JAMES HARDEN STEPHEN CURRY ANTHONY DAVIS

NBA 2K16

2K

TABLE OF CONTENTS

4 GETTING STARTED

4 PRODUCT SUPPORT

5 CONTROLS
- 5 BASIC OFFENSE
- 5 BASIC DEFENSE
- 6 ADVANCED OFFENSE
- 7 ADVANCED DEFENSE
- 8 PRO STICK™: SHOOTING
- 9 PRO STICK™: DRIBBLING
- 10 DEFENSIVE CONTROLS
- 11 POST MOVES
- 12 POST SHOTS

13 NBA 2K16 GAME CREDITS

20 LIMITED SOFTWARE WARRANTY, LICENSE AGREEMENT & INFORMATION USE DISCLOSURES

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

NOTICES:
Video output in HD requires cables and an HD- compatible display, both sold separately.
Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

GETTING STARTED

PlayStation®3 system

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the ***NBA 2K16*** disc with the label facing up into the disc slot. Select the icon for the software title under ***NBA 2K16*** in the PS3™ system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk.
The data is displayed under "Saved Game Utility" in the Game menu.

Product Support:
http://support.2k.com

Please note that NBA 2K16 online features are scheduled to be available until **December 31, 2017** though we reserve the right to modify or discontinue online features on 30-days' notice.
Visit **www.nba2k.com/status** for more information.

Some features will be temporarily unavailable during initial game installation.

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	R3	Hard / Wrap Foul
Pass Modifier	L2	Intense D
Sprint	R2	Sprint
Call Play	L1	Double Team
Icon Pass	R1	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
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 or fade, press ◎ again to slip the screen)
Bounce Pass	L2 + ✕
Overhead/Lob Pass	L2 + △
Flashy 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 ▣
PRO STICK™ Pass	L2 + Right Stick

ADVANCED DEFENSE

Action	Input
Move	Left Stick
Fast Shuffle	L2 + R2 + Left Stick
Steal	Tap ▣
Block	△
Rebound	△ (ball in air)
Take Charge	◎
Flop	Double-tap ◎
Wrap Foul	Press R3 button
Intense Defense	L2
Shade Stance Change	L2 + Right Stick Left / Right
Crowd Dribbler	Hold L2
Hands Up	Hold Right Stick
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 hold
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 toward 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
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

Action	Input	Context
Stepback	R2 + Tap Right Stick away from hoop	Dribbling

DEFENSIVE CONTROLS

Action	Input	Context
Move	Left Stick	Any
Fast Shuffle	L2 + R2 + Left Stick	Any
Steal	Tap ■	Any
Block	△	Any
Rebound	△ (ball in air)	Any
Take Charge	○	Any
Flop	Double-tap ○	Onball Defense
Wrap Foul	Press R3 button	Any
Intense Defense	L2	Onball Defense
Shade Stance Change	L2 + Right Stick Left / Right	Onball Defense
Crowd Dribbler	Hold L2	Onball Defense
Hands Up	Hold Right Stick	Onball Defense

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

POST MOVES (PRESS △ TO POST UP)

Action	Input
Post Movement	Hold Left Stick
Aggressive Backdown	R2 + Left Stick toward hoop
Post Hook (close range)	Right Stick toward hoop
Post Fade (beyond close range)	Right Stick left or right away from hoop
Faceup Drive (from hold)	Left Stick toward key or baseline + △
Disengage Drive (from dribble)	Left Stick toward baseline + △
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

Action	Input
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 SHOT

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

NBA 2K16 GAME CREDITS

VISUAL CONCEPTS ENTERTAINMENT, INC.

LEAD ENGINEER
Andrew Marrinson

ART DIRECTOR
Joseph Clark

ENGINEERING

AI ENGINEERS
Shawn Lee
Gordon Read
Eddie Park
Andrew Brown
Ben Hester
Karthik Krishnamurthy
Tim Meekins
Johnnie Yang
Matt Hamre
Mark Horsley
Chris Larson
Nick Jones
Mark Roberts
Nate Bamberger
Evan Harsha
Tim Schroeder
Steven Fuller
David Copelovici
Matthias Wloka
Brian Townsend
Harlan Young
Paul Hale
Brad Jones
Barry LaVergne
Kijin Keum
Qiong Wang
Cort Keefer
Anthony Lundquist
Ian Citti
Jeff Brizzolara
Nathan DeGrand
Scott Kohn
Srikkanth Jagannathan
Katherine Hayton
Kyung-Kun Ko
Wen Chi Gu
David Yu
Eleftherios "Leftos" Aslanoglou
Bihua "Bella" Qiu
Yang Liu
Yu Gu
Bo Liang
Arvind Gopalakrishnan
David Brown
Ivan Gusev
Michael Sharpe
Heem Patel
Doug Marien
Jon Lew
Jingjing Wang
Alex Hu
Kiran George
Kai-Chaun Hsiao
Prajwal Manjunath
Adam Burch
Andrew Meshekoff
Anish Ramaswamy
Mark Chatfield
Goksu Ugur

TECH GROUP

DIRECTOR OF TECHNOLOGY
Tim Walter

LEAD LIBRARY ENGINEER
Ivar Olsen

LEAD TOOLS

LIBRARY ENGINEER
Jason Dorie
Boris Kazanskii
Zhe Peng
Brian Ramagli

SENIOR TOOLS
Software Engineer
Romerik Rousseau

PRODUCTION

EXECUTIVE PRODUCER
Jeff Thomas

SENIOR PRODUCERS
Asif Chaudhri
Erick Boenisch
Felicia Steenhouse
Ben Bishop
Rob Jones

