

⚠ WARNING Before playing this game, read the Xbox 360® console instructions, KINECT sensor manual, and any other peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement hardware manuals, go to www.xbox.com/support or call Xbox Customer Support.

For additional safety information, see the inside back cover.

Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

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PRODUCT SUPPORT

US Support

Phone: 1-866-219-9839
Email: usasupport@2k.com

Canadian Support

Phone: 1-800-638-0127
Email: canadasupport@2k.com

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.

www.2ksports.com/serverstatus

[HTTP://SUPPORT.2K.COM](http://support.2k.com)

⚠️ Playing KINECT Safely

Make sure you have enough space so you can move freely while playing. Gameplay with KINECT may require varying amounts of movement. Make sure you won't hit, run into, or trip over other players, bystanders, pets, furniture, or other objects when playing. If you stand or move during gameplay, you need good footing.

Before playing: Look in all directions (right, left, forward, backward, down, and up) for things you might hit or trip over. Be sure your play area is far enough away from windows, walls, stairs, etc. Make sure there is nothing you might trip on—for example, toys, furniture, loose rugs, children, pets, etc. If necessary, move objects or people out of the play area. Don't forget to look up—be aware of light fixtures, fans, or other objects overhead when assessing the play area.

While playing: Stay far enough away from the television to avoid contact. Keep enough distance from other players, bystanders, and pets—this distance may vary between games, so take account of how you are playing when determining how far away you need to be. Stay alert for objects or people you might hit or trip on—people or objects can move into the area during gameplay, so you should always be alert to your surroundings.

Make sure you always have good footing while playing. Play on a level floor with enough traction for the game activities, and make sure you have appropriate footwear for gaming (no high heels, flip flops, etc.) or are barefoot if appropriate.

Before allowing children to use KINECT: Determine how each child can use KINECT and whether they should be supervised during these activities. If you allow children to use KINECT without supervision, be sure to explain all relevant safety and health information and instructions. **Make sure children using KINECT play safely** and within their limits, and make sure they understand proper use of the system.

To minimize eyestrain from glare: Position yourself at a comfortable distance from your monitor or television and the KINECT sensor; place your monitor or television and KINECT sensor away from light sources that produce glare, or use window blinds to control light levels; choose soothing natural light that minimizes glare and eyestrain and increases contrast and clarity; and adjust your monitor's or television's brightness and contrast.

Don't overexert yourself. Gameplay with KINECT may require varying amounts of physical activity. Consult a doctor before using KINECT if you have any medical condition or issue that affects your ability to safely perform physical activities or if: You are or may be pregnant; you have heart, respiratory, back, joint, or other orthopedic conditions; you have high blood pressure or difficulty with physical exercise; or you have been instructed to restrict physical activity. Consult your doctor before beginning any exercise routine or fitness regimen that includes KINECT. Do not play under the influence of drugs or alcohol, and make sure your balance and physical abilities are sufficient for any movements while gaming.

Stop and rest if your muscles, joints, or eyes become tired or sore. If you experience excessive fatigue, nausea, shortness of breath, chest tightness, dizziness, discomfort, or pain, STOP USING IMMEDIATELY, and consult a doctor.

See the Healthy Gaming Guide at www.xbox.com for more information.

Xbox LIVE

Xbox LIVE® is the online game and entertainment service for Xbox 360®. Just connect your console to your broadband Internet service and join for free. You can get free game demos and instant access to HD movies (sold separately)—with KINECT, you can control HD movies with the wave of a hand. Upgrade to an Xbox LIVE Gold Membership to play games online with friends around the world and more. Xbox LIVE is your connection to more games, entertainment, and fun. Go to www.xbox.com/live to learn more.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

HOW TO GET HELP WITH KINECT

Learn More on Xbox.com

To find more information about KINECT, including tutorials, go to www.xbox.com/support.

Xbox 360 CONTROLLER

Basic Offense	Control	Basic Defense
Move Player		Move Player
Control Stick: Dribble Moves & Shooting		Hands Up / Lunge / Hard Foul (+ Sprint)
N/A		Hard/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
Timeout		Intentional Foul
Pause		Pause

ADVANCED OFFENSE

Action	Command
Positional Playcall	Tap LB , tap desired teammate's player icon, choose play from menu
Send Teammate on Cut	Tap LB , tap desired teammate's player icon, move ⬆ in direction you want him to cut
Pick Control	Hold LB (length of hold determines roll, pop, or slip)
Icon Pick Control	Tap LB , hold player icon of desired screener
Bounce Pass	Y + A
Fake Pass	Double-tap A
Alley-Oop	X + A (⬆ chooses recipient, point at rim for oop-to-self)
Off-Glass Alley-Oop	X + A , with trailing teammate
Give & Go	A + B
Putback Dunk or Layup	RT + X
Pass Stick	Hold RB , move ⬆ to pass
Total Control Passing	Tap RB , hold icon of desired receiver, move receiver with ⬆ , release icon button to pass (Total Control Passing option must be enabled in the Controller Settings menu)
Offball Player Lock	Tap LB , press player icon of teammate you want to control, then tap RB

