

NBA 2K14



LEBRON 6 JAMES



CONTENTS

- 1 CONTROLLER
- 2 BASIC OFFENSE
- 2 ADVANCED OFFENSE
- 4 PRO STICK™
- 4 PRO STICK: SHOOTING
- 5 PRO STICK: DRIBBLING
- 6 DEFENSIVE CONTROLS
- 6 POST MOVES
- 7 POST SHOTS
- 8 NBA 2K14 GAME CREDITS
- 18 LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT & INFORMATION USE DISCLOSURES
- 1 CUSTOMER SUPPORT

CONTROLS

This manual refers to the Microsoft Xbox 360® Controller. Other gamepads can be used. Your controller may have different nomenclature for each button. Refer to your controller's documentation or the Game Controllers section of the Windows Control Panel.



Xbox 360 CONTROLLER	LOGITECH RUMBLE PAD 2	KEYBOARD
	Left Stick	A / S / D / W
	Button 1	Numpad 5
	Button 2	Spacebar
	Button 3	Numpad 0
	Button 4	Numpad . (period)
	Button 5	⇧ Shift
	Button 6	Numpad ← Enter
	Button 7	Left Tab
	Button 8	Numpad +
	Button 10	Esc
	Button 9	Pg Up
	D-Pad	↑ / ← / → / ↓
	Right Stick	Numpad 2 / 4 / 6 / 8

BASIC OFFENSE	GAMEPAD	KEYBOARD	BASIC DEFENSE
Move Player		A / S / D / W	Move Player
PRO STICK™: Dribble Moves / Shooting / Passing		Numpad 2 / 4 / 6 / 8	Hands Up / Shade / Contest
N/A		F3	Hard / Wrap Foul
Pass Modifier	LT	⇧ Shift	Intense D
Sprint	RT	Numpad ← Enter	Sprint
Call Play	LB	Left Tab	Double Team
Icon Pass	RB	Numpad +	Icon Swap
Pass / Touch Pass	A	Spacebar	Player Swap (closest to ball)
Pick Control	B	Numpad 0	Take Charge
Pump Fake / Hop (tap) Shoot (press)	X	Numpad 5	Steal
Post-Up	Y	Numpad .	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		Pg Up	Intentional Foul
Pause		Esc	Pause

ADVANCED OFFENSE	
Positional Playcall	Tap LB or Left Tab , tap desired teammate's player icon, choose play from menu
Send Teammate on Cut	Tap LB , tap desired teammate's player icon, move in the direction you want him to cut
Pick Control	Hold B or Numpad 0 (length of hold determines roll, pop, or slip)
Bounce Pass	LT + A or ⇧ Shift + Spacebar
Fake Pass	X + A or Spacebar + Numpad 5
Alley-Oop	LT + X or ⇧ Shift + Numpad 5 (or A / S / D / W) chooses recipient, point at rim for oop-to-self)
Off-Glass Alley-Oop	LT + X or ⇧ Shift + Numpad 5 , with trailing teammate
Give & Go	Press and hold A to retain control of passer, release A to pass the ball back to him
Putback Dunk or Layup	Hold X or hold Numpad 5

ADVANCED OFFENSE
Flashy Pass +

PRO STICK™

The PRO STICK™ gives you more control over your offensive arsenal than ever before. If you're using an Xbox 360 Controller, **use** to perform actions using the PRO STICK™.

PRO STICK™: SHOOTING

Action	Input
Jump Shot	Hold in any direction
Pump Fake	Start a jump shot, then quickly release
Runner / Floater (Driving mid-range)	Hold away from hoop
Stepback Jumper (Driving Lateral)	Hold away from hoop
Hop Gather	Tap X while driving (determines direction of hop)
Spin Shot	Rotate from ball hand around player's back, then hold
Half-Spin Shot	Rotate in a quarter-circle from ball hand to hoop, then quickly return to neutral
Normal Layup (Driving to Hoop)	Hold toward hoop
Euro Step Layup (Driving to Hoop)	Hold away left/right
Hop Step (Layup) (Driving to hoop)	LT + Hold left/right
Reverse Layup (Driving along baseline)	Hold toward baseline
Dunks (Driving to hoop)	LT + Hold toward hoop
Mid-Air Change Shot	Start dunk/layup, any direction while in air
Step Through	Pump fake, then hold again before pump fake ends

PRO STICK™: DRIBBLING

In the chart below, the Input movements refer to .