GAMEPLAY DIRECTOR
Mike Wang

PRODUCTION & DESIGN
Zach Timmerman
Jerson Sapida
Dion Peete
Jay Iwahashi
Jason Souza
Dan Indra
Joe Levesque
Abe Navarro
Jon Corl
Kelly Wilson
Eric Dillard
Nino Samuel
Dan Bickley
Jesse Bean
Dave Zdyrko
Matt Underwood
Robert Nelson
Kyle Lai-Fatt
Kurtis Hon
Erik O'Keady
Michael Stauffer
Scott O'Gallagher
Charles Williams
Josh Morrison
Ben Horne
Himanshu Vartak
Shereif Fattouh
Brett Hawkins

ART TEAM

CHARACTER ART DIRECTOR
Heather Marshall

CHARACTER ARTIST
Winnie Hsieh
Tyler Bronis
Tim Auer
Yuki Yamamura
Chris Darroca
Omar Sancristobal
Jeongcheol Shin
Evan Ahlheim
David Dame

TECHNICAL ART LEAD
Pascal Hang

TECHNICAL ART
Emre Yilmaz
Jesse Capper-Ream
Stewart Graff

ENVIRONMENT LEAD
John Lee

ENVIRONMENT ARTIST
Tim Doonan
Tim Loucks
Ray Wong

ANIMATION DIRECTOR
Roy Tse

ANIMATION PRODUCER
Stephanie Gene Morgan

LEAD GAMEPLAY ANIMATOR
Elias Figueroa

GAMEPLAY TECHNICAL LEAD
Jamie Wicks

PERFORMANCE CREATIVE LEAD
Mike Dacko

PERFORMANCE TECHNICAL LEAD
Derek Kurimoto

ANIMATOR
Ben Anderson
Joel Flory
Jonathan Lyons
Eric Perrier
Wilster Phung

ADDITIONAL ANIMATION
Alvin Geno
Santiago Nunez

ADDITIONAL FACIAL PROCESSING
Counter Punch Studios
Technicolor

UI ART DIRECTOR
Herman Fok

UI ART LEAD
Justin Cook
Ian Cofino

UI VISUAL DESIGN
Anthony Yau
Zhen Tan

USER INTERFACE
Quinn Kaneko
Myra Shadle
Carrie Michelle Dinitz Parecki
David Lee
Andy Mindler
Albert Carmona
Jeffrey Davis
Rob Simmons
Spencer Kopach

STUDIO ART DIRECTOR
Matt Crysdale
Anton Dawson

ART PRODUCER
Karen Huang

FACE CAPTURE
Pixelgun Studio

SPECIAL THANKS
Matt Chalwell
Hectic Digital
Edge Art
Lemon Sky
Seed of Rock
Virtuos
Hydro74
Nicholas Apostoloff
Chuco Moreno
George Penenori
J Esparza
Steve Von Riepen
Andrew Chin
Alison Kellom

VC AUDIO TEAM

AUDIO DIRECTOR
Joel Simmons

SR. AUDIO ENGINEER & AUDIO TOOLS
Daniel Gardopee

SR. AUDIO ENGINEERS
Todd Gunnerson
Randy Rivas

SCRIPT WRITERS
Tor Unsworth
Rhys Jones

ADDITIONAL AUDIO
John Crysdale

ADDITIONAL AUDIO PRODUCTION SUPPORT
Brian Buel

ADDITIONAL AUDIO POST
Casey Cameron
Mateo Baker

ADDITIONAL SCRIPT WRITING
Kevin Asseo
Sean Sullivan
Joe Galliani

VISUAL CONCEPTS KOREA

MANAGING DIRECTOR
Yong Taek Bae

PRODUCER
Jonathan Rivera

LEAD ENGINEER
Thomas Anderson

STUDIO ART DIRECTOR
Chan ho Lee

PEOPLE MANAGER
Dhaee Chung

ENGINEERS
Sung-won Jeong
Seonghyeon Choe
Vladislav "Vl@d Zola Jr." Durmanenko
Julien Maigrot
Donghee Hong

UI ARTIST
Young-Sang Seo
Song Lee

ENVIRONMENT ARTIST
Jeonghui An

TECHNICAL ARTIST
Inkyu Kim

CHARACTER ARTIST
Dong Su Kwak
Ji Hyun Kim
Yong Ho Lee

ANIMATOR
Hong Joong Kim

2K SPORTS THEME MUSIC

"THE CONTEST" AND "NETWORK SPORTS TONIGHT"
Written, Engineered, and Produced by Bill Kole

"THE COMEBACK", "THE RIVALRY", AND "THE BREAKDOWN"
Written by Joel Simmons. Engineered and Produced by Bill Kole

2K THEMES PERFORMED BY
CosmoSquad

ARENA ORGAN, BEATS, MUSIC, & ADDITIONAL IN-GAME MUSIC
Casey Cameron

NATIONAL ANTHEM VOCALIST
Natalie Major

ADDITIONAL CAPTURE SUPPORT
Christopher Jones

SPECIAL THANKS
Tim Anderson
Phil Johnson
Fresno State Bulldog Marching Band
Greg Ortiz
Craig Rettmer
Aggie Pack
California Aggie Marching Band

