

XBOX ONE™

BATTLEBORN®

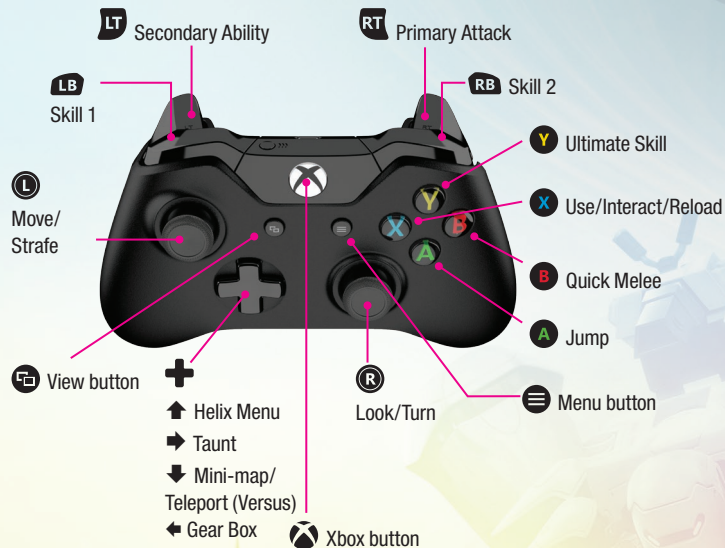


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Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTROLS



Move/Strafe	L
Look/Turn	R
Sprint	L
	(while moving forward)
Jump	A

Use/Interact/Reload	X
Skill 1	LB
Skill 2	RB
Primary Attack	RT
Secondary Ability	LT
Ultimate Skill	Y
Quick Melee	B
Helix Menu	↑
Taunt	→
Expand Minimap (Story) / Teleport (Versus)	↓
Gear box	←
Show Menu	≡
Scoreboard	⌂
Hold to Respawn	Y
	(After dying in Story)
Ping	R

MAIN MENU

The Main Menu is your hub for jumping into *Battleborn*. Choose a game mode, view playable characters, see which of your Friends are online to join in the fun, and more.

VERSUS

Play five-on-five matches with other players online and see who comes out the victor. Select VERSUS PUBLIC to play a public match, or choose VERSUS PRIVATE to join your Friends in a private match.

STORY

Play through each Episode to learn the story of *Battleborn*. Select STORY PRIVATE to play solo or with Friends. Choose STORY PUBLIC to battle through the maps with up to four Friends or random players online.

COMMAND

Command is where you manage your *Battleborn* characters, Gear, in-game accomplishments, and more. Change up your Gear Loadout for something different. You can also see and track your in-game accomplishments.

FRIENDS

See which Friends are currently playing *Battleborn*.

MATCH HISTORY

Select any of the matches you've played to view the Match Summary screens, Experience, Challenges, Statistics, and Accomplishments.

OPTIONS

Adjust Gameplay, Audio, Video, Lobby, and Controller settings.

EXTRAS

Redeem Gearbox Software SHIFT Codes, and view the team that brought *Battleborn* to life in the Credits.

NOTE: To redeem SHIFT Codes, you must sign up to become a Gearbox Software SHIFT member or sign in as one.

GAMEPLAY

HUD



1. RESPAWNS REMAINING

See the number of Extra Lives you have left to use if you die (Story mode only).

2. SCORE

See the Score you've racked up so far (Story mode only).

3. CHARACTER LEVEL

See your character's current level, and watch it rise as you level up.

4. SHARDS

See the number of Shards you currently have.

5. SHIELD

Watch your shield (if your character has one). This blue bar decreases as the Shield depletes, but it regenerates when you avoid damage for a time.

6. HEALTH

See your remaining Health. To regain Health, you'll have to pick it up in the environment or use a healing ability. You also regain all health when you level up or teleport back to base (Teleporting can be used in Versus mode only.)


7. MINI-MAP

View the mini-map to successfully navigate the environment.

8. OBJECTIVES

See your current objectives (Story mode only).

9. HELIX ICON

When this Helix icon appears, press  to instantly access the Helix Skill Menu and choose which new Augment you want to activate.

10. SKILLS

View your character's Skills, including how many seconds remain until a used Skill recharges.

11. GEAR

Gear that you have equipped to a Loadout can be viewed or activated by spending Shards.

12. RESOURCE BAR

Keep track of your character's ammo count for weapons, and mana count for use of spells and other abilities.

COMBAT BASICS


SKILLS

Every character has four skills; three Skills that can be activated, which includes an Ultimate Skill along with one passive skill. You can see available Skills in the lower right corner of the HUD.

After use, Skills need to cooldown before you can use them again. See the number of seconds left before a Skill is recharged in the lower right corner.

FINDING YOUR WAY


Use the mini-map to navigate to your next objective. Your current objectives are also listed on the right side of the HUD for easy reference.

If you feel lost, press  to quickly open the Expanded Minimap for a more thorough inspection of your current location. (It's a lot bigger than the mini-map.)

PICKUPS

Explore during missions to find Shard clusters and crates with rewards. These pickups include Shards, Credits, Overshields, and more.




USING THE ENVIRONMENT

You can use the environment to your advantage in combat. One of the best ways is by activating holographic defenses, such as turrets and drones. If you see one, move in close, press , and then select which of the available drones you'd like to activate (for example). Depending on the heat you're taking on the battlefield, you might choose something for healing instead of dealing damage. Each activity costs a certain number of Shards.

LEVELING UP

The Helix system is fast enough that you can level up your character fully—10 levels in total—in a single match.

As you take down enemies, you'll see a notification onscreen whenever you level up. Leveling up restores your Shield and Health to keep you in the fight. You also have a new Augment available to activate on the Helix, which strengthens your character's Skills for the match.


You'll know an Augment is available when you see the Helix icon on the bottom of the screen. Hold  to open the Helix Menu, where you'll see a double helix with two potential upgrades for a Skill. Press  to activate the Left Helix or  to activate the Right Helix. Choose quickly—the action on the battlefield won't wait for you!

EXTRA LIVES

Dying happens. Extra Lives allow you to respawn on the map and continue your progress without having to start the map over. Any damage dealt to enemies and objectives completed remain as you left them, so you can pick up where you left off.

