING (ASCAP) AND CARTER BOYS MUSIC (ASCAP)
ALL RIGHTS ON BEHALF OF ITSELF AND OLD RIVER MUSIC, ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP. ALL RIGHTS RESERVED
[CONTAINS SAMPLE OF "PUMP IT UP" BY ROBERT MICKENS, CLAYDES SMITH, RICHARD WESTFIELD, GEORGE BROWN, RONALD BELL, RONALD NATHAN BELL, JOSEPH ANTHONY BUDDEN AND JUSTIN SMITH. WARNER-TAMERLANE PUBLISHING CORP. OLD RIVER MUSIC, ON TOP PUBLISHING, FOB MUSIC PUBLISHING]

Run This Town

Performed by Jay-Z featuring Kanye West and Rihanna
Courtesy of Atlantic Recording Corp. / Roc Nation
By arrangement with Warner Music Group Video Game Licensing
© 2009 Shawn Carter
Written by Ernest Wilson, Sean Carter, Kanye West, Jeffrey Bhasker, Robyn Rihanna Fenty, *Anthanasios Alatas, *Christos Vlachakis, *Marinos Giamalakis, *Niko Grapsas, and *Nikos Dounavis
Published by Sony/ATV Songs LLC / Way Above Music / Chrysalis Songs (BMI)/No ID Music (BMI) c/o BMG RIGHTS MANAGEMENT (US) LLC / EMI APRIL MUSIC INC. (ASCAP) and EMI BLACKWOOD MUSIC INC. (BMI) / Publisher(s) Unknown
© 2010 WARNER CHAPPELL MUSIC GREECE LTD (AEPI) AND UNKNOWN PUBLISHER (NS)
ALL RIGHTS RESERVED
THIS WORK SAMPLES "SOMEDAY IN ATHENS" - ATHANASIOS ALATAS AND EIKONAXOS ALATAS.
Writer(s) designated by *
All Rights Reserved. Used by Permission.

LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT, AND INFORMATION USE DISCLOSURES

This document may be updated from time to time and the current version will be posted at www.lego.com/games/eu/usa. Your continued use of this Software 30 days after revised notification has been posted constitutes acceptance of any of its terms. THIS SOFTWARE IS LICENSED, NOT SOLD, BY INSTALLING, COPYING OR OTHERWISE USING THIS SOFTWARE (DEFINED BELOW). YOU AGREE TO BE BOUND BY THE TERMS OF THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THIS "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), PACKAGING AND OTHER WRITTEN, FILES, ELECTRONIC OR ON-LINE MATERIALS, DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS, INCLUDING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE. YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR"), IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO INSTALL, COPY OR USE THE SOFTWARE.

LICENSE. Subject to this Agreement and its terms and conditions, Licensor hereby grants you the nonexclusive, non-transferable, limited right and license to use one copy of the Software for your personal non-commercial use for gameplay on a single computer or gaming unit, unless otherwise specified in the Software documentation. Your acquired 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 end on the earlier date of either your disposal of the Software or Licensor's termination of this Agreement. Your license terminates immediately if you attempt to circumvent any technical protection measures used in connection with the Software. The Software is being provided to you and the rights in the Software and the rights to reproduce, copy, adapt, modify, perform, distribute, 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 of the copyright in the Software are hereby irrevocably and exclusively assigned to Licensor. You hereby waive 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 the rights in the Software and the rights to reproduce, copy, adapt, modify, perform, distribute, 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 of the copyright in the Software are hereby irrevocably and exclusively assigned to Licensor. This license grant to Licensor, and the effective waiver of any applicable moral rights, survives any termination of this license.

INTERNET CONNECTION. The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions. In order for certain features of the Software to operate properly, you may be required to have and maintain (a) an adequate internet connection and/or (b) a valid and active account with an online service as set forth in the Software documentation, including but not limited to third-party gaming platform, Licensor's or Licensor's affiliate. 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.

INFORMATION COLLECTION & USAGE.

By installing and using this software, you agree to these information collection and usage terms, including (where applicable) transfer of data to Licensor and affiliated entities, and the use of your information for the purposes of the European Economic Area. If you connect to the Internet when using the Software, either through a gaming platform network, or any other method, Licensor may receive information from hardware manufacturers or gaming platform hosts and may automatically collect and use such information from your computer or gaming unit. This information may include, but is not limited to, user IDs (such as gamer tags and screen names), game scores, game achievements, game performance, location visited, buddy lists, hardware MAC address, internet protocol address, and your usage of various game features. All information collected by Licensor is intended to be anonymous information that does not disclose your identity or constitute personal information, however, if you include personal information (such as your real name) in your user ID, then such personal information will automatically be treated as personal information and used as described herein.

The information collected by Licensor may be posted by Licensor on publicly-accessible websites, shared with hardware manufacturers, shared with platform hosts, shared with Licensor's marketing partners and used by Licensor for any other lawful purpose. By using the Software you consent to the Licensor's use of related data, including public display of your data such as identification of your user created content or displaying your scores, ranking, achievements and other gameplay data. If you do not want your information shared in this manner, then you should not use the Software.

IL WARRANTY.

THE LIMITED WARRANTY Licensor warrants to you (if you are the initial and original purchaser of the Software) 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 this Software is compatible with a personal computer that meets the minimum system requirements for the Software. Licensor does not warrant that this Software is free from errors or bugs. Licensor's Software documentation that 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 this 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 or that any hardware provider or software manufacturer or authorized representative shall create a new 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, mismanagement, 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 the 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 steps you have taken to resolve the problem.

