



NBA 2K14



LEBRON 6 JAMES

2K

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.pegionline.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-01920

FOR HOME USE ONLY: This software is licensed for play on authorised PlayStation®3 systems only. A PlayStation®3 system software update may be required. 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 ©1997-2013 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe (SCEE). RESALE AND RENTAL ARE PROHIBITED UNLESS EXPRESSLY AUTHORISED BY SCEE. PlayStation®Network, PlayStation®Store and PlayStation®Home 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. Network features may be withdrawn at reasonable notice – see eu.playstation.com/gameservers for details. Licensed for sale only in Europe, the Middle East, Africa, India and Oceania.

“PS”, “PlayStation”, “PS3”, “XBOX”, “SIXAXIS”, “DUALSHOCK” and “” 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 2K14 © 2013 Take-Two Interactive Software. Published by Take-Two Interactive Software. Developed by Visual Concepts. Made in Austria. All rights reserved.



CONTENTS

3	GETTING STARTED
3	CONTROLS
3	BASIC OFFENSE
3	BASIC DEFENSE
4	ADVANCED OFFENSE
4	ADVANCED DEFENSE
5	PRO STICK™: SHOOTING
5	PRO STICK™: DRIBBLING
6	DEFENSIVE CONTROLS
7	POST MOVES
7	POST SHOTS
8	NBA 2K13 GAME CREDITS
18	LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT & INFORMATION USE DISCLOSURES
21	CUSTOMER SUPPORT

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 2K14 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 autoload 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
PRO STICK™: Dribble Moves / Shooting / Passing	Right Stick	Hands Up / Shade / Contest
N/A		Hard / Wrap Foul
Pass Modifier		Intense D
Sprint		Sprint
Call Play		Double Team
Icon Pass		Icon Swap
Pass / Touch Pass		Player Swap (closest to ball)
Pick Control		Take Charge
Pump Fake / Hop (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	Input
Positional Playcall	Tap L1 , tap desired teammate's player icon, choose play from menu
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 ○ (length of hold determines roll, pop, or slip)
Bounce Pass	L2 + ×
Fake Pass	⊖ + ×
Alley-Oop	L2 + ⊕ (Left Stick chooses recipient, point at rim for oop-to-self)
Off-Glass Alley-Oop	L2 + ⊕ , with trailing teammate
Give & Go	Press and hold × to retain control of passer, release × to pass the ball back to him
Putback Dunk or Layup	Hold ⊖
Flashy Pass	L2 + Right Stick

ADVANCED DEFENSE

Action	Input
Move	Left Stick
Fast Shuffle	R2 + L2 + Left Stick
Steal	Tap ⊖
Block	△
Rebound	△ (ball in air)
Take Charge	○
Flop	Double-tap ○
Wrap Foul	Click Right Stick
Intense Defense	L2
Shade Stance Change	L2 + Right Stick Left / Right
Crowd Dribbler	Hold L2
Hands Up	Hold Right Stick

Action	Input
Deny Ball	Hold Right Stick (while playing offball defense)
Double Team	L1

PRO STICK™

The PRO STICK™ gives you more control over your offensive arsenal than ever before.

PRO STICK™: SHOOTING

Action	Input
Jump Shot	Hold Right Stick in any direction
Pump Fake	Start a jump shot, then quickly release Right Stick
Runner / Floater (Driving mid-range)	Hold Right Stick away from hoop
Stepback Jumper (Driving Lateral)	Hold Right Stick away from hoop
Hop Gather	Tap ⊖ while driving (Left Stick determines direction of hop)
Spin Shot	Rotate Right Stick from ball hand around player's back, then hold
Half-Spin Shot	Rotate Right Stick in a quarter-circle from ball hand to hoop, then quickly return to neutral
Normal Layup (Driving to Hoop)	Hold Right Stick toward hoop
Euro Step Layup (Driving to Hoop)	Hold Right Stick away left/right
Hop Step (Layup) (Driving to hoop)	R2 + Hold Right Stick left/right
Reverse Layup (Driving along baseline)	Hold Right Stick toward baseline
Dunks (Driving to hoop)	R2 + Hold Right Stick toward hoop
Mid-Air Change Shot	Start dunk/layup, Right Stick any direction while in air
Step Through	Pump fake, then hold Right Stick again before pump fake ends

PRO STICK™: DRIBBLING

Action	Input	Context
Triple Threat Jab Step	Tap Right Stick Left/Right/Forward	Triple Threat
Triple Threat Spinout	Rotate Right Stick	Triple Threat