See the number of Extra Lives you have remaining at the top of the screen. When you run out, dying results in a mission failure, and you lose all the XP and Shards you were accumulating during its course. Return to the map from the Main Menu when you're ready to try again!

GAME MENU

At any time while playing, press  to open the game menu. Here, you can adjust settings, review the controller layout, and either quit the game or vote to surrender (when playing with others).

MATCH SUMMARY

When you complete a match (or fail), you'll see a results screen with the details of your experience. This includes your Final Score, Match Time, Challenges you completed, Statistics, and in-game Accomplishments.

FOR EVERY KIND OF BADASS

Battleborn features 25 playable badasses, each with a unique style on the battlefield. The best place to check out all the characters is in the Command menu. Select COMMAND from the Main Menu to get started.

CHARACTER RANKS

Every *Battleborn* character can increase their Character Rank permanently. This unlocks extra Augments called Mutations (5 in total) that create new ways of surviving and dealing damage on the battlefield. Outside of matches, you can view each character's Helix Augments and Mutations from the Command menu (COMMAND > *BATTLEBORN*).

HELIX

Access the character's Helix Menu to see which Augments are available as you level up the character during a mission. This can help you plan your strategy ahead of time.

TAUNTS

One of the most fun ways to enrage enemies is with Taunts. Every character in *Battleborn* has a unique set of Taunts, which you can unlock as you rank up the character and complete Challenges. See the Taunts you own here. When new Taunts become available, you can also preview them here to get a taste of each *Battleborn* character's personality.

SKINS

Enter the battlefield in style. See your character's skins and select which one you'd like them to wear. You'll unlock skins as you rank up the character or open Loot Packs.

COMMAND RANKS

Your Command Rank lets you keep track of your progress playing any or all of *Battleborn*'s modes, regardless of which character(s) you play as. You'll rank up as you play.

PLAYING TOGETHER

Playing *Battleborn* with others gives you a chance to unleash power only known to teams. Create the perfect balance of deadly skill and all-out brute strength in your team, and see how you fare in online matches.

Play through Story with others in Story Public, or get competitive in Versus Public's five-on-five matches. You can also select VERSUS PRIVATE to start a private five-on-five game with Friends online.

VERSUS PUBLIC

Versus Public is your go-to choice for playing competitive multiplayer matches. You'll be teamed up with other players for exciting five-on-five matches, or you can invite Friends to form your own team. Three competitive multiplayer modes are available.

INCURSION

Destroy the enemy's Sentry with help from your team's minions, while defending your own Sentry. The first team to destroy both of the opponent teams' Sentries or to have the Sentries with the most remaining health when the timer runs out wins!

CAPTURE

Capture Energy Collectors and defend them from enemies. The first team to 1000 points or the most points when the timer runs out wins!

MELTDOWN

Lead your minions to the grinders. You'll score points every time one of your minions makes it to a grinder. The first team to accumulate 500 points or the team with the most points when the timer runs out wins!

SUPPORT

Visit <http://support.2k.com> for the latest on help and support for *Battleborn*, including resolutions to common error messages, for information regarding my2K accounts, or to change your my2K profile.

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警告 在您開始玩遊戲之前，請詳讀 Xbox One™ 以及其他任何配件說明書內重要的安全及健康資訊。www.xbox.com/support

進行視訊遊戲的重要健康警告

光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作。這些影像包括電玩遊戲中出現的閃光或圖形。甚至連沒有突然發病或癲癇病史者也可能在進行電玩遊戲時，出現類似癲癇症狀。這類未經診斷的症狀稱為「光刺激誘發癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀。相較於成人，兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險，可以進行下列預防措施：

- 待在距離螢幕較遠的地方
- 使用較小的螢幕
- 在照明充足的室內進行遊戲
- 不要在感覺疲累或倦怠時進行遊戲

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。

CONTROLS (控制)



移動/開槍攻擊	L
查看/轉身	R
衝刺	L
	(向前移動時)
跳躍	A

使用/互動/裝填彈藥	X
技能 1	LB
技能 2	RB
主要攻擊	RT
次要能力	LT
終極技能	Y
快速近戰	B
螺旋選單	↑
嘲諷	→
展開小地圖 (故事) / 傳送 (對戰)	↓
道具箱	←
顯示選單	≡
排行榜	LT
按住以重生	Y
(在故事模式中死亡後)	
呼叫	R

MAIN MENU (主選單)

Main Menu (主選單) 是進入「*Battleborn*」的控制中心，您可以在這裡選擇遊戲模式、查看可玩的角色、檢視線上有哪些朋友可以一起同樂，以及執行更多事項。

VERSUS (對戰)

與其他線上玩家進行五對五的戰鬥，看誰能贏得最後的勝利。選取 **VERSUS PUBLIC (公開對戰)** 進行公開戰鬥，或選擇 **VERSUS PRIVATE (私人對戰)** 與好友在私人戰鬥中較勁。

STORY (故事)

逐一通過各個 **Episode (章節)**，了解「*Battleborn*」的故事情節。選取 **STORY PRIVATE (私人故事)** 獨自遊戲或與好友一同戰鬥。選擇 **STORY PUBLIC (公開故事)**，可與最多四名好友或線上隨機玩家一起在各個不同的地圖過關斬將。

COMMAND (指揮)

您可以在 **Command (指揮)** 中管理您「*Battleborn*」的角色、道具配備、遊戲成就及更多內容。您可以將 **Gear Loadout (道具配備)** 改成其他組合，也可以查看與追蹤自己在遊戲內的成就。

FRIENDS (好友)

查看目前有哪些好友正在玩「*Battleborn*」。

MATCH HISTORY (戰鬥記錄)

選取您進行過的任何一場比賽，以查看 **Match Summary (戰鬥摘要)** 畫面、**Experience (經驗)**、**Challenges (挑戰)**、**Statistics (統計資料)** 和 **Accomplishments (成就)**。

OPTIONS (選項)

調整 **Gameplay (遊戲進行)**、**Audio (音效)**、**Lobby (遊戲大廳)** 和 **Controller (控制器)** 等設定。

EXTRAS (額外項目)