PLAYER CHATTER
Donell Dshone Johnson Jr.
Sean Lasatar
Shane Meston
Matt Pymm
Nick Powers
Carney Lucas
Michael Distad
Will Dagnino
Michael Turner
Spencer Douglass
Todd Bergmann
Cecil Hendrix
Sean Pacher
Brian Shute
Eric White

CROWD CHATTER
Ben Anderson
Scott Darone
Marion Dreo
William Gale
Michael Howard
Anaoshak Khavarian
Kelsie Lahti
Ashley Landry
Wilster Phung
Adrianne Pugh
Jonathan Smith
Charles Williams
Niko Ackerman
Steven Baston
Marcus Boddy
Vincent Byrne Davis
Philip Floyd
Ben Hader
Daryll Jones
Khaleisheia Jones
Jesse Langland
Rolan Jed Negranza
Hana Ohira
Danielle Strickland
Joshua Cervantes
Reinard Coloma
Christopher Nichols
Jaymi Valdes
Rebecca Friedman
Daniel Stafford
Megan Knapp
Leslie Peacock

2K

PRESIDENT
Christoph Hartmann

C.O.O.
David Ismailer

SVP, SPORTS OPERATIONS
Jason Argent

PRESIDENT, SPORTS DEVELOPMENT
Greg Thomas

2K CREATIVE DEVELOPMENT

VP, CREATIVE DEVELOPMENT
Josh Atkins

CREATIVE DIRECTOR
Eric Simonich

DIRECTOR OF CREATIVE PRODUCTION
Jack Scalici

MANAGER OF CREATIVE PRODUCTION
Josh Orellana

CREATIVE PRODUCTION COORDINATOR
Kaitlin Bleier

CREATIVE PRODUCTION ASSISTANTS
William Gale
Cathy Neeley
Megan Rohr

DIRECTOR OF RESEARCH AND PLANNING
Mike Salmon

SR. MARKET RESEARCHER
David Rees

USABILITY RESEARCHER
Jordan Limor

USER TESTING ASSISTANT
Jonathan Bonillas

2K MARKETING TEAM

SVP, MARKETING
Sarah Anderson

VP OF INTERNATIONAL MARKETING
Matthias Wehner

VP OF MARKETING
Alfie Brody

DIRECTOR OF MARKETING
Mike Rhinehart

BRAND MANAGERS
Andrew Blumberg
William Inglis

VP OF COMMUNICATIONS, THE AMERICAS
Ryan Jones

SR. COMMUNICATIONS MANAGER
Ryan Peters

SR. DIRECTOR, MARKETING PRODUCTION
Jackie Truong

ASSOCIATE MARKETING PRODUCTION MANAGER
Ham Nguyen

MARKETING PRODUCTION ASSISTANT
Nelson Chao

SR. GRAPHIC DESIGNER
Christopher Maas

PROJECT MANAGER
Heidi Oas

VIDEO PRODUCTION MANAGER
Kenny Crosbie

VIDEO EDITOR / MOTION GRAPHIC DESIGNERS
Michael Regelean
Eric Neff

VIDEO EDITOR
Peter Koeppen

ASSOCIATE VIDEO EDITORS
Doug Tyler
Nick Pylvanainen

ART DIRECTOR, WEB
Gabe Abarcar

WEB DIRECTOR
Nate Schaumberg

WEB DESIGNER
Keith Echevarria

WEB DEVELOPER
Alex Beuscher

WEB PRODUCER
Tiffany Nelson

CHANNEL MARKETING MANAGERS
Anna Nguyen
Marc McCurdy

DIGITAL MARKETING COORDINATOR
Kelsie Lahti

SR. DIRECTOR OF EVENTS
Lesley Zinn Abarcar

EVENTS MANAGER
David Iskra

SR. MANAGER, COMMUNITY AND SOCIAL MEDIA
Ronnie Singh

COMMUNITY AND SOCIAL MEDIA COORDINATOR
Chris Manning

DIRECTOR, CUSTOMER SERVICE
Ima Somers

CUSTOMER SERVICE MANAGER
David Eggers

KNOWLEDGE BASE COORDINATOR
Mike Thompson

SR. MANAGER OF PARTNERSHIPS & LICENSING
Jessica Hopp

PARTNER MARKETING MANAGER
Dawn Earp

DIGITAL MARKETING COORDINATOR
Ashley Landry

MARKETING ASSISTANT
Jessica Perez

ADMINISTRATIVE ASSISTANT
Dino Sulprizio

2K OPERATIONS

VP, STUDIO OPERATIONS
Kate Kellogg

SVP, SR. COUNSEL
Peter Welch

SR. DIRECTOR AND COUNSEL, 2K BUSINESS AFFAIRS
Jerry Wang

COUNSEL
Justyn Sanderford

VP OF BUSINESS DEVELOPMENT
Steve Lux

DIRECTOR OF OPERATIONS
Dorian Rehfield

LICENSING/OPERATIONS SPECIALIST
Xenia Mul

OPERATIONS MANAGER
Ben Kvalo

OPERATIONS COORDINATOR
Peter Driscoll

2K IT

DIRECTOR, 2K IT
Rob Roudebush

IT MANAGER
Bob Jones

SR. NETWORK/SYSTEMS ENGINEER
Russel Mains

SYSTEMS ENGINEERS
Jon Heysek
Lee Ryan

SYSTEMS ADMINISTRATOR
Fernando Ramirez

JR. SYSTEMS ADMINISTRATORS
Tareq Abbassi
Scott Alexander
Davis Krieghoff

IT ANALYST
Michael Caccia

2K INTERNATIONAL

GENERAL MANAGER
Neil Ralley

INTERNATIONAL PRODUCT MANAGER
Ediz Basol

INTERNATIONAL PR MANAGER
Wouter van Vugt

INTERNATIONAL SOCIAL & COMMUNITY EXECUTIVE
Catherine Vandier

INTERNATIONAL SOCIAL MEDIA & CONTENT EXECUTIVE
Ibrahim Bhatti

2K INTERNATIONAL PRODUCT DEVELOPMENT

INTERNATIONAL PRODUCER
Mark Ward

LOCALIZATION MANAGER
Nathalie Mathews

LOCALIZATION MANAGER ASSISTANT
Emma Lepeut

EXTERNAL LOCALIZATION TEAMS
La Marque Rose
Synthesis International Srl
Synthesis Iberia
Robert Bock
Local Heroes
Keywords International