Action	Input	Context
Triple Threat Jab Step	Tap Left/Right/Forward	Triple Threat
Triple Threat Spinout	Rotate	Triple Threat
Triple Threat Stepback	LT + Tap away from hoop	Triple Threat

Action	Input	Context
Stutter	RT + Tap ⬆ toward hoop	Dribbling
Hesitation (Quick)	Tap ⬆ toward ball hand	Dribbling
Hesitation (Escape)	RT + Tap ⬆ toward ball hand	Dribbling
In and Out	Tap ⬆ toward hoop	Dribbling
Crossover (front)	Tap ⬆ toward off hand	Dribbling
Crossover (between legs)	Tap ⬆ between off hand and player's back	Dribbling
Behind the Back	Tap ⬆ away from hoop	Dribbling
Spin	Rotate ⬆ from ball hand around player's back, then quickly return to neutral	Dribbling
Half-Spin	Rotate ⬆ in a quarter-circle from ball hand to hoop, then quickly return to neutral	Dribbling
Stepback	RT + Tap ⬆ away from hoop	Dribbling

DEFENSE

Action	Input	Context
Move	⬅	Any
Fast Shuffle	RT + ⬅ + ⬆	Any
Steal	Tap ⓧ	Any
Block	Y	Any
Rebound	Y (ball in air)	Any
Take Charge	B	Any
Flop	Double-tap B	Onball Defense
Wrap Foul	Click ⬆	Any
Intense Defense	⬅	Onball Defense
Shade Stance Chance	⬅ + ⬆ Left / Right	Onball Defense
Crowd Dribbler	Hold ⬅	Onball Defense
Hands Up	Hold ⬆	Onball Defense
Deny Ball	Hold ⬆	Offball Defense
Double Team	LB	Any

POST MOVES (PRESS **Y** TO POST UP)

Action	Input
Post Movement	Hold ⬅
Faceup Drive (from hold)	⬅ toward key or baseline + Y
Disengage Drive (from dribble)	⬅ toward baseline + Y
Aggressive Backdown	RT + ⬆ toward hoop
Drive to Key	RT + ⬆ toward key
Drive to Baseline	RT + ⬆ toward baseline
Quick Spin	Rotate ⬆ to outside shoulder
Hook Drive	Rotate ⬆ to inside shoulder
Fakes	Tap ⬆ in any direction but away from hoop
Post Hop	Hold ⬅ to the left or right away from hoop, then tap ⓧ
Post Stepback	Hold ⬅ away from hoop, then tap ⓧ
Dropstep	Hold ⬅ to the left or right toward hoop, then tap ⓧ

POST SHOTS

Action	Input
Post Hook (close range)	⬆ toward hoop
Post Fade (beyond close range)	⬆ left or right away from hoop
Step Through Layup	Hold RT then move ⬆ left or right toward hoop
Shimmy Fade	Hold RT then move ⬆ left or right away from hoop
Pump Fake	Start a shot listed above then move ⬆ to neutral
Up & Under / Step Through	Pump fake, then ⬆ again before pump fake ends

NBA 2K14 GAME CREDITS

VISUAL CONCEPTS ENTERTAINMENT, INC.