兌換 Gearbox Software SHiFT Codes (SHiFT 代碼)，並在 Credits (製作群) 查看打造「Battleborn」的製作團隊。

備註：如要兌換 SHiFT Codes (SHiFT 代碼)，您必須註冊成為 Gearbox Software SHiFT 會員或以會員身分登入。

GAMEPLAY (遊戲進行)

HUD (抬頭顯示器)



1. RESPAWNS REMAINING (剩餘重生次數)

查看萬一角色死亡還有多少 Extra Lives (額外生命) 可用 (僅限 Story (故事) 模式)。

2. SCORE (分數)

查看您目前為止累積的分數 (僅限 Story (故事) 模式)。

3. CHARACTER LEVEL (角色等級)

查看您角色目前的等級，並看著它隨升級而成長。

4. SHARDS (星屑)

查看您目前擁有的 Shards (星屑) 數目。

5. SHIELD (護盾)

查看您的護盾 (如果角色有配備的話)。這個藍色橫條會隨著 Shield (護盾) 的下降而減少，但只要避免受到傷害，一段時間後便可恢復。

6. HEALTH (生命值)

查看您剩餘的 Health (生命值)。若想回復 Health (生命值)，您必須在周遭環境中拾取生命值，或是使用治療能力。升級後或是傳送回基地時，生命值亦可完全恢復 (Teleporting (傳送) 僅能於 Versus (對戰) 模式中使用)。

7. MINI-MAP (小地圖)

查看小地圖，以順利通過周遭環境。

8. OBJECTIVES (任務目標)

查看您目前的任務目標 (僅限 Story (故事) 模式)。

9. HELIX ICON (螺旋圖示)

出現 Helix icon (螺旋圖示) 時，按下 **▲** 可立即存取 Helix Skill Menu (螺旋選單)，並選擇您想啟動的新 Augment (強化能力)。

10. SKILLS (技能)

查看您角色擁有的 Skills (技能)，包括使用後的 Skill (技能) 還要等多少秒才會重新補充。

11. GEAR (道具)

只要花費 Shards (星屑)，便可查看或啟動您裝備到 Loadout (配備) 的 Gear (道具)。

12. RESOURCE BAR (資源橫條)

可用來追蹤您角色所用武器的彈藥數，以及咒語使用的魔法指數和其他能力。

COMBAT BASICS (戰鬥基本教學)

SKILLS (技能)

每個角色都有四種技能；其中三種技能是可以啟動的，並包括一個 Ultimate Skill (終極技能)，剩餘的一個則是天生具備的技能。您可以在 HUD (抬頭顯示器) 右下角查看可用的 Skills (技能)。

Skills (技能) 一旦使用，就必須等它冷卻後才能再次使用。您可查看右下角的數字，了解 Skill (技能) 重新補充所需的秒數。

FINDING YOUR WAY (如何行動)

利用小地圖導航至您的下一個任務目標。目前的任務目標也會顯示在 HUD (抬頭顯示器) 的右邊方便您參考。

如果迷失方向，按下 **▼** 可快速開啟 Expanded Minimap (展開的小地圖)，以便更詳細地查看自己目前的位置 (這個地圖比小地圖要大得多)。

PICKUPS (拾取物品)

在執行任務時請四處探索，尋找 Shard (星屑) 叢集和內含獎勵的箱子。這些拾取物品內有例如 Shards (星屑)、Credits (點數)、Overshields (護罩) 和更多項目。




USING THE ENVIRONMENT (運用周遭環境)

您可以在戰鬥中運用周遭環境的優勢。其中一個最好的方式，就是啟動全像防禦，例如砲塔和機器人。如果看到這類物品，先移動到它附近，按下 **ⓧ** 然後選取您要啟動的可用機器人 (舉例來說)。視您在戰場上遭受的攻擊程度而定，您可以選擇具有治療效果的物品，而非施加傷害的物品。各個活動都會消耗特定數量的 Shards (星屑)。

LEVELING UP (升級)

Helix (螺旋) 系統可快速成長，您甚至可以在單一場比賽將角色升到最高等級 (總共 10 級)。

等級會隨著您攻擊敵人而上升，升級時也能在畫面上看到通知。每次升級，Shield (護盾) 和 Health (生命值) 亦會隨之恢復，方便您繼續戰鬥。在 Helix (螺旋) 中您也會有新的 Augment (強化能力) 可供啟動，以便進一步強化角色在戰鬥中的 Skills (技能)。


在畫面底部看到 Helix (螺旋) 圖示時，就表示有 Augment (強化能力) 可用。按住  可開啟 Helix Menu (螺旋選單)，您會在其中看到一條雙螺旋，代表某個 Skill (技能) 的兩種可用升級。按下  啟動 Left Helix (左螺旋)，或是按下  啟動 Right Helix (右螺旋)。請盡快選擇，戰場上的激烈對戰可不會停下來等您！

EXTRA LIVES (額外生命)

死亡在所難免，但有了 Extra Lives (額外生命)，您就可以在地圖上重生並繼續進行遊戲，而不必從地圖的一開頭重新來過。在死亡前對敵人造成的任何傷害以及目標任務都會保持不變，方便您接著之前的進度繼續玩下去。

請在畫面最上方查看您剩下的 Extra Lives (額外生命) 數目。額外生命一旦用光，角色的死亡就會導致任務失敗，您也會失去這段任務期間所累積的所有 XP (經驗值) 和 Shards (星屑)。做好萬全準備後，請從 Main Menu (主選單) 回到地圖，再試一次吧！

GAME MENU (遊戲選單)

在遊戲時，您隨時可以按一下  來開啟遊戲選單。您可以在這裡調整設定、檢視控制器配置，以及離開遊戲或投票決定是否要投降 (與其他玩家一同玩遊戲時)。

MATCH SUMMARY (戰鬥摘要)

完成 (或輸了) 戰鬥時，您會在畫面上看到有關您經驗的詳細資料，其中包括您的 Final Score (最後得分)、Match Time (戰鬥時間)、完成的 Challenges (挑戰)、Statistics (統計資料) 以及遊戲 Accomplishments (成就)。

FOR EVERY KIND OF BADASS (專為各式各樣的狠角色打造)