DESIGN TEAM
James Crocker
Tom Baker
James Quinlan

2K INTERNATIONAL TEAM
Adam Merrett
Agnès Rosique
Alan Moore
Aaron Cooper
Belinda Crowe
Ben Seccombe
Bernardo Hermoso
Carlo Volz
Caroline Rajcom
Chris Jennings
Chris White
Dan Cooke
Daniel Hill
Dennis de Bruin
Devon Stanton
Diana Freitag
Jan Sturm
Jean-Paul Hardy
Jesús Sotillo
Lieke Mandemakers
Maria Martinez
Oliver Keller
Sandra Melero
Simon Turner
Stefan Eder
Tim Smith
Warner Guinée

TAKE-TWO INTERNATIONAL OPERATIONS
Anthony Dodd
Nisha Verma
Phil Anderton
Richard Kelly

2K ASIA

ASIA SR. PUBLISHING DIRECTOR
Jason Wong

ASIA SR. MARKETING MANAGER
Diana Tan

ASIA MARKETING MANAGER
Daniel Tan

JAPAN MARKETING MANAGER
Maho Sawashima

PRODUCT EXECUTIVE
Rohan Ishwarlal

PRODUCT EXECUTIVE
Sharon Lim

LOCALIZATION MANAGER
Yosuke Yano

LOCALIZATION COORDINATOR
Pierre Guijarro

LOCALIZATION ASSISTANT
Yasutaka Arita

TAKE-TWO ASIA

OPERATIONS
Eileen Chong
Veronica Khuan
Chermine Tan
Takako Davis
Ryoko Hayashi

TAKE-TWO ASIA BUSINESS DEVELOPMENT
Erik Ford
Syn Chua
Ellen Hsu
Kelvin Ahn
Paul Adachi
Fumiko Okura
Hidekatsu Tani
Fred Johnson
Julius Chen
Ken Tilakaratna
Albert Hoolsema

2K QUALITY ASSURANCE

SR. VICE PRESIDENT OF QUALITY ASSURANCE
Alex Plachowski

QUALITY ASSURANCE TEST MANAGER
Jeremy Ford

QUALITY ASSURANCE TEST, MANAGER - SUPPORT TEAMS
Scott Sanford

PROJECT LEAD
Shane Coffin

LEAD TESTER
Chris Adams
Nathan Bell

ASSOCIATE LEAD TESTERS
Alexander Coffin
Jorge Corpeño
Phylicia Fletcher
Ruben Gonzalez
Luis Nieves
Dewayne Roberto Wilbert Jr.
Jordan Wineinger

SENIOR TESTERS
Ashley Carey
David Drake
Andrew Garrett
Zack Gartner
Ana Garza
Tim Jones
Robert Klempner
Philip Lui
Robert Marrazzo
Nicole Millette
Michael Newsom
Michelle Paredes
Marcial Pasek
Bar Peretz
Kristine Romine
Jeffrey Schrader
Jonathan Williams

QUALITY ASSURANCE TESTERS
Travis Allen
Mailanee Anderson
TJ Anderson
Charlene Artuz
Eduardo Bancud
Steven Barling
Christopher Bautista
Robbie Bautista
Kyle Bellas
Michael Bond
Corey Bradley
Sampson Brier
Osvaldo Carrillo-Ureno
Matt Cates
Kyle Cobos
Nathan Craig
Joshua Collins
Hugh Cortney
Cassandra Del Hoyo
Bryce Fernandez
Jan Flugum
Zach Griffin
Henry Hall
Justin Handley
John Hanifzai
Pele Henderson
Daniel Im
Greg Jefferson
Chris Johnson
Jemel Jordan-Butler
Adam Junior
Casey Kautz
Johnathon Lak
David Lotruglio
Jason Maidman
Joshua Manes
Cesar Martinez
Quincy McGee
Lin Mei
Enrique Meza
Joe Nelms
Eddie Niecikowski
Philip Owens
Josh Ray
Brian Reiss
Chris Rippey
Erick Rogers
Max Rohrer
Gabbi Ronquillo
Robert San Agustin
Daniel Smyth
Michael Snee
John Spatafora
Allan Thomas
Washington Thompson III
Dominic Villas
Anthony Wair
Justin Ward
Alexis White
Anthony Zaragoza

SPECIAL THANKS
Leslie Cullum
Alex Belk
Louis Napolitano
Joe Bettis
David Barksdale
Ashley Fountaine
Rachel Hajewski
Chris Jones
Kris Jolly
Juan Corral
Eric Chung