Production:

Executive Producer
Jeff Thomas

Producers
Asif Chaudhri
Erick Boenisch
Felicia Steenhouse
Ben Bishop

Gameplay Producer
Rob Jones

Lead Gameplay Designer
Mike Wang

Production & Design
Kyle Lai-Fatt
Zach Timmerman
Jerson Sapida
Mike Wang
Dion Peete
Ocie Henderson
Jay Iwahashi
Jason Souza
Dan Indra
Joe Levesque
Abe Navarro
Jon Corl
Kelly Wilson
Eric Dillard
Dan Bickley
Jesse Bean
Ramelie Ballesca
Dave Zdyrko
Matt Underwood
Robert Nelson

Team Plays and Tendencies
Nino Samuel

Lead Engineer
Andrew Marrinson

Art Director
Anton Dawson

Engineering:

AI Engineers
Shawn Lee
Eddie Park
Gordon Read
Ben Hester
Andrew Brown

Engineers
Chris Larson
Matt Hamre
Tim Meekins
Johnnie Yang
Nick Jones
Nate Bamberger
Mark Horsley
Mark Roberts
Evan Harsha
Tim Schroeder
Steven Fuller
David Copelovici
Brian Townsend
Matthias Wloka
Harlan Young
Paul Hale
Brad Jones
Barry LaVergne
Alex O'Konski
Bryan Austin
John Brough
Sang-Won Kim
Qiong Wang
Anthony Lundquist
Blaine Myers
Ian Citti
Cort Keefer
Doug Frazer
Jeff Brizzolara
Nathan DeGrand
Nick Haskins
Alp Yucebilgin
Chun-Fu Chao
Scott Kohn
Karthik Krishnamurthy
Srikanth Jagannathan
Fraser Hutchinson
Katherine Hayton
Wen Chi Gu
David Yu
Eleftherios Aslanoglou
Bihua Qiu
Yuan Li
Yang Liu
Utku Ajay

Database Administrator
Chris McGrail

Tech Group:

Director of Technology
Tim Walter

Lead Library Engineer
Ivar Olsen

Library Engineer
Jason Dorie

Library Engineers
Boris Kazanskii

Library Engineers
Zhe Peng

Library Engineers
Brian Ramagli

Software Engineer
Jeffrey Sass

Art Team:

Character Lead
Heather Marshall

Character Artist
Jonathan Gregory
Winnie Hsieh
Stephen Ytuarte
Stephanie Morgan
Yuki Takahashi
Tyler Bronis
Halleck Cui

Environment Lead
John Lee

Environment Artist
Tim Loucks

Outsourcing Manager
Kurt Lai

UI Art Director
Herman Fok

UI Art Design
Anthony Yau
Justin Cook

User Interface
David Lee
Carrie Dinitz
Chris Darroca
Zhen Tan
Fei Wu
Quinn Kaneko
Myra Lim

Rigging
Mike Park

Technical Art
Joseph Clark
Pascal Hung

Animation Director
"Diablo" Roy Tse

Lead Animator
Elias Figueroa

Animator
Derek Kurimoto
Derrik McGinnis
Eric Perrier
Wilster Phung
Paulette Trinh
Chris DePriest
Champin Chen
Santiago Nunez
Liest Tan

VC China:

General Manager
Jingbo Chen

Special Thanks
Ray Wong
Eric Apel
Don Bhatarakamol
Matt Crysedale
Phil Mamuyac
Melissa Chen

VC Audio Team:

Audio Director
Joel Simmons

Sr. Audio Engineer & Audio Tools
Daniel Gardopee

Sr. Audio Engineer
Todd Gunnerson
Randy Rivas

Script Writers
Tor Unsworth
Rhys Jones

Additional Audio
John Crysdale

Additional Audio

Production Support
Brian Buel

Additional Audio Post
J. Mateo Baker

Additional Script Writing
Kevin Asseo
Sean Sullivan

Motion Capture Department:

Supervisor
David Washburn

Digital Media Specialist
J. Mateo Baker

Coordinator
Steve Park

Lead Integrator
Anthony Tominia

Senior Specialist
Jose Gutierrez

Specialists
Gil Espanto
Jen Antonio

Systems Technician
Nick Bishop

2K PUBLISHING

President
Christoph Hartmann

C.O.O.
David Ismailier

SVP, Sports Development
Greg Thomas

2K Marketing Team

SVP, Marketing
Sarah Anderson

SVP, Sports Operations
Jason Argent

VP of International Marketing
Matthias Wehner

Sr. Director of Marketing & PR
Chris Snyder

Senior Brand Manager
Mike Rhinehart

Brand Manager
Andrew Blumberg

Director of Public Relations, North America
Ryan Jones

Sr. PR Manager
Ryan Peters

Sr. Director, Marketing Production
Jackie Truong

Associate Marketing Production Manager
Ham Nguyen

Sr. Web Director
Gabe Abarcar

Web Designer
Keith Echevarria

Web Developer
Alex Beuscher

Art Director, Marketing
Lesley Zinn Abarcar

Sr. Graphic Designer
Christopher Maas

Video Production Manager
Kenny Crosbie

Associate Video Editor
Doug Tyler

Sr. Channel Marketing Manager
Ilana Budanitsky

Channel Marketing Assistant
Marc McCurdy

Sr. Manager, Community and Social Media
Ronnie Singh

Community and Social Media Managers
Kate Distler
John Imah

Customer Service Manager
David Eggers

Community and Social Media Coordinators
Chris Manning
Marion Dreo

Director of Research and Planning
Mike Salmon

Senior Market Researcher
David Rees

Director of Partnerships, Promotions & Licensing
Richelle Ragsdell

Marketing Manager, Partner Relations
Dawn Burnell

Assistant Manager, Partner Relations
Josh Viloria

Digital Marketing Coordinator
Anaoshak Khavarian

Marketing Assistant
Kenya Sancristobal

2K Creative Development:

VP, Creative Development
Josh Atkins

Creative Director
Eric Simonich

Directors of Creative Production
Jack Scalici

Creative Production
Chad Rocco

Manager of Creative Production
Josh Orellana

Creative Production Coordinator
Kaitlin Bleier

Creative Production Assistant
William Gale

User Testing Coordinator
Jordan Limor

User Testing Assistant
Justin Sousa

2K Operations

VP, Studio Operations
Kate Kellogg

VP, Legal
Peter Welch

VP, Business Development
Steve Lux

Director of Operations
Dorian Rehfield

Licensing/Operations Specialist
Xenia Mul

Operations Coordinator
Ben Kvalo

Finance Operations Coordinator
Omar Sancristobal

2K CORE TECH

VP, Technology
Naty Hoffman

Sr. R&D Engineer
Markus Breyer

Director of Technology
Jacob Hawley

Sr. Software Engineer
Adam Lupinacci

Jr. Technical Producer
Nick Silva

Online Architect
Louis Ewens

Principal Technical Artist
Jonathan Tilden

Network Engineer
Dale Russell

Sr. Architect
David R. Sullivan

2K INTERNATIONAL

General Manager
Neil Ralley

Assistant International PR Executive
Megan Rex

International Marketing Manager
Sian Evans

International Social Marketing and
Engagement Manager
Yvonne Dawson

International Product Manager
Luis de la Camara Burditt

International Social and Web Executive
Svend Joscelyne

Sr. Director, International PR
Markus Wilding

Design Team
James Crocker
Tom Baker

International PR Manager
Sam Woodward

2K INTERNATIONAL PRODUCT DEVELOPMENT

International Producer
Iain Willows

External Localization Teams
Around the Word

Localization Manager
Nathalie Mathews

Localization Teams
Synthesis International Srl
Synthesis Iberia
Code Entertainment GmbH

Assistant Localization Manager
Arsenio Formoso

2K INTERNATIONAL TEAM

Agnes Rosique
Ben Lawrence
Ben Seccombe
Bernardo Hermoso
Carlo Volz
Dan Cooke
Diana Freitag
Dominique Connolly
Erica Denning
Jan Sturm
Jean-Paul Hardy

Jes's Sotillo
Lieke Mandemakers
Matt Roche
Natalie Gausden
Olivier Troit
Richie Churchill
Sandra Melero
Simon Turner
Solenne Antien
Stefan Eder
Alan Moore