「Battleborn」共有 25 個可玩的狠角色，在戰場上更是各有各的獨特戰鬥風格。查看所有角色的最佳地方，就是 Command (指揮) 選單。從 Main Menu (主選單) 選取 COMMAND (指揮) 即可開始探索。

CHARACTER RANKS (角色等級)

每個「Battleborn」的角色都能永久地提高他們的 Character Rank (角色等級)，進而解鎖稱為 Mutations (突變) (共有 5 種) 的額外 Augments (強化能力)，創造出在戰場上求生存和殺敵的新方法。沒有在對戰時，您可以從 Command (指揮) 選單 (COMMAND (指揮) > BATTLEBORN)，檢視各個角色 Helix (螺旋) 的 Augments (強化能力) 和 Mutations (突變)。

HELIX (螺旋)

如果角色在任務期間升級，可透過角色的 Helix Menu (螺旋選單) 查看有哪些 Augments (強化能力) 可用。這麼做有助您事先規劃您的戰略。

TAUNTS (嘲諷)

遊戲中有很多與敵人交戰的有趣方式，其中一個就是 Taunts (嘲諷)。「Battleborn」中的每個角色，都有各自迥異的一套 Taunts (嘲諷)，會隨著角色升級和完成 Challenges (挑戰) 而逐漸解鎖。您可以在這裡查看您擁有的 Taunts (嘲諷)。當有新的 Taunts (嘲諷) 可用時，您也可以在這裡預覽，一窺「Battleborn」各個角色的個性。

SKINS (造型)

上戰場也要風光有型。檢視您角色的造型，並選取他們所要穿戴的衣著搭配。隨著角色的升級或開啟 Loot Packs (戰利包)，您將可解鎖更多造型。

COMMAND RANKS (指揮等級)

不管使用什麼角色，都可以透過 Command Rank (指揮等級) 追蹤您在任何或所有「Battleborn」模式中的遊戲進展。等級會隨著遊戲的進行而上升。

PLAYING TOGETHER (並肩作戰)

與其他玩家一起玩「*Battleborn*」，便有機會釋放那些僅有團隊才能使用的力量。巧妙運用致命的技巧與毫不保留的兇狠力量，打造出完美平衡的團隊，並參加線上對戰，看看會遭遇到哪些強勁對手。

與其他玩家一同在 Story Public (公開故事) 模式中解開 Story (故事) 情節，或是到 Versus Public (公開對戰) 的五對五比賽中享受競爭的樂趣。您也可以選取 VERSUS PRIVATE (私人對戰)，與線上的 Friends (好友) 展開私人的五比五對戰。

VERSUS PUBLIC (公開對戰)

想玩極具競爭性的多人遊戲戰鬥，Versus Public (公開對戰) 便是您的最佳選擇。您可以與其他玩家組隊進行刺激的五對五戰鬥，也可以邀請 Friends (好友) 一起加入組成自己的隊伍。共有三種競技多人遊戲模式可玩。

INCURSION (奇襲)

在自己隊伍中的小兵幫助下，您必須摧毀敵人的 Sentry (哨兵)，同時也要保護自己的 Sentry (哨兵)。率先殲滅其他兩支敵人隊伍哨兵的隊伍，或是在時間結束時哨兵剩餘生命值最多的隊伍即可獲勝！

CAPTURE (佔領)

玩家要佔領敵人的 Energy Collectors (能量收集器) 並保護自己的收集器。率先獲得 1000 分或是時間結束時得分最高的隊伍獲勝！

MELTDOWN (熔毀)

引領您的小兵朝著焚化爐前進，只要您的任何小兵能順利抵達焚化爐，您便可獲得分數。率先累積 500 分或是時間結束時得分最高的隊伍獲勝！

SUPPORT (支援)

關於「*Battleborn*」的最新說明與支援，請上 <http://support.2k.com> 網站，當中包括常見錯誤訊息的解答、my2K 帳戶或修改 my2K 個人檔案的資訊。

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您同意不會：將本軟體用於商業用途；未取得授權人事先的書面同意或依本合約明示規定散布、租賃、授權、販售、出租、兌現為可轉換之貨幣，或以其他方式移轉或轉讓本軟體或本軟體的任何拷貝，包括但不限於虛擬商品或虛擬貨幣（定義如下）；複製本軟體或本軟體任何部分（除所規定者外）；將本軟體拷貝流通於線上以供使用、或供多個使用者下載；除非另有由本軟體或本合約明確規定，在網路上使用或安裝本軟體（或允許其他人使用或安裝本軟體，或是在一部以上的電腦或遊戲裝置中同時使用或安裝本軟體，將軟體複製到硬碟或其他儲存裝置以規避使用隨附 Blu-ray Disc 軟體執行的規定（本禁令不適用於軟體基於讓安裝執行更有效率之目的，所複製之全部或部分功能）；在電腦遊戲中心或任何其他位置網站使用或複製軟體；此外，授權人可能會另外提供適用於商業用途的軟體授權合約；依據軟體進行全部或部分還原工程、解編或反向組譯、展示、執行、製作衍生產品或修改軟體；移除或修改軟體上或軟體內的任何專屬權聲明、標誌或標識；限制或禁止任何其他使用者使用及享有軟體之任何線上功能；騙取或運用任何未經授權之偽僞程式、編目程式或其他與軟體之任何線上功能相關的程式；違反軟體之任何線上功能的任何條款、政策、授權或管理辦法；或是任何運輸、出口或再出口（直接或間接）至依美國出口法律或規定或美國經濟制裁所禁止的所有國家，或違反可能不定期修改之任何法律或規定，或取得軟體之國家/地區的法律。存取特殊功能及/或服務，包括數位拷貝，可能需要軟體下載、唯一