ADVANCED DEFENSE

Action	Command
Shade Stance Change	Y + ⬅ left/right
Crowd Dribbler	Y (when near non-dribbling ball handler)
Quick Shuffle Movement	Y + RT + ⬅ left/right
Hands Up Defense	⬆ in any direction
Lunge Side	⬆ tap left/right
Lunge Overhead	⬆ tap away from player facing
Lunge Forward	⬆ tap toward facing player
Flop	While taking charge (B), release B , press B
Intentional Foul	RT + ⬆ toward ball handler

SHOT BUTTON & CONTROL STICK (SHOOTING)

Use the Shot Button controls to get the most out of your moves! For example, press **B** while in the post and press the left stick away from the basket to perform a stepback shot. Do the same left stick motion while pressing **X** and you'll make a fade shot. For a complete list of controls and more, download the COMPLETE NBA 2K13 manual at www.2ksports.com/manual/NBA2K13.

CONTROL STICK: SHOOTING (BALL IN RIGHT HAND)

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

CONTROL STICK: DRIBBLING (BALL IN RIGHT HAND)

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

DEFENSIVE CONTROLS

Action	Input	Context
Move	Ⓒ	Any
Fast Shuffle	Ⓔ + Ⓕ + Ⓒ	Any
Steal	Ⓕ	Any
Block	Ⓐ	Any
Rebound	Ⓐ (ball in air)	Any
Take Charge	Ⓒ	Any
Flop	Double-tap Ⓒ	Onball Defense
Wrap Foul	Click Ⓒ	Any
Intense Defense	Ⓕ	Onball Defense
Shade Stance Left	Ⓕ + Ⓒ right	Onball Defense
Shade Stance Right	Ⓕ + Ⓒ left	Onball Defense
Shade Stance Even	Ⓕ + Ⓒ away	Onball Defense
Crowd Dribbler	Hold Ⓕ	Onball Defense
Lunge Left	Tap Ⓒ left	Any
Lunge Right	Tap Ⓒ right	Any
Lunge Overhead	Tap Ⓒ away from shooter	Any
Lunge Forward	Tap Ⓒ toward shooter	Onball Defense
Hands Up	Hold Ⓒ	Onball Defense
Deny Ball	Hold Ⓒ	Offball Defense
Double Team	Ⓕ	Any

POST MOVES (PRESS Y TO POST UP)

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

POST Y MOVES

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

CONTROL STICK Ⓒ: POST MOVES

Command	From Hold	From Dribble	No Dribble Left
Ⓒ to basket	Lean Back	Shoulder Fake	Lean Back
Ⓒ to key	Shimmy	Drive Fake	Shimmy
Ⓒ to baseline	Shimmy	Spin Fake	Shimmy
Ⓒ away	Create Space	Drive Fake	Create Space
Ⓒ CW TWIRL	Hook Drive	Hook Drive	~
Ⓒ CCW TWIRL	Spin	Spin	~

POST RT MOVES

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

PROTECT **Y** MOVES

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

PROTECT **RT** MOVES

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

POST SHOTS

SHOT BUTTON

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

SHOT STICK

Command	Action
Y + Y to basket left or right	Hook left or right
Y + Y away from basket left or right	Fade left or right
Y + Y left to right or right to left	Shimmy Shot left or right
Y + double-tap Y forward left or right	Dropstep left or right
Y + double-tap Y left or right	Hop Shot left or right
Y + double-tap Y away	Stepback Shot

Command	Action
Y + Y clockwise twirl	Drive Stepback Shot
Y + Y counterclockwise twirl	Spin Stepback Shot

PROTECT SHOTS

SHOT BUTTON

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

SHOT STICK

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

KINECT VOICE COMMANDS

You can use Kinect Voice Commands to implement a variety of actions while playing.

Voice Command	Action
Always Active	
"Switch Camera"	Move to the next camera position
"Gatorade Dunk"	Dunk the coach during applicable situations
"Call the f***ing foul," "That was a f***ing foul," "Bulls***" "That's bulls***," "F*** you!"	Technical foul trigger – (technical foul assessed to team bench) – NO EJECTIONS after multiple infractions (can only happen once per game, then)
Offense	
"Call Time Out"	Call a time out.
"Call" "Post Play" "for" "LeBron James"	Call play by play type ("call" and "for" are optional)
"Isolation," "Post Play," "Pick and Roll," "Three Point"	Playtypes
"Position / Last Name / Full Name"	Call by
"Substitute Player Last Name / Full Name / Position"	Substitutions (always active) – remove a player from game
"Bring in – Bench Player Last Name / Full Name"	initiate a substitution with a specific player
"Pick and Roll," "Quick Isolation," "Quick Iso," "Clear Out," "Quick Post Up," "Quick Spot Up Three," "Cut to Basket," "Backdoor Cut"	Quick play control
"Set a Screen for me," "Set a Pick for me"	Quick screen
Defense – active in both regular play and in MyCAREER	
"Pick up ball"	Call for nearest AI player to switch to the ball handler if he doesn't have him already
"Double Team"	Call for AI double team
"Help Me"	Call for help from team
"Intentional Foul"	Call for intentional foul
"Substitute Player Last Name / Full Name / Position"	Substitutions (always active; invalid for MyCAREER) – remove a player from game
"Bring in – Bench Player Last Name / Full Name"	initiate a substitution with a specific player
"Man to Man," "Zone 2-3," "Zone 3-2," "Zone 1-3-1," "Halfcourt Press," "Halfcourt Trap," "Fullcourt Press," "Fullcourt Trap"	Call for defensive set