Todd Ingram

2K INTERNATIONAL QUALITY ASSURANCE

LOCALIZATION QA MANAGER
José Miñana

MASTERING ENGINEER
Wayne Boyce

MASTERING TECHNICIAN
Alan Vincent

LOCALIZATION QA SENIOR LEAD
Oscar Pereira

LOCALIZATION QA PROJECT LEAD
Fabrizio Mariani

LOCALIZATION QA LEADS
Karim Cherif
Elmar Schubert
Florian Genthon

ASSOCIATE LOCALIZATION QA LEAD
Cristina La Mura

SENIOR LOCALIZATION QA TECHNICIANS
Alba Loureiro
Christopher Funke
Enrico Sette
Harald Raschen
Jihye Kim
Johanna Cohen
Jose Olivares
Pierre Tissot

LOCALIZATION QA TECHNICIANS
Christiane Molin
David Swan
Dimitri Gerard
Etienne Dumont
Gabriel Uriarte
Giuliano Cataford
Iris Loison
Javier Vidal
Julien Le Tohic
Julio Calle Arpon
Luca Magni
Manuel Aguayo
Martin Schücker
Namer Merli
Nicolas Bonin
Norma Hernandez
Pablo Menéndez
Roland Habersack
Rüdiger Kolb
Samuel Franca
Seon Hee C. Anderson
Sergio Accettura
Shawn Williams-Brown
Sherif Mahdy Farrag
Stefan Rossi
Timothy Cooper

2K CHINA QUALITY ASSURANCE

QA DIRECTOR
Zhang Xi Kun

QA SUPERVISOR
Steve Manners

QA LEADS
Gao You Ming
Huang Cheng

QA SENIOR TESTERS
Wang Yi Min
Zhu Ya Hua
Shao Bang Zhu

QA TESTERS
Bai Gui Long
Cai Kuang Yu
Cao Kui
Cheng Feng
Cheng Qing
Deng Chen Chao
Deng Jian
Deng Yang
Hu Die
Huang Cheng
Huang Hua
Jiang Xiao Yu
Kong Wei Yu
Lai Yi Peng
Li Gang
Li Han
Li San Ying
Li Tong
Liu Jun Duo
Long Fu Yu
Luo Hao Ran
Luo Ting
Luo Yi
Luo Zhi Hui
Wu Di
Wu Tao
Xiang Gao Jie
Xiao Yi
Xin De Hua
Xu Lei
Yang Hui
Yang Ke
Yin Ting
Yin Xia
Zhang Biao
Zhang Hao Bin
Zhang Jiu Si
Zhang Peng

Zhang Rui Bin
Zhang Wei
Zhang Yong Bin
Zhou Dan

SPECIAL THANKS
Zhao Hong Wei
Hu Xiang
Xie Ya Xi
Su Wan Qing
Li Hua

2K CHINA LOCALIZATION QUALITY ASSURANCE

QA MANAGER
Du Jing

LEAD QA TESTER
Shigekazu Tsuuchi

SENIOR QA TESTERS
Zhu Jian
Chu Jin Dan

QA TESTERS
Qin Qi
Tan Liu Yang
Kan Liang
Ning Xu
Cho Hyunmin

JUNIOR QA TESTERS
Yu Lei
Zhou Qian Yu
Hu Meng Meng
Li Ling Li
Zhao Yu
Mao Ling Jie
Bai Xue
Yan Yan
Wu Heng
Tang Shu
Jin Xiong Jie
Song Shi Xue
Wang Ce
Liu Kun Peng
Zou Zhuo Ke
Tang Dan Ru

IT ENGINEERS
Zhao Hong Wei
Hu Xiang

FOX STUDIOS
Rick Fox
Michael Weber
Tim Schmidt
Cal Halter
Keith Fox
Dustin Smith
Joe Schmidt

NATIONAL BASKETBALL ASSOCIATION

PRESIDENT, GLOBAL OPERATIONS & MERCHANDISING
Salvatore LaRocca

EXECUTIVE VICE PRESIDENT, GLOBAL MARKETING PARTNERSHIPS
Emilio Collins

VICE PRESIDENT, GLOBAL MARKETING PARTNERSHIPS
Andrew Kelly

VICE PRESIDENT, LEGAL & BUSINESS AFFAIRS
Hrishi Karthikeyan

VICE PRESIDENT, LICENSING
Matt Holt

SENIOR MANAGER, LEGAL & BUSINESS AFFAIRS
Vince Kearney

SENIOR COORDINATOR, LICENSING
Greg Brownstein

SPECIALIST, LICENSING
Wonnie Song

SENIOR ACCOUNT EXECUTIVE, GLOBAL MEDIA
Artie Cutrone

COORDINATOR, GLOBAL MARKETING PARTNERSHIPS
Jen Murphy

MOTION CAPTURE TALENT

NBA TALENT
Harrison Barnes
Kent Bazemore
Trey Burke
Isaiah Canaan
Will Cherry
Stephen Curry
Brandon Davies
Dante Exum
Ryan Hollins
Orlando Johnson
Ben McLemore
James Nunnally
Austin Rivers
Lance Stephenson
Evan Turner
Dion Waiters

BASKETBALL TALENT
Antonio Biglow
Josh Bitton
Jake Bohigian
Myree "Reemix" Bowden
Michael Bowens, Jr.
Justin Brown
Dominic Calegari
Collin Chiverton
Joell Crawford
Roy Giles
Dominique Grant
Tim Harris
Justin Herold
Pe'Shon Howard
Allen Huddleston
Tony Johnson
John Jordan
Jawon Mack
Mike McChristian
Corey McIntosh
Mikh McKinney
Xander McNally
Aalim Moor
Kareem Nitoto
Michael Nunnally
Jayson Obazuaye
Scott O'Gallagher
Jerald "J.P." Pruitt
Michael Purdie
Chris Reaves
Jordan Richardson
Patrick "Pat The Roc" Robinson
Nick Ross
Franklin Session
Les Smith
Ryan Sypkens
Dominique Taplin
Dar Tucker
Christian Williams
Roshun Wynne, Jr.