序號兌換、軟體註冊、協力廠商服務之成員資格及/或授權人服務之成員資格（包括接受相關條款及政策）才能啟用軟體、存取軟體之數位拷貝，或存取部分可解除鎖定、可下載、線上或其他特殊內容、服務及/或功能（以下合稱為「特殊功能」）。每個序號對特殊功能之存取均限單一使用者帳戶（定義如下），且特殊功能之存取不得移轉、販售、租賃、授權、出租、轉讓或可轉換之虛擬貨幣，或由其使用者重新註冊，但若另有明確規定則不在此限。本段落之條款取代本合約中之任何其他條款。移轉預先錄製之拷貝授權：只要您不保留任何軟體、隨附文件的拷貝，也不留軟體或隨附文件的任何一部分或元件之拷貝（包括檔案或備份檔案），並且移轉接收人同意本合約之條款，您可以將預先錄製之軟體的完整實體拷貝及其隨附文件永久移轉給他人。移轉預先錄製之拷貝授權可能需要採取特定步驟，如軟體文件中列明。若本合約中未明示規定或取得授權人事先的書面同意，您不得移轉、販售、租賃、授權、出租或轉換為可轉換的任何虛擬貨幣或虛擬商品。特殊功能（包括若無一次序號便無法以其他方式取得之內容）在任何情況下均不可移轉給其他人，且若原始的軟體安裝拷貝已刪除或使用者已無法使用預先錄製之拷貝，則特殊功能會停止運作。本軟體僅限私人使用，無論前述規定如何，您不得移轉軟體之任何發行前版本拷貝。技術保護：本軟體可能包括對軟體之特定功能或內容之控制存取、防止未經授權複製的防範措施，或是嘗試防止任何超越本合約授與之有限權利和服務的使用。此等措施可能包括輸入授權管理、產品啟用、及軟體中之其他安全

性技術，以及監控使用軟體，包括但不限於時間、日期、存取或其他控制碼、計數器、序號及/或其他安全性裝置（其設計可防止未經授權而存取、使用和複製軟體或軟體的任何部分或元件，包括本合約之任何適用情況）。授權人保留隨時監控軟體之使用的權利。您不得干預這些存取控制功能措施，或試圖停用或避過這些安全功能，若您採取前開行為，軟體可能無法正常工作。如果軟體允許存取特殊功能，每次僅有一個軟體執件員可以使用該等軟體功能。要存取線上服務及下載軟體更新和修補程式，可能需要附加條款和註冊使用者。只有具備有效授權的軟體可以用以存取線上服務，包括下載更新和修補程式。

授權人得隨時基於任何理由未經通知而限制，中止或終止在此所授與之授權及對軟體之存取權，包括但不限於任何相關服務及產品，但若相關法律另行禁止則不在此限。**使用者建立的內容：**您可以使用本軟體建立內容，包括但不限於您所進行遊戲的地圖、劇情、車輛、車輛設計、道具或影片。做為軟體使用的交換條件，以及透過軟體使用所帶來的任何著作權相關利益，在此您與授權人專屬、永久、不可撤銷、完整轉讓且可轉授權的全球性權利和授權，得以任何方式或基於任何目的全權使用您以本軟體及相關產品和服務所建立的內容，包括但不限於重製、複製、改編、修改、執行、展示、出版、傳播、傳輸的權利，或是以所有已知或未以方式公開並散布您的創作，而毋須依適用的智慧財產法及國際代約之授權保護期間進一步通知您，或是以任何形式補償您。您在此根據適用法律，拋棄並同意絕不會主張所有關於授權人及其他玩家享有此等使用本軟體及其相關產品和服務的專利權、出版、名譽或姓名標權。授權人將授權與授權人，且上述所有適用的著作人格權之相關條款不因本合約終止而失效。**網際網路連線：**本軟體可能需要網路連線以存取網際網路相關功能、驅動軟體或執行其他功能。**使用者帳戶：**為了使用軟體或軟體功能，或正常執行軟體的某些功能，您可能需要擁有並維持軟體用戶名中所規定之有效且使用中之使用者帳戶和線上服務。例如協力廠商遊戲平台或社交網路帳戶（以下

稱「協力廠商帳戶」），或授權人或其關係企業之帳戶。如果您沒有這類的帳戶，某些軟體功能可能全部或部分無法正常執行或停止運作。軟體也可能為了要建立存取軟體及其功能和特性，而要求您建立授權人或授權人關係企業之軟體專用使用者帳戶（以下稱「使用者帳戶」）。您的使用者帳戶登入可能與協力廠商帳戶互有連結。您對用于存取和使用軟體的使用者帳戶及任何協力廠商帳戶的所有使用情況及安全性，負有全責。

虛擬貨幣及虛擬商品：雖然可以透過授權而使用虛擬貨幣及虛擬商品，但若軟體允許您購買及/或獲得虛擬貨幣及虛擬商品，則下列額外條款與條件適用之。

虛擬貨幣及虛擬商品：軟體得讓使用者 (i) 使用虛構的虛擬貨幣做為軟體內專屬之兌換媒介（以下稱「虛擬貨幣」，或「VC」），以及 (ii) 取得軟體內虛擬商品的存取權（併同特定受限使用權利）（以下稱「虛擬商品」，或「VG」）。無論使用何種語言，VC 和 VG 均表示受本合約所規範之有限授權權利。依本合約之條款及遵守情況，授權人在此授與您非專屬、不可轉讓、不可轉授權、有限的權利和授權，基於個人且非商業用途使用您所取得之 VC 及 VG 進行遊戲，惟限於軟體內使用。您所取得之 VC 及 VG 係授權您使用，在此您將不會轉移或轉讓 VC 及 VG 中具所有之或所有權，但若相關法律另行禁止者則不在此限。本合約不授與出售任何 VC 及 VG 之任何權利。VC 及 VG 並沒有以實際貨幣幣值等同價值，且不能替換為實際貨幣。您認知且同意授權人可以隨時修正或採取會影響 VC 及/或 VG 之感知價值或購買價格的行為，但若相關法律禁止則不在此限。當授權人停止提供軟體或本合約已另行終止時，VC 及 VG 不會產生未使用之費用；不過前提是以下授與 VC 及 VG 之授權將依照本合約之條款與條件和軟體使用而終止。授權人得自行決定保留對存取或取得 VC 及 VG 之權利收取費用之權利，及/或散布 VC 或 VG 不得進行收費。