Voice Command	Action
MyCAREER Offense	
"Call time out," "Time out"	Call for time out
"Alley-Oop," "Throw the Alley"	Call for alley-oop
"Pass the ball to me," "Pass me the ball," "Pass the ball to Player Last Name / Full Name / Position"	Call for pass
"Quick Post Up," "Quick Isolation," "Quick Iso," "Clear Out," "Quick Spot Up Three"	Call for quick play
"Set a Screen for me," "Set a Pick for me"	Call for quick screen
"Shoot the Ball!" "Shoot that Shot" "Take that Shot" "Shoot that!" "Shoot it"	Call for AI shot

NBA 2K13 GAME CREDITS

VISUAL CONCEPTS ENTERTAINMENT, INC.

DEVELOPMENT TEAM:

Executive Producer
Jeff Thomas

Production & Design
Asif Chaudhri
Erick Boenisch
Felicia 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:
6TABS
C7 H&G
C7 L.O.

C7 SHOWBOLT

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 PProof
IM SO DIRTY
JOGGIN
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 Knapp
Spencer Douglass
Todd Bergmann
Cecil Hendrix
Sean Pacher
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 Ragozzino
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 Ismaier

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
Lesley 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

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Kendell Rogers
Rick Shawalker
Lori Durrant
Jeremy Ford
Daisy Amescua
Michael Speiler

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International Marketing Manager
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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

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Martin Moore

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Iain Willows

Localization Manager
Nathalie Mathews

Assistant Localization Manager
Arsenio Formoso

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

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Alex Plachowski

Test Manager
David Arnspiger

Support Managers
Alexis Ladd

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Doug Rothman

Test Lead
Casey Ferrell

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Support Lead
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2K INTERNATIONAL QUALITY ASSURANCE

Localisation QA Supervisor
José Miñana

Mastering Engineer
Wayne Boyce

Mastering Technician
Alan Vincent

Localisation QA Project Lead
Fabrizio Mariani

Senior Localization QA Technicians
Florian Genthon

Jose Olivares
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Localisation QA Technicians
Andrea De Luna Romero
Carine Freund

Christopher Funke
Cristina La Mura
Dimitri Gérard
Enrico Sette
Harald Raschen
Javier Vidat
Pablo Menéndez
Sergio Accettura
Stefan Rossi
Iris Loison

Design Team
James Crocker
Tom Baker

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Agnès Rosique
Ben Lawrence
Ben Seccombe
Bernardo Hermoso
Dan Cooke
Diana Freitag
Dominique Connolly
Erica Denning
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Jesús Sotillo
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Simon Turner
Solenne Antien
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Anthony Dodd
Martin always
Rickin Martin

Nisha Verma
Phil Anderton
Robert Willis
Denisa Polcerova

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Asia Marketing Manager
Diana Tan
Asia Product Manager
Chris Jennings
Japan Marketing Manager
Takahiro Morita
Localization Manager
Yosuke Yano

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Take-Two Asia Business Development
Julian Corbett
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Brian Oliver

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Anne Hart

Senior Manager, Entertainment Products Licensing
Matthew "Tiberius" Holt

Senior Manager, Global Marketing Partnerships
Rachel Henley

Marketing Specialist, Global Marketing Partnerships
Kara Stetler

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Jordan Katz
David Cox
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Siobhan Boes
Hank Diamond
Alan Lewis
Daniel Einzig
Christopher Fiumano
Pedram Rahbari
Jenn Kolbe
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Jonathan Washburn
David Boutry

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

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Scott Patterson
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Music Editing

Rick Fox - Fox Sound Studios

Additional Music Edits

Keith Fox
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Ali in the Jungle

Performed by The Hours
Courtesy of Adeline Records
Written By Antony Genn and Martin Slattery
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Performed by Eric B. and Rakim
Written by Eric Barrier and William Griffin
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1901

Performed by Phoenix
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Written by Laurent Mazzalai, Christian Mazzalai,
Frederic Jean Joseph Moulin, and Thomas Pablo
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Published by GhettoBlaster SARL
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Victory

Performed by Diddy (ft. The Notorious B.I.G. & Busta
Rhymes)
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Performed by Santigold featuring Spank Rock
Written by Santi White, Naem Juwan, and John Hill
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Performed by Kanye West featuring Young Jeezy
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West
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Performed by Nas
Written by Nasir Jones and Peter O. Phillips
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Performed by Coldplay
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Performed by Roy Ayers
Written by Harry Whitaker
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Performed by Meek Mill
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Mercy

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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
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Performed by Jay-Z
Written by Shawn Carter, Justin Smith, and Raymond Levin
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H.A.M. (Instrumental)

Performed by
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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
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