TAKE-TWO INTERNATIONAL OPERATIONS

Anthony Dodd
Martin Alway
Rickin Martin

Nisha Verma
Phil Anderton
Robert Willis
Denisa Polcerova

2K ASIA

Asia Marketing Director
Karen Teo

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

Asia Marketing Manager
Diana Tan

Asia Product Manager
Chris Jennings

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

Japan Marketing Manager
Takahiro Morita

Localization Manager
Yosuke Yano

2K QUALITY ASSURANCE

Vice President of Quality Assurance
Alex Plachowski

Robb Bryant
Osvaldo "Ozzy" Carrillo-Ureno
Alexander Coffin
Josh Collins
Jorge Corpeno
Hugh Cortney
David Drake
Sean Green
Tim Jones

QA Submissions Manager
Alexis Ladd

Senior Project Lead
Jeremy Ford

Senior Project Lead, Support Teams
Scott Sanford

Lead Tester - Support Teams
Josh Lagerson
Nathan Bell

Senior Testers
Shant Boyatzian
Shane Coffin
Ruben Gonzalez
Matt Newhouse
Bill Lanker

Adam Junior
Robert Klempner
Jae Maidman
Robert Marrazzo
Joseph Nelms
Michael Newsom
Jennifer Ng
Luis Nieves
Marcial Pasek
Todd Phillips
Josh Ray
Kristine Romine
Jared Shipps
John Spatafora
Raquel Treichel
Daniel Tu
Dominic Villas
Anthony H. Wair
Jonathan Williams
Tasean Young

Quality Assurance Team
Dewayne Roberto Wilbert Jr.
Christopher Beltran
Pele Henderson
Chris Adams
Ryan Begnaud

2K INTERNATIONAL QUALITY ASSURANCE

Localisation QA Supervisor
José Miñana

Mastering Engineer
Wayne Boyce

Mastering Technician
Alan Vincent

Localisation QA Project Lead
Fabrizio Mariani

Localisation QA Leads
Karim Cherif
Luigi Di Domenico
Oscar Pereira

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

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

2K CHINA QUALITY ASSURANCE

QA Manager
Zhang Xi Kun

QA Supervisor
Steve Manners

Localization Project Lead
Zhu Jian

Localization Leads
Chu Jin Dan
Li Sheng Qiang
Shen Wei

QA Testers
Guo Wen Jie
Kan Liang
Zuo Jun
Lu Ting Ting
Ning Xu
Qin Qi
Wang Yi Min
Zhang Qi Nan

IT Engineers
Zhao Hong Wei
Hu Xiang

VISUAL CONCEPTS SPECIAL THANKS

Special Thanks
Strauss Zelnick
Karl Slatoff
Lainie Goldstein
Seth Krauss
Jordan Katz
David Cox
Scott Patterson
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
Greg Gibson
Take-Two Legal Team
Jonathan Washburn
David Boutry
Ryan Dixon
Juan Chavez
Rajesh Joseph
Gaurav Singh
Gail Hamrick
Tony MacNeill

Sotika Nou
Vana Khanjian
Chris Bigelow
Brooke Grabrian
Katie Nelson
Chris Burton
Aly Fidiham-Smith
Betsy Ross
Oliver Hall
Megan McGlennen
Gwendoline Oliviero
Mark Little
Access Communications
KD&E
Big Solutions
Zambezi
Red Sheet
Operation Sports
Steve Smith
Zsolt Mathe
David Cook
Ferdinand Schober
Cameron Goodwin
Joe Waters
Aditya Toney
Tracy Hackney
Sandra Smith Congdon
Mark Rabold
Dan Black
The Lee Family