獲得及購買虛擬貨幣及虛擬商品：您為了完成軟體中之某些活動或成就而向授權人購買 VC 或獲得 VC 的能力。例如，授權人可能在完成遊戲內活動時提

供 VC 或 VG，例如達到新等級、完成任務或獨立使用內容。VC 及/或 VG 一旦取得，將會存入您的使用者帳戶。您只能在軟體內購買 VC 及 VG，或透過參與協力廠商線上商店、應用程式商店或授權人所授權之其他商店（以下合稱為「軟體商店」）的平台購買。透過軟體商店購買及使用遊戲內道具或貨幣需受軟體商店之規範文件所約束，包括但不限於軟體條款及使用者合約。本線上服務已由軟體商店商標提供予您。GF 授權人可以對 VC 之購買提供折扣或促銷，且授權人得隨時未經通知修改或中止此等折扣及促銷。於應用程式商店完成經授權之 VC 購買後，所購買的 VC 金額將存入您的使用者帳戶。授權人應訂定每筆交易及/或每日您可以購買之 VC 金額上限。其可能因相關網之軟體而有所差異。授權人得自行決定對您可以購買或使用之 VC 金額。您使用 VC 的方式，以及得以存入您的使用者帳戶之 VC 餘額上限設定額外的限制。您對透過您的使用者帳戶所購買之全部 VC 負有全責，無論其是否由您所授權進行者留同。

餘額計算：登入您的使用者帳戶時，您可存取及檢視您的使用者帳戶中，您所有的 VC 及 VG。授權人可以自行決定保留對您的使用者帳戶進行存取 VC 及 VG 的所有相關權利。授權人保留進一步權利，得自行判定或購買 VC 或基於其他目的而從您的使用者帳戶存入或扣除 VC 的金額及方式。授權人致力於一致且合理的基礎進行所有此等計算，因此除非合理可以提供該等計算過去或現在含有蓄意錯誤之證明文件予授權人，否則在此您認知且同意授權人對您的使用者帳戶中可用之 VC 及 VG 的判定係屬最終結果。

使用虛擬貨幣及虛擬商品：所有已購買之遊戲內虛擬貨幣及/或虛擬商品可能由玩家在遊戲的過程內依據遊戲的規則而使用或損失掉遺留的貨幣及商品，其可能因不同軟體而有所差異。VC 及 VG 僅供軟體內外部使用，且授權人得自行決定是否將 VC 及/或 VG 之使用限於單一遊戲。VC 及 VG 之授權使用及目的可能隨時變更。您的使用若違反所示之可用之 VC 及/或 VG 將於每次您軟體內使用 VC 及/或 VG 後降低。任何 VC

及/或 VG 之使用均會對使用者帳戶提出要求，再從其中可用的 VC 及/或 VG 中扣除。您的使用者帳戶中必須擁有足夠的可用 VC 及/或 VG，才能完成軟體內的交易。您的使用者帳戶中的 VC 及/或 VG 可能會在發生您使用軟體之相關事件後，未經通知而降低。例如，您可能因為遊戲有了或人物角色死了而損失 VC 或 VG。您對透過您的使用者帳戶所進行之 VC 及/或 VG 之全部使用應負起全部的責任，無論其是否由您所授權進行者留同。一旦發現透過您的使用者帳戶對任何 VC 及/或 VG 進行未經授權之使用，您必須立即利用下列網址提交支援要求來通知授權人：www.take2games.com/support。

無法折換：VC 及 VG 僅得折換為遊戲中之商品及服務。您不得換取、租賃、授權或出租 VC 或 VG，亦不得將它們轉換為可轉換的 VC。VC 及 VG 僅得折換為遊戲中之商品或服務，且不能隨時向授權人或任何其他人或實體折換任何金錢或貨幣價值或其他商品，但若在此明示規定或相關法律另行要求則不在此限。VC 及 VG 沒有現金價值，且授權人或任何其他人等或實體無任何義務將您的 VC 或 VG 兌換為任何有價物品，包括但不限於實體貨幣。

無退款：VC 及 VG 之所有購買都是最終結果，且在任何情況下，此等購買均無法退款、轉帳或交換。授權人擁有絕對權利可自行決定法律、規範、控制、修改、中止及/或換此等 VC 及/或 VG 事宜，但授權人得行使此等權利而不在此限，且授權人得行使此等權利之您或任何其他人並無任何責任。

不得轉售：除了授權人所明示授權規定在遊戲中使用軟體外，授權人不許可並嚴格禁止將任何 VC 或 VG 進行任何轉移、交換、販售或兌換給任何個人（以下稱「未經授權之交易」），包括但不限於軟體之其他使用者。授權人得自行決定保留禁止、中止或修改您的使用者帳戶及 VC 和 VG 之權利，以及若您從事、協助或要求任何未經授權之交易則終止本合約。參與此等活動之所有使用者應自行承擔執行此動作之風險，並在此同意該等軟體所直接間接造成之損失及費用賠償責任。其合作夥伴、授權人、關係企業、承包商、經

理、董事、員工和代理商，使其免遭損害。您認知當授權人懷疑或可就詐騙、本合約之違約情事、任何相關法律或規定之違反情事、或任何意圖干擾之蓄意行為、造成影響之其他方式、或可能以任何方式干預軟體作業時提出證明時，授權人得要求相關作業時而商店停止、中止、終止、中斷或還原任何未經授權之交易，無論未經授權之交易何時發生（或尚未發生）。若您們相信或有任何理由懷疑您已從事未經授權之交易，您應一同同意授權人得自行決定限制您存取使用者帳戶中可用之 VC 及 VG，或者終止或中止您的使用者帳戶，以及您對任何 VC、VG 和與使用者帳戶相關聯之其他項目的權利。