Action	Input	Context
Triple Threat Stepback	R2 + Tap Right Stick away from hoop	Triple Threat
Stutter	R2 + Tap Right Stick toward hoop	Dribbling
Hesitation (Quick)	Tap Right Stick toward ball hand	Dribbling
Hesitation (Escape)	R2 + Tap Right Stick toward ball hand	Dribbling
In and Out	Tap Right Stick toward hoop	Dribbling
Crossover (front)	Tap Right Stick toward off hand	Dribbling
Crossover (between legs)	Tap Right Stick between off hand and player's back	Dribbling
Behind the Back	Tap Right Stick away from hoop	Dribbling
Spin	Rotate Right Stick from ball hand around player's back, then quickly return to neutral	Dribbling
Half-Spin	Rotate Right Stick in a quarter-circle from ball hand to hoop, then quickly return to neutral	Dribbling
Stepback	R2 + Tap Right Stick away from hoop	Dribbling

DEFENSIVE CONTROLS

Action	Input	Context
Move	Left Stick	Any
Fast Shuffle	R2 + L2 + Left Stick	Any
Steal	Tap @	Any
Block	△	Any
Rebound	△ (ball in air)	Any
Take Charge	◎	Any
Flop	Double-tap ◎	Onball Defense
Wrap Foul	Click Right Stick	Any
Intense Defense	L2	Onball Defense
Shade Stance Change	L2 + Right Stick Left / Right	Onball Defense
Crowd Dribbler	Hold L2	Onball Defense

Action	Input	Context
Hands Up	Hold Right Stick	Onball Defense
Deny Ball	Hold Right Stick	Offball Defense
Double Team	L1	Any

POST MOVES (PRESS **△** TO POST UP)

Action	Input
Post Movement	Hold Left Stick
Faceup Drive (from hold)	Left Stick toward key or baseline + △
Disengage Drive (from dribble)	Left Stick toward baseline + △
Aggressive Backdown	R2 + Left Stick toward hoop
Drive to Key	R2 + Left Stick toward key
Drive to Baseline	R2 + Left Stick toward baseline
Quick Spin	Rotate Right Stick to outside shoulder
Hook Drive	Rotate Right Stick to inside shoulder
Fakes	Tap Right Stick in any direction but away from hoop
Post Hop	Hold Left Stick to the left or right away from hoop, then tap @
Post Stepback	Hold Left Stick away from hoop, then tap @
Dropstep	Hold Left Stick to the left or right toward hoop, then tap @

POST SHOTS

Action	Input
Post Hook (close range)	Right Stick toward hoop
Post Fade (beyond close range)	Right Stick left or right away from hoop
Step Through Layup	Hold R2 then move Right Stick left or right toward hoop
Shimmy Fade	Hold R2 then move Right Stick left or right away from hoop
Pump Fake	Start a shot listed above then move Right Stick to neutral
Up & Under / Step Through	Pump fake, then Right Stick again before pump fake ends

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
Ramelles 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
Derrick McGinnis
Eric Perrier
Wilster Phung
Paulette Trinh
Chris DePriest
Champion Chen
Santiago Nunez
Liesl Tan

VC China:

General Manager
Jingbo Chen

Special Thanks
Ray Wong
Eric Apel
Don Bhatarakamol
Matt Crysdale
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 Crysedale

Additional Audio

Production Support
Brian Buet

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 Ismaier

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 Vitoria

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 Keltlogg

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

Director of Technology
Jacob Hawley

Jr. Technical Producer
Nick Silva

Principal Technical Artist
Jonathan Tilden

Sr. Architect
David R. Sullivan

Sr. R&D Engineer
Markus Breyer

Sr. Software Engineer
Adam Lupinacci

Online Architect
Louis Ewens

Network Engineer
Dale Russell

2K INTERNATIONAL

General Manager
Neil Ralley

International Marketing Manager
Sian Evans

International Product Manager
Luis de la Camara Burditt

Sr. Director, International PR
Markus Wilding

International PR Manager
Sam Woodward

Assistant International PR Executive
Megan Rex

International Social Marketing and Engagement
Manager
Yvonne Dawson

International Social and Web Executive
Svend Joscelyne

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 World

Localization Teams
Synthesis International Srl
Synthesis Iberia
Code Entertainment GmbH

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

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
Veron Khuan
Chermine Tan
Fumiko Okura

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

2K QUALITY ASSURANCE

Vice President of Quality Assurance
Alex Plachowski

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

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

Robb Bryant
Osvaldo "Ozzy" Carrillo-Ureno
Alexander Coffin
Josh Collins
Jorge Corpeno
Hugh Cortney
David Drake
Sean Green
Tim Jones
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 Shipp
John Spatafora
Raquel Treichel
Daniel Tu
Dominic Villas
Anthony H. Wair
Jonathan Williams
Tasean Young

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
Aty 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 Hartan

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 Daimiel
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
Kamron 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 Bowers
Joel Ferreira
John Shaw
Zach Sweeney
Jake Bohigian
Xander McNally
Chris Marsol
William Rutt
Arthur Braswell
Benny Flores

Special Thanks

Tim Parham
Jahsha Bluntt
Jesse Byrd
James Nunnally
Salvador Chavez
Bital Benn
Tim Kees
Ryvon Covile
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

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 eula or www.taketogames.com/eula. Your continued use of this Software 30 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 LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "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 OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, USING OR OTHERWISE 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.