SACRAMENTO KINGS DANCERS
Megan Beeson
Brittney Bliatout
Andrea Cabrera
Roxanne Cortez
Angela Inouye
Katerina Kountouris
Moira Niesman
Lynsi Teixeira
Isela Perez
Tammier Porter

ADDITIONAL DANCERS
Jennifer Carrico
Christopher Williams
Rachel Lee
Taylor Lee

MASCOT
Todd Maroldo

FACIAL EXPRESSION ACTORS
Allen Huddleston
Sarunas J. Jackson

SPECIAL THANKS
Anna Choi
Na Yeon Kim
John Dickson
Tim Parham
Carlos "Los" Smothers
Billy "Dunkademics" Doran
Darren Moore
Kammron Taylor
Rachel DeMita
Ben Pensack
Pensack Sports Management Group

VISUAL CONCEPTS
SPECIAL THANKS
Strauss Zelnick
Karl Slatoff
Lainie Goldstein
Seth Krauss
Dan Emerson
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
Chris McCown
Naty Hoffman
Mark James
Jack Liun
David Boutry
Barry Charleton
Mehmet Turan
Juan Chavez
Rajesh Joseph
Gaurav Singh
Gail Hamrick
Tony MacNeill
Christina Vu
Chris Bigelow
Brooke Grabrian
Katie Nelson
Chris Burton
Betsy Ross
Pete Anderson
Oliver Hall
Maria Zamaniego
Nicholas Crowley
Nicole Hillenbrand
Danielle Williams
Ariel Owens-Barham
Mark Little
Jean-Sébastien Ferey
Jordan Moy
Jason Cruz
Access Communications
KD&E
Operation Sports
Steve Smith
Zsolt Mathe
David Cook
Ferdinand Schober
Cameron Goodwin
Simon Cooke
Joe Waters
Aditya Toney
Tracy Hackney
Sandra Smith Congdon
Chris Casanova
Dan Black
Ethan Abeles
The Lee Family
Davidson College
Arizona State University
University of Kansas
UCLA
University of Louisville
Georgetown University
University of Arizona
University of Connecticut
University of Michigan
Villanova University
University of Texas
University of Wisconsin

LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

This limited software warranty and license agreement (this "Agreement") may be periodically updated and the current version will be posted at www.take2games.com/eula (the "Website"). Your continued use of the Software after a revised Agreement has been posted constitutes your acceptance of its terms. 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. THE SOFTWARE IS LICENSED, NOT SOLD, BY OPENING, DOWNLOADING, INSTALLING, COPYING OR OTHERWISE USING THE SOFTWARE. AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT WITH THE UNITED STATES COMPANY TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR"), AS WELL AS THE PRIVACY POLICY LOCATED AT www.take2games.com/privacy AND TERMS OF SERVICE LOCATED AT www.take2games.com/legal. PLEASE READ THIS AGREEMENT CAREFULLY. IF YOU DO NOT AGREE TO ALL THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO OPEN, DOWNLOAD, INSTALL, COPY, OR USE THE SOFTWARE.

LICENSE

Subject to this Agreement and its terms and conditions, Licensor hereby grants you a nonexclusive, non-transferable, limited, and revocable right and license to use one copy of the Software for your personal, non-commercial use for gameplay on a single Game Platform (e.g. computer, mobile device, or gaming console) unless otherwise expressly specified in the Software documentation. Your license 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 the termination of this Agreement (see below). The Software is licensed, not sold, to you, and you hereby acknowledge that no title or ownership in the Software is being transferred to you and that your rights to the Software are limited to those expressly granted by this Agreement. 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 U.S. 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 or criminal penalties in the U.S. or their local country. Be advised that U.S. 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 under this Agreement are reserved by Licensor and, as applicable, its licensors.