位置：VC 僅供某些位置之客戶使用。若您所在位置未經核准，則不得購買或使用 VC。

軟體商店條款：本合約及透過任何軟體商店取得之軟體（包括線上或其中所列或應其要求之額外條款與條件所約束，且所有此等相關條款與條件茲此納入本文。授權人對與您在軟體內或透過軟體商店之購買交易相關的任何信用卡、銀行相關資訊，或任何其他收費或費用，概不負責。所有此等交易均由軟體商店所管理，而非授權人。授權人明示排除對於此等交易之任何賠償責任，而且您同意您對所有交易相關之唯一補償措施係來自或透過此等軟體商店。本合約係您與授權人間所簽訂，而非與任何軟體商店簽訂。您認知軟體商店並沒有義務將軟體授權或提供任何維護或支援服務。範圍規定外，在相關法律許可的最大範圍內，軟體商店對軟體之任何方面均無其他責任擔保義務。針對軟體條款產品責任、無法符合相關法律或法規所提起之任何索賠、依消費者保護法或類似立法或智慧財產權侵權而提起之索賠，均受本合約所規範，且軟體商店對於此等索賠並不負任何責任。您必須遵守軟體商店之服務條款及任何其軟體商店適用之規則或政策。軟體之授權係不可轉移之權利，僅供您在所有權或控制之適用裝置上使用軟體。您聲明您並非位於任何美國禁運之國家/地區或其地理區域內，且並未列在美國財政部 (U.S. Treasury

Department) 之特別指定國家 (Specially Designated Nationals) 名單或美國商業部 (U.S. Department of Commerce) 之拒絕出口對象 (Denied Person) 名單或實體清單 (Entity List)。軟體商店是本合約之第三方受益人，可能對您執行本合約。

收集與使用資訊：一旦安裝及使用軟體，即表示您同意本節中所列之資訊收集及使用條款以包括 (a) 在軟體內之隱私政策政策，包括 (a) 在軟體內及歐洲以外之其他國家/地區或您居住之國家/地區內，包括隱私保護標準較低的國家/地區，將任何個人資訊和其他資訊轉交給授權人、其關係企業、廠商和商業合作夥伴，以及其他特定協力廠商 (例如行銷機構)；(ii) 公開展示您的資料，例如網站上您的身分建立之內容，或在網站及其他平台上展示您的分數、排名、成就及其他遊戲資訊；(iii) 將您的遊戲資料與硬體製造商、平台主機和授權人之行銷合作夥伴分享；以及 (iv) 依以上引用不定期修訂之隱私政策規定，對您的個人資料或其他資訊進行其使用和揭露。如果您不願意以此方式使用或分享您的資訊，請勿使用本軟體。對於所有資料隱私權問題，包括您的個人資料及其他資訊之收集、使用、揭露及轉移，則位於 www.take2games.com/privacy 上不定期修訂之隱私權政策僅於本合約中之任何其他聲明。

責任擔保：有關責任擔保：授權人對您（指您是本軟體之最初原始購買者，而不是自原始購買者轉移而取得之預先錄製軟體及隨附文件）提供以下責任擔保：即自最初購買日起 90 天期限內，本軟體於材質及製作上，在正常使用及服務的前提下無任何缺陷。授權人擔保本軟體的材質隨附文件中所述之最低系統要求之個人電腦相容，或與經遊戲裝置生產商認可的遊戲裝置相容。不過，由於硬體、軟體、網路網路連線及個別使用的不同，本軟體符合您的要求。執行本軟體不會中斷或沒有錯誤，或本軟體與協力廠商軟體或硬體相容，且本軟體中所產生的任何錯誤將獲修正。任何由授權人或經授

權人對您（指您是本軟體之最初原始購買者，而不是自原始購買者轉移而取得之預先錄製軟體及隨附文件）提供以下責任擔保：即自最初購買日起 90 天期限內，本軟體於材質及製作上，在正常使用及服務的前提下無任何缺陷。授權人擔保本軟體的材質隨附文件中所述之最低系統要求之個人電腦相容，或與經遊戲裝置生產商認可的遊戲裝置相容。不過，由於硬體、軟體、網路網路連線及個別使用的不同，本軟體符合您的要求。執行本軟體不會中斷或沒有錯誤，或本軟體與協力廠商軟體或硬體相容，且本軟體中所產生的任何錯誤將獲修正。任何由授權人或經授

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權的代理商所提供之口頭或書面諮詢不構成責任擔保。由於部分司法管轄區不允許排除或限制對顯示擔保、或限制消費者適用的法定權利，部分或所有上述的排除和限制相關規定可能對您不適用。如果您在責任擔保期間發現有任何瑕疵，授權人同意，只要軟體仍由授權人生產製造，便免費為您更換任何仍於責任擔保期間有效的瑕疵品。如果該軟體已無法取得，授權人保留更換等價或更高價的類似軟體之權利。本責任擔保僅限於由授權人提供的正版軟體產品，且不適用於正常損耗。如果該瑕疵是由於盜用、惡意破壞或個人疏忽所致造成，則本責任擔保即不適用且無效。規章中任何顯示擔保僅限於上述 90 天責任擔保期限內有效。除上述規定外，本責任擔保期可以替代其他責任擔保；無論是口頭或書面、明示或默示，包括其他適宜、適用於特定用途或非侵權之責任擔保，其他陳述或責任擔保對授權人不具有任何法律約束力。當上述有限責任擔保寄回軟體時，請將正版軟體寄至授權人如下所指定的地址，並加以下資訊：您的姓名和郵遞地址、盒購買日期的收據影本，以及關於產品瑕疵和用以執行軟體的系統之簡短說明。

損失賠償
您同意賠償授權人、其合作夥伴、授權人、關係企業、承包商、經理、董事、員工和代理商並為其辯護，使其免遭舉凡因您的行為或未遵守合約所直接或間接造成的損失及費用之損害。在 任何情況下，對於因擁有、使用或故障之軟體所造成的特殊性、附隨性或衍生性損害，包括但不限於財產損失、名譽受損、電腦故障或無法運作，並於法律許可範圍之內，對於個人體傷、財產損失、利潤損失或由於其他與本合約或軟體相關的懲罰性損失，無論是侵權（包括過失）、合約、無過失責任或其他概不負責，無論授權人是否已獲知該等損失發生之可能性亦然。在任何情況下，授權人對於所有損失（適用法律規定除外）的責任均不得超過您為使用本軟體所支付的實際價格。在 任何情況下，授權人對於您依此所提出之任何及所有索賠（無論訴訟型為何）的總累計賠償責任之限，不得超過前十二 (12) 個月期間您就軟體相關事宜而支付予授權人之