BROADCAST TEAM & VOICE TALENT

Play-by-Play Announcer
Kevin Harlan

Color Analysts
Clark Kellogg
Steve Kerr

Sideline Reporter
Doris Burke

Studio Announcer
Damon Bruce

PA Announcer
Peter Barto

Promo Announcer
Jay Styne

MyPLAYER
Mark Middleton

Outdoor Announcer
CJ Norde

Spanish Announcers
Sixto Miguel Serrano
Antoni Dalmiel
Jorge Quiroga

MOTION CAPTURE TALENT

NBA Talent

Harrison Barnes
Kent Bazemore
Ben McLemore
Trey Burke
Chris Johnson
Josh Akognon
Evan Turner
Wesley Johnson
Dion Waiters
Austin Rivers
Orlando Johnson

Basketball Talent

Sean Singletary
Doug Anderson
Brandon Davies
Adrian Oliver
Patrick "Pat The Roc" Robinson
Myree "Reemix" Bowden
Carlos "Los" Smothers
Kwame Vaughn
Jerald "J.P." Pruitt
Kammron Taylor
Marcus Landry
Charles "Chuck" Garcia
Jawon Mack
Kenny Caraway
Bennie Rhodes
DeVon Hardin
Anthony Booker
Franklin Session
Ashley Hamilton
Cervante Burrell
Damon Powell
DeAngelo Jackson
Darius Foster
Shawn Lewis
Brandon Cotton
Darren Moore
Jojay Jackson
Deilvez Yearby
Bryan Davis
Lavar Neufville
Stevie Johnson
Pierre Pierce
Alex Okafor

Dior Lowhorn
Larry Cunningham
Charles Odum
Jourdan Demuynck
Christian Cavanaugh
Allen Hester
Lawrence Hamm
Jonathan Heard
Tony Bennett
Joe Mitchell
Dante Green
Marquel Hoskins
Guy Dupuy
Elliott Woods
Michael Bowens
Joel Ferreira
John Shaw
Zach Sweeney
Jake Bohigian
Xander McNally
Chris Marsol
William Routt
Arthur Braswell
Benny Flores

Special Thanks

Tim Parham
Jahsha Bluntt
Jesse Byrd
James Nunnally
Salvador Chavez
Bilal Benn
Tim Kees
Ryvonn Coville
Devougn Lamont
Drew Gibson
Eryk Thomas
Chris Reaves

Johnny Foster
JSFSports LLC

Conor Sammartin
Priority Sports & Entertainment

Ben Pensack
Pensack Sports Management Group

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 Coordinator Entertainment
Products Licensing
Brandon Eddy

Coordinator Entertainment Products
Licensing
Greg Brownstein

Senior Manager, Global Marketing
Partnerships
Rachel Henley

Marketing Specialist, Global Marketing
Partnerships
Kara Stetler

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

IMPORTANT HEALTH WARNING: PHOTSENSITIVE 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.

LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT & INFORMATION USE DISCLOSURES

This document may be updated from time to time and the current version will be posted at eda.or.us/taketogether.com/eda/. Your continued use of this Software 90 days after a revised version has been posted constitutes acceptance by you 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 SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUALS, PACKAGING AND OTHER WRITTEN FILES, INCLUDING OR ON ANY MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING 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. ("LICENSEOR"). IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO INSTALL, COPY OR USE THE SOFTWARE.

I. LICENSE

LICENSE. Subject to this Agreement and its terms and conditions, Licenseor 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 the Agreement. The term of your license under this Agreement shall commence on the date that you install, or otherwise use the Software and ends on the earlier date of either your disposal of the Software or Licenseor's termination of this Agreement. Your license terminates immediately if you attempt to circumvent, modify, or otherwise interfere with the connection with the Software. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and the Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by Licenseor and, as applicable, its licensors.

OWNERSHIP. Licenseor retains all right, title and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer programs, audiovisual effects, themes, characters, character names, character designs, artwork, sounds, effects, musical works, and moral rights. The Software is protected by United States copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from Licenseor. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the US or their local country. Be advised that copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain creative materials and Licenseor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted to you herein are reserved by the Licenseor.