LICENSE CONDITIONS

You agree not to commercially exploit the Software; distribute, lease, license, sell, rent, convert into convertible currency, or otherwise transfer or assign the Software, or any copies of the Software, including but not limited to Virtual Goods or Virtual Currency (defined below) without the express prior written consent of Licensor or as expressly set forth in this Agreement; make a copy of the Software or any part thereof (other than as set forth herein); make a copy of the Software available on a network for use or download by multiple users; 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; 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); use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate license agreement to make the Software available for commercial use; reverse engineer, decompile, disassemble, display, perform, prepare derivative works based on, or otherwise modify the Software, in whole or in part; remove or modify any proprietary notices, marks, or labels contained on or within the Software; restrict or inhibit any other user from using and enjoying any online features of the Software; cheat or utilize any unauthorized robot, spider, or other program in connection with any online features of the Software; violate any terms, policies, licenses, or code of conduct for any online features of the Software; or transport, export, or re-export (directly or indirectly) into any country forbidden to receive the Software by any U.S. export laws or regulations or U.S. economic sanctions or otherwise violate any laws or regulations, or the laws of the country in which the Software was obtained, which 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 service and/or membership in a Licensor service (including acceptance of related terms and policies) may be required to activate the Software, access digital copies of the Software, or access certain un-lockable, downloadable, online, or other special content, services, and/or functions (collectively, "Special Features"). Access to Special Features is limited to a single User Account (as defined below) per serial code and access to Special Features cannot be transferred, sold, leased, licensed, rented, converted into convertible virtual currency, or re-registered by another user unless otherwise expressly specified. The provisions of this paragraph supersede any other term in this Agreement. **TRANSFER OF PRE-RECORDED COPY LICENSE:** 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. Transfer of the pre-recorded copy license may require you to take specific steps, as set forth in the Software documentation, to effectuate the transfer, sell, lease, license, rent, or convert into convertible virtual currency any Virtual Currency or Virtual Goods except as expressly set forth in this Agreement or with Licensor's prior written consent. Special Features, including content otherwise unavailable without a single-use serial code, are not transferrable 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 ONLINE FEATURES, ACCOUNTS, OR TECHNICAL PROTECTIONS** associated with the Software, including without limitation, 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. Such measures may include incorporating license management, product activation, and other security technology in the Software and monitoring usage, including, but not limited to, time, date, access, or other controls, counters, serial numbers, and/or other security devices designed to prevent the unauthorized access, use, and copying of the Software, or any portions or components thereof, including any violations of this Agreement. Licensor reserves the right to monitor use of the Software at any time. You may not interfere with such access control measures or attempt to disable or circumvent any security feature protecting the Software. You may not circumvent or bypass any limitation on activation codes for Special Features or the number of those Special 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 can be used to access online services, including downloading updates and patches. Except as otherwise prohibited by applicable law, Licensor may limit, suspend, or terminate the license granted hereunder and access to the Software, including, but not limited to, any related services and products, at any time without notice for any reason whatsoever. **USER CREATED CONTENT:** The Software may allow you to create content, including, but not limited to, a gameplay map, scenario, screenshot, car design, item, or video of your game play, in exchange for use of the Software, and to the extent that your contributions through use of the Software or any of its features include any 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, but not limited to, 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 law and international conventions. You hereby waive and agree never to assert 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 terms above regarding any applicable moral rights, will survive any termination of this Agreement. **INTERNET CONNECTION:** The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions. **USER ACCOUNTS:** In order to use the Software or a software feature, or for certain features of the Software to operate properly, you may be required to have and maintain a valid and active user account with an online service, such as a third-party gaming platform or social network account ("Third-Party Account"), or an account with Licensor or a Licensor affiliate, as set forth in the Software documentation. If you do not maintain such account, certain features of the Software may not operate or may operate differently, either in whole or in part. The Software may also require you to create a Software-specific user account with Licensor or a Licensor affiliate ("User Account") in order to access the Software and its functionality and features. Your User Account log-in may be associated with a Third-Party Account. You are responsible for all use and the security of your User Accounts and any Third-Party Accounts that you use to access and use the Software.

VIRTUAL CURRENCY AND VIRTUAL GOODS

If the Software allows you to purchase and/or earn though play a license to use Virtual Currency and Virtual Goods, the following additional terms and conditions apply.

VIRTUAL CURRENCY & VIRTUAL GOODS: The Software may enable users to (i) use fictional virtual currency as a medium of exchange exclusively within the Software ("Virtual Currency" or "VC") and (ii) gain access to (and certain limited rights to use) virtual goods within the Software ("Virtual Goods" or "VG"). Regardless of the terminology used, VC and VG represent a limited license right governed by this Agreement. Subject to the terms of and compliance with this Agreement, Licensor hereby grants you the nonexclusive, non-transferable, non-sublicensable, limited right and license to use VC and VG obtained by you for your personal, non-commercial use entertainment purposes exclusively within the Software. Except as otherwise prohibited by applicable law, VC and VG obtained by you are licensed to you, and you hereby acknowledge that no title or ownership in or to VC and VG is being transferred or assigned hereunder. This Agreement should not be construed as a sale of any rights in VC and VG. VC and VG do not have an equivalent value in real currency and do not act as a substitute for real currency. You acknowledge and agree that Licensor may revise or take action that impacts the perceived value of or purchase price for any VC and/or VG at any time except as prohibited by applicable law. Except as expressly provided herein or in the Software documentation, any rights in VC and VG will terminate in accordance with the terms of this Agreement and the Software documentation, when Licensor ceases providing the Software, or this Agreement is otherwise terminated. Licensor, in its sole discretion, reserves the right to charge fees for the right to access or use VC or VG and/or may distribute VC or VG with or without charge.

EARNING & PURCHASING virtual currency and virtual goods: You may have the ability to purchase VC or to earn VC from Licensor for the completion of certain activities or accomplishments in the Software. For example, Licensor may provide VC or VG upon the completion of an in-game activity, such as attaining a new level, completing a task, or creating user content. Once obtained, VC and/or VG will be credited to your User Account. You may purchase VC and VG only within the Software, or through a platform, participating third-party online store, application store, or other store authorized by Licensor (all referred to herein as "Software Store"). Purchase and use of in-game items or currency through a Software Store are subject to the Software Store's governing documents, including but not limited to, the Terms of Service and User Agreement. This online service has been sublicensed to you by the Software Store.GF Licensor may offer discounts or promotions on the purchase of VC and such discounts and promotions may be limited to a certain time period or authorized purchase of VC from a Application Store, the amount of purchased VC will be credited to your User Account. The Licensor shall establish a maximum amount you may spend to purchase VC per transaction and/or per day, which may vary depending on the associated Software. Licensor, in its sole discretion, may impose additional limits on the amount of VC you may purchase or use, how you may use VC, and the maximum balance of VC that may be credited to your User Account. You are solely responsible for all VC purchases made through your User Account regardless of whether or not authorized by you.