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 DATA, LOSS OF PROFITS, LOSS OF REVENUE OR MALFUNCTION, AND TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSE OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING FROM CONTRACT OR TORT, 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 PURCHASE PRICE YOU PAID FOR USE OF THE SOFTWARE. BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY 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 PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement is effective until terminated by you, by the Licensor, or automatically upon your failure to comply with its terms and conditions. Upon your termination, you must destroy or return the physical copy of Software to the Licensor, as well as permanently delete all copies of the Software from your computer, mobile device, associated materials, and all of its component parts in your possession or control including from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense of Licensor. Therefore, the Software, 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 clause at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the Licensor for the limited purposes of the above. **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, proof of damages, to appropriate equitable remedies with respect of any of this Agreement, in addition to any other available remedies.

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.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. 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 of choice of law principles (under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law). Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). Both parties 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. The parties 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 LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC., 922 BROADWAY, NEW YORK, NY 10012.

© 2005-2012 Take-Two Interactive Software, Inc. y sus filiales. Todos los derechos reservados. 2K Sports, el logotipo de 2K Sports, y Take-Two Interactive Software son marcas comerciales o marcas registradas de Take-Two Interactive Software, Inc. Las identificaciones de la NBA y de los equipos miembros individuales de NBA que se utilizan en este producto son marcas comerciales, diseños de copyright o formas de propiedad intelectual de NBA Properties, Inc. y los respectivos equipos miembros de la NBA y no se pueden usar, en todo o en parte, sin una autorización previa por escrito de NBA Properties, Inc. © 2012 NBA Properties, Inc. Todos los derechos reservados. Todas las demás marcas comerciales son propiedad de sus respectivos dueños. © 2012 Christopher Victorio. Todos los derechos reservados.

La ley incorporada en los avisos de privacidad y tecnología ("Technology") que aparecen en los banners, objetos o imágenes (e.g. advertisements) to be placed in the game console. The Technology collects information about your console, including but not limited to, the IP address on which the game is played, how the game is played, how the game is performed with the advertisements served into the game and other items. This information is processed by a third party provider of the Technology for purposes of calculating fees owed by advertisers and monitoring advertisement efficiency. Your IP address and other information described above may be sent to a foreign jurisdiction for processing via the world wide web. That third party provider will know who you are, try to identify or contact you.

PRODUCT SUPPORT

TECHNICAL SUPPORT

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

TECHNICAL SUPPORT CONTACT DETAILS

United Kingdom

Telephone 0870 1242222 / calls charged at the national rate
Monday to Saturday 13:00 to 07:00 GMT) excluding bank holidays
E-mail take2@europeusupport.com
Website <http://support.2k.com>

Nederland / België

Nederland 0900-2040404 (EUR 0,80ct p/m)
Belgie 0902-88078 (EUR 0,80 ct p/m)

For Help & Support please visit: **eu.playstation.com** or refer to the telephone list below.

Australia **1300 365 911**
Calls charged at local rate

Belgique/België/Belgien **011 516 406**
Tarif appel local/Lokale kosten

Česká republika **0225341407**

Danmark **90 13 70 13**
Pris: 6,-/minut, support@dk.playstation.com
Mandag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30

Deutschland **01805 766 977**
0,14 Euro/Minute

España **902 102 102**
Tarifa nacional

Ελλάδα **801 11 92000**

France **0820 31 32 33**
prix d'un appel local – ouvert du lundi au samedi

Ireland **0818 365065**
All calls charged at national rate

Italia **199 116 266**
Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro
+ IVA al minuto Festivi: 4,75 centesimi di euro
+ IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto

Malta **234 36 000**
Local rate

Nederland **0495 574 817**
Interlokale kosten

New Zealand **09 415 2447**
National Rate

0900 97669
Call cost \$1.50 (+ GST) per minute

Norge **820 68 322**
Pris: 6,50,-/min, support@no.playstation.com
Mandag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30

Österreich **0820 44 45 40**
0,116 Euro/Minute

Portugal **707 23 23 10**
Serviço de Atendimento ao Consumidor/Serviço Técnico

Россия **+ 7 (495) 981-2372**

Suisse/Schweiz/Svizzera **0848 84 00 85**
Tarif appel national/Nationaler Tarif/Tariffa Nazionale

Suomi **0600 411 911**
0.79 Euro/min + pvm fi-hotline@nordiskfilm.com
maantant – perjantai 12–18

Sverige **0900-20 33 075**
Pris 7,50:- min, support@se.playstation.com
Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30

UK **0844 736 0595**
National rate

If your local telephone number is not shown, please visit **eu.playstation.com** for contact details.



Where you see either symbol on any of our electrical products, batteries or packaging, it indicates that the relevant electrical product or battery should not be disposed of as general household waste in Europe. To ensure the correct waste treatment of the product and battery, please dispose of them in accordance with any applicable local laws or requirements for disposal of electrical equipment/batteries. In so doing, you will help to conserve natural resources and improve standards of environmental protection in treatment and disposal of electrical waste.

This symbol may be used on batteries in combination with additional chemical symbols. The chemical symbols for mercury (Hg) or lead (Pb) will appear if the battery contains more than 0.0005% mercury or more than 0.004% lead.