LICENSE CONDITIONS. You agree not to: a. Commercially exploit the Software; b. Distribute, lease, license, sell, rent or otherwise transfer or assign the Software; or c. Dispose of the Software, without the express prior written consent of Licenseor or as set forth in this Agreement; c. Make a copy of the Software or any part thereof (other than as set forth herein); d. Making a copy of this Software available on a network or use or download by multiple users; e. Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer or gaming unit at the same time; f. Copy the Software onto a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently); g. Use or copy the Software at a computer gaming center or any other location-based site provided, that Licenseor may offer you a separate site license agreement to make the Software available for commercial use; h. Reverse engineer, decompile, disassemble, prepare derivative works based on or otherwise modify the Software, in whole or in part; i. Remove or modify any proprietary notices, marks or labels contained on or within the Software; and j. Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DIGITAL COPIES. Software download, redemption of a unique serial code, registration of the Software, membership in a third-party services and/or membership in a Licenseor service (including acceptance of related terms and policies) may be required to access digital copies of the Software or certain un-lookable, downloadable, online or other special content, services, and/or functions (collectively, the "Special Features"). Access to Special Features is limited to a single user account per serial code and access to Special Features cannot be transferred, sold, or resold without the express user unless otherwise specified. The provisions of this paragraph supersede any other term in this Agreement.

TRANSFER OF PRE-RECORDED COPIES. You may transfer the entire physical copy of pre-recorded Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup

copies) of the Software, accompanying documentation, or any portion or component of the Software or accompanying documentation, and the recipient agrees to the terms of this Agreement. Special Features, including content otherwise unavailable without a single-use serial code, are not transferable to another person under any circumstances and Special Features may cause functioning if the original installation copy of the Software is deleted or the pre-recorded copy is unavailable to the user. The Software is intended for private use only. NOTWITHSTANDING THE FOREGOING, YOU MAY NOT TRANSFER ANY PRE-RELEASE COPIES OF THE SOFTWARE.

TECHNICAL PROTECTIONS. The Software may include measures to control access to the Software, control access to certain features or content, prevent unauthorized copying, or otherwise attempt to prevent anyone from exercising the limited rights and licenses granted under this Agreement. If the Software permits access to Special Features, only one copy of the Software may access those features at one time. Additional terms and registration may be required to access online services and to receive Software updates and patches. Only Software subject to a valid license may be used to access online services, including downloading updates and patches. You can not interfere with such access control measures or attempt to disable or circumvent such security features. If you disable or otherwise tamper with the technical protection measures, the Software will not function properly.

USER CREATED CONTENT. The Software may allow you to create content, including but not limited to a gameplay map, a scenario, screenshot of a car design or a video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you grant Licenseor an exclusive, perpetual, irrevocable, fully transferable and sub-licensable worldwide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights to applicable laws and international treaties. You hereby waive any moral rights of publicity, patronage, reputation, or attribution with respect to Licenseor and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licenseor, and the license grant to Licenseor, are not subject to any applicable moral rights of the Licenseor.

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 internet online service. Licenseor may monitor the physical copy of Software to be not limited to third-party gaming platform, Licenseor or a Licenseor 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.

II. INFORMATION COLLECTION & USAGE.

By installing and using this software, you consent to these information collection and usage terms, including (where applicable) transfer of data to Licenseor and affiliated companies into a country outside of the European Union and the European Economic Area. If you connect to the Internet when using the Software, either through a gaming platform network, or any other method, Licenseor may receive information from hardware manufacturers or gaming platform hosts and may automatically collect certain information from your computer or gaming unit. This information may include, but is not limited to, your user ID, (such as your name, email address, game scores, game achievements, game performance, locations visited, buddies/lists, hardware MAC address, internet protocol address, and your usage of various game features. All information collected by Licenseor is intended to be anonymous information that does not include, but is not limited to, your name or other personally identifiable information, personal information (such as your real name) in your user ID, then such personal information will automatically be transmitted to Licenseor and used as described herein.