I. LICENSE

LICENSE Subject to the Agreement and its terms and conditions, Licensor hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for personal non-commercial use 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 ends 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 licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned under this Agreement and that you do not intend a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by Licensor and, as applicable, its licensors. **OWNERSHIP**, Licensor retains all right, title and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the US or their local country. Be advised that US Copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted to you herein are reserved by the Licensor.

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 any copies of the Software, without the express prior written consent of Licensor 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 for 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 Licensor 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, for distribution or resale, 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 Licensor service (including acceptance of related terms and policies), may be required to access digital copies of the Software or certain unlockable, 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 re-registered by another 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 cease functioning if the original installation copy of the software is deleted or the pre-recorded copy is unavailable to the user. The Software is intended for private use only. NOTWITHSTANDING THE FOREGOING, YOU MAY NOT TRANSFER ANY PRE-RELEASE COPIES OF THE SOFTWARE.

TECHNICAL PROTECTIONS. The Software may include measures to control access to the Software, control access to certain features or content, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. 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 download Software updates and patches. Only Software subject to a valid license may be used to access online services, including downloading updates and patches. You may 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 hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable and sub-licensable worldwide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including the rights to reproduce, copy, adapt, modify, perform, display, publish,

broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive any moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor and the above 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 or Licensor 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 Licensor 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, Licensor 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, device information (such as device name, model, game scores, game achievements, game performance, locations visited, buddylists, 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 transmitted to Licensor and used as described herein.

The information collected by Licensor may be posted by Licensor on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licensor's marketing partners or used by Licensor for any other lawful purpose. By using this 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.

III. WARRANTY

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 meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been published, however, due to variations in hardware, software, internet connections and individual usage, Licensor does not warrant the performance of 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. No oral or written advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of consumer, some or all of the above exclusions and limitations may not apply to you.

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

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to 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 system on which you are running the Software.

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 OR CORRUPTED DATA, 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 RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

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 any termination, you must destroy or return the physical copy of the Software to the Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control, including from any client server 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 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 Rights in Technical Data and Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the Licensor at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect to 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 or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance 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. 622 BROADWAY, NEW YORK, NY 10012.

© 2005-2018 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.

CUSTOMER 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@europesupport.com

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

Nederland / België

Nederland 0900-2040404 (EUR 0,80 ct 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	Nederlands	0495 574 817 interlokale kosten
Belgique/België/Belgien	011 516 406 Tarif appel local/Lokale kosten	New Zealand	09 415 2447 National Rate 0900 97669 Call cost \$1.50 (+ GST) per minute
Česká republika	0225341407	Norge	820 68 322 Pris: 6,50/-min, support@no.playstation.com Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30
Danmark	90 13 70 13 Pris: 6,-/minut, support@dk.playstation.com Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30	Österreich	0820 44 45 40 0,116 Euro/Minute
Deutschland	01805 766 977 0,14 Euro/Minute	Portugal	707 23 23 10 Serviço de Atendimento ao Consumidor/Serviço Técnico
España	902 102 102 Tarifa nacional	Россия	+ 7 (495) 981-2372
Ελλάδα	801 11 92000	Suisse/Schweiz/Svizzera	0848 84 00 85 Tarif appel national/Nationaler Tarif/Tariffa Nazionale
France	0820 31 32 33 prix d'un appel local – ouvert du lundi au samedi	Suomi	0600 411 911 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai – perjantai 12–18
ישראל – ישראל מוצרי צריכה	09-9560957 פקס 09-9711710 טלפון תמיכה 09-9711710 www.isfar.co.il בקרו באינר	Sverige	0900-20 33 075 Pris 7,50/- min, support@se.playstation.com Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30
Ireland	0818 365065 All calls charged at national rate	UK	0844 736 0595 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		

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.

COMING SOON



PS4™



PlayStation Network

“PS” and “PlayStation” are registered trademarks of Sony Computer Entertainment Inc. “PS4” is a trademark of the same company.

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.

BLES-01920

“PS”, “PlayStation”, “△ ○ × □” and “DUALSHOCK” are trademarks or registered trademarks of Sony Computer Entertainment Inc.

“Blu-ray Disc™” and “Blu-ray™” are trademarks of the Blu-ray Disc Association. All rights reserved.

5026555412056