費用或 \$200 美元，兩者以金額較高者為準。由於部分州/省/國家/地區不允許限制默示擔保的期限，及/或對於過失、詐騙或故意不法行為所造成之附隨性或衍生性損害、死亡或個人體傷進行排除或責任限制，因此上述限制及/或排除事項，以及另行對因上述賠償而進行任何之排除或限制，可能對您不適用。本責任擔保之條款若經任何優先適用之聯邦、州/省或國內法所禁止，則不得單獨適用。本責任擔保賦予您特定的法律權利，並可享有依司法管轄區而有所不同的其他權利。我們不會且無法控制資料從我們的網路及網際網路、無線網路或其他協力廠商網路其他部分之流通狀況。此等流通大部分取決於協力廠商所提供或控制之網際網路及無線服務的效能。有時，此等協力廠商之作為或不作為可能讓您的網際網路、無線服務或其中任一部分的連線速度變慢或造成干擾。我們無法保證不會發生此種情況。據此，我們對協力廠商之作為或不作為所引起（或與此相關）之軟體及相關服務和產品使用問題，或對網際網路、無線服務或其中任一部份之連線速度變慢或造成干擾之問題，概不負責。

終止合約
本合約在您或授權人終止前均屬有效。若授權人判定或相信您對軟體之使用涉及或可能涉及詐騙或洩洩或任何其他非法活動，若您未能遵守本合約之條款與條件，包括但不限於以上授權條件，則本合約會在授權人停止運作軟體伺服器（針對專門在線上運作之遊戲）時自動終止。您可以隨時透過下列方式終止本合約：(i) 要求授權人終止及刪除您透過服務條款中所列之方式、用來存取或使用軟體之使用者帳戶。或 (ii) 銷毀及/或刪除您所持有、保管或控制之所有軟體的任何及全部拷貝。從遊戲平台刪除軟體並不會刪除您的使用者帳戶之相關資訊，包括與您的使用者帳戶相關聯之任何 VC 及 VG。如果您使用相同的使用者帳戶重新安裝軟體，則您仍可存取前一個使用者帳戶資訊，包括與您的使用者帳戶相關聯之任何 VC 及 VG。不過，若您的使用者帳戶在本合約終止時基於任何原因而被刪除，則與您的使用者帳戶相關聯之所有 VC 及 VG 亦會同時刪除，且您將無法再使用軟體及與您的使

用者帳戶相關聯之任何 VC 或 VG，但若相關法律另行禁止則不在此限。若本合約因為您違反本合約而終止，授權人可能會禁止您重新註冊或重新存取軟體。本合約一旦終止，您必須將軟體的實體拷貝銷毀或退還予授權人，並且永久銷毀軟體、隨附文件、相關資料及其中您所有或控制之全部元件部分的所有拷貝，包括從已安裝軟體之任何用戶端伺服器、電腦、遊戲裝置或行動裝置銷毀。本合約一旦終止，您使用軟體（包括與您的使用者帳戶相關聯之任何 VC 或 VG）之權利也會立即終止，而且您必須中止對軟體之所有使用。本合約之終止並不會影響依本合約所產生之我們的權利或您的義務。

受美國政府限制之權利。本軟體及其文件完全由私人經營所開發，並非「商用電腦軟體」或「限制電腦軟體」的形式提供使用，由美國政府或美國政府轉包商使用、複製或公開受 DFARS 252.227-7013 的技術資料和電腦軟體權利 (Rights in Technical Data and Computer Software) 條款中的第 (c)(1)(i)(D) 條規定所限制，或受 FAR 52.227-19 的商用電腦軟體限制權利 (Commercial Computer Software Restricted Rights) 條款中的第 (c)(1) 和 (2) 條規定所限制（如果適用）。承包商/製造商為下列位置的授權人。

衡平救濟。您在此同意，如果本合約相關條款未具體實施，則授權人將承受難以彌補的損失；因此，您同意授權人除了其他可用救濟外，應享有不受規定限制之權利，並須提出其他保證金、抵押品或損失證明，即可依照本合約獲得衡平救濟，包括暫時及永久性禁制令之救濟。

稅款及費用。任何政府機構依據本合約交易進行之相關事宜，而對授權人及其任何和所有關係企業、經理、董事、員工徵收之所有適用稅項、費用和任何型式之稅款，應由您負責，並由您支付和賠償前開對象，使其免遭損害，包括利息和罰款利息（不包括授權人淨所得稅），且無論該等稅款是否包含在授權人於任何時間傳送給您的任何發票中皆同。如果您有權獲得任何豁免，則應將任何及所有豁免證明提供給授權人。以下與您的活動相關所發生之全部支出和費用（若有的話），應負起全部的責任。

您沒有權利向授權人要求任何補償費用，亦不得由此對授權人造成損害。

服務條款。對軟體之所有存取及使用均需受本合約、相關的軟體文件、授權人之服務條款和授權人之隱私政策所拘束，且服務條款之所有條款與條件茲此納入本合約。這些合約代表您與授權人間，就軟體和相關服務及產品之使用相關事宜所簽訂之完整合約，其可取代您與授權人所簽訂之任何先前的書面或口頭合約。若本合約與服務條款間有任何抵觸情形，以本合約為準。

其他。如果本合約中的任何規定，由於任何原因，例如只有在必要情況下才需要強制執行條款規定，被裁定為無法執行，則本合約其餘部分協議將不受影響。

準據法。紐約州法律適用於紐約州居民和紐約州，因此本合約應依該法之法律條文釋義（無論是否和準據法有所抵觸）。引以聯邦法為準據法者則不在此限。除非由授權人以特別或違反當地法律為由，以書面形式明確聲明放棄，否則唯一專屬管轄權及法庭地在此應為授權人

主要公司營業所在地的州及聯邦法院（美國紐約州紐約郡）。您及授權人同意此等法院管轄權，並同意法律程序之通知得按照在此所述之方式提供，或由其他經紐約州或聯邦法律所允許之方式提供。您及授權人同意聯合國公約（UN Convention）所制定的國際貿易合約規定（Contracts for the International Sale of Goods）（1980 年，維也納）不適用於本合約或任何因本合約所引起的爭端或交易。

如果您對本合約有任何疑問，請來信至以下地址：TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.

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