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

III. WARRANTY

LIMITED WARRANTY. Licenseor 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. Licenseor warrants to you that this Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been published, however, variations in hardware configurations may affect compatibility. Licenseor's usage, Licenseor does not warrant the performance of this Software on your specific computer or gaming unit. Licenseor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that

operation of the Software will be uninterrupted or error-free, or that the Software will be compatible with third party software or hardware or that any errors in the Software will be corrected. No oral or written advice provided by Licenseor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licenseor 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 Licenseor. If the Software is no longer available, Licenseor 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 is originally provided by Licenseor 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, misreatment, 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 Licenseor.

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

IN NO EVENT WILL LICENSEOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING BUT NOT LIMITED TO DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATING TO THE AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSEOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSEOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU 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. HOWEVER, WHERE APPLICABLE, 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 Licenseor, or automatically upon your failure to comply with its terms and conditions. Upon any termination, you must immediately return the physical copy of Software to the Licenseor, as well as permanently destroy all copies of the Software, accompanying

NOTICE FOR AUSTRALIAN CONSUMERS

IMPORTANT: THE WARRANTY FOR THIS PRODUCT HAS BEEN UPDATED FOR AUSTRALIA. THIS NOTICE SHOULD BE READ IN CONJUNCTION WITH THE WARRANTY TERMS SET OUT ABOVE.

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Goods presented for repair may be replaced by refurbished goods of the same type rather than being repaired. Refurbished parts may be used to repair the goods.

Any benefits to you given by the Licenseor's warranty are in addition to other rights and remedies of the consumer in relation to the goods and services to which the warranty relates.

All claims under the warranty for this product should be made to:

Take-Two Interactive Software Pty Ltd. Suites 12 & 16, Upper Deck, Jones Bay Wharf, 26-32 Pirrama Road, Pyrmont Point, NSW 2009

Tel: 1-800-803948 (Toll Free Number)

Email: help@support.2k.com/home

The procedure for claims under the warranty for this product is outlined within the warranty terms set out above.

Licenseor will cover all costs associated with a successful claim under this warranty. Proof of any reasonable costs you incur in making a claim under this warranty should be sent to the Licenseor address specified above for reimbursement.

For the avoidance of doubt, none of the limitations contained in this warranty in any way exclude or limit your rights under the Australian Consumer Law.

To the extent that this notice is inconsistent with any of the provisions of the warranty terms set out above, this notice supersedes those provisions.

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:

For Support in Australia

Self-Help Knowledge-Base: <http://support.2k.com/home>

Phone: 1-800-803948 (Toll Free Number) Tuesday to Sunday – 7am to 5pm AEST

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

Submit a Request: http://support.2k.com/anonymous_requests/new

For Support in New Zealand

Self-Help Knowledge-Base: <http://support.2k.com/home>

Phone: 0800-402480 (Toll Free Number) Tuesday to Sunday – 7am to 7pm NZST

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

Submit a Request: http://support.2k.com/anonymous_requests/new

documentation, 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 and are provided as "Commercial Computer Software" or "restricted computer software". Use, duplication or disclosure by the U.S. Government or a U.S. Government employee 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 25.227-13, as applicable. The Contractor/Manufacturer is the Licensee at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, Licenseor will be irreparably damaged, and therefore you agree that Licenseor shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold Licenseor, 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 Licenseor 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 Licenseor'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.

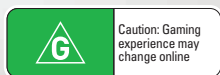
IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012

© 2005-2013 Take-Two Interactive Software and its subsidiaries. All rights reserved. 2K Sports, the 2K Sports logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrights designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2013 NBA Properties, Inc. All rights reserved.

COMING SOON



Visit www.2kgames.com for more info.



© 2005-2013 Take-Two Interactive Software and its subsidiaries. 2K, the 2K logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. The NBA and individual NBA member team identifications used on or in this product are trademarks, copyrights designs and other forms of intellectual property of NBA Properties, Inc. and the respective NBA member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 2013 NBA Properties, Inc. All rights reserved. All other trademarks are property of their respective owners.

5061940/MAN