BALANCE CALCULATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which VC is credited and debited from your User Account in connection with your purchase of VG or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

USING VIRTUAL CURRENCY AND VIRTUAL GOODS: Any purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. The authorized uses and purposes of VC and VG may change at any time. Your available VC and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand against and withdrawal from your available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and/or VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software: For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account, regardless of whether or not authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at www.take2games.com/support.

NON-REDEEMABLE: VC and VG may only be redeemed for in-game goods and services. You may not sell, lease, license, or rent VC or VG, convert them into convertible VC. VC and VG may only be redeemed for in-game goods or services and are not redeemable for any sum of money or monetary value or other goods from Licensor or any other person or entity at any time, except as expressly provided herein or otherwise required by applicable law. VC and VG have no cash value, and neither Licensor nor any other person or entity has any obligation to exchange your VC or VG for anything of value, including, but not limited to, real currency.

NO REFUND: All purchases of VC and VG are final and under no circumstances will such purchases be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensor has the absolute right to manage, regulate, control, modify, suspend, and/or eliminate such VC and/or VG as it sees fit in its sole discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

NO TRANSFERS: Any transferring, trading, selling, or exchanging of any VC or VG to anyone, other than in game play using the Software as expressly authorized by Licensor ("Unauthorized Transactions"), including, but not limited to, among other users of the Software, is not sanctioned by Licensor and is strictly forbidden. Licensor reserves the right, in its sole discretion, to terminate, suspend, or modify your User Account and your VC and VG and terminate this Agreement if you engage in, assist in, or request any Unauthorized Transactions. All users who participate in such activities do so at their own risk and hereby agree to indemnify and hold harmless Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents from all damages, losses and expenses arising directly or indirectly from such actions. You acknowledge that Licensor may request that the applicable Application Store stop, suspend, terminate, discontinue, or reverse any Unauthorized Transaction, regardless of when such Unauthorized Transaction occurred (or has yet to occur) when it suspects or has evidence of fraud, violations of this Agreement, violations of any applicable law or regulation, or any intentional act designed to interfere or that otherwise has the effect of or may have the effect of intervening in any way with the operation of the Software. If we believe or have any reason to suspect that you have engaged in an Unauthorized Transaction, you further agree that Licensor may, in its sole discretion, restrict your access to your available VC and VG in your User Account or terminate or suspend your User Account and your rights to any VC, VG, and other items associated with your User Account. **LOCATION:** VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location.

SOFTWARE STORE TERMS

This Agreement and the provision of the Software through any Software Store (including the purchase of VC or VG) is subject to the additional terms and conditions set forth on or in or required by the applicable Software Store and all such applicable terms and conditions are incorporated herein by this reference. Licensor is not responsible or liable to you for any credit card or bank-related charges or other charges or fees related to your purchase transactions within the Software or through a Software Store. All such transactions are administered by the Software Store, not Licensor. Licensor expressly disclaims any liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through such Software Store. This Agreement is solely between you and Licensor, and not with any Software Store. You acknowledge that the Software Store has no obligation to furnish any maintenance or support services to you in connection with the Software. Except to the extent prohibited by applicable law, to the maximum extent permitted by law, you acknowledge and agree that Licensor, not any Software Store, is responsible for addressing any claims relating to product liability, a failure to conform to applicable legal or regulatory requirements, claims under consumer protection or similar legislation or intellectual property infringement are governed by this Agreement, and the Software Store is not responsible for such claims. You must comply with the Software Store Terms of Service and any other Software Store applicable rules or policies. The license to the Software is a non-transferable license to use the Software only on an applicable device that you own or control. You represent that you are not located in any U.S.-embargoed countries or other geographical areas or on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's list or Entity List. The Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

INFORMATION COLLECTION & USAGE

By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, such as governmental authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created content or displaying your scores, ranking, achievements, and other gameplay data on websites and other platforms; (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from time to time. If you do not want your information used or shared in this manner, then you should not use the Software. For the purposes all data privacy issues, including the collection, use, disclosure, and transfer of your personal information and other information, the Privacy Policy located at www.take2games.com/privacy, as amended from time to time, takes precedence over any other statement in this Agreement.

WARRANTY

LIMITED WARRANTY: Licensor warrants to you, if you are the initial and original purchaser of the Software but not if you obtain the pre-recorded Software and accompanying documentation as a transfer from the original purchaser) 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 the 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 the 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 a consumer, some or all of the above exclusions and limitations may not apply to you. If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by Licensor and the Software specifically identified herein. This warranty shall not be applicable and shall be void if the defect has arisen or will arise in connection with the Software 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 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.

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. • 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 GOODWILL, COMPUTER FAILURE OR MALFUNCTION, AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, OR 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) IN ANY EVENT EXCEED THE AMOUNT PAID, IF ANY, BY YOU FOR THE SOFTWARE. • YOU AGREE THAT LICENSOR'S AGGREGATE LIABILITY FOR ANY AND ALL CLAIMS RESULTING IN ANY WAY TO THE SOFTWARE OR ANY ACTIVITIES OF THE FORM OF ACTION, EVER EXCEED THE GREATER OF THE FEES PAID BY YOU TO LICENSOR FOR THE PRECEDING TWELVE (12) MONTH PERIOD FOR ANYTHING RELATING TO THE SOFTWARE OR US$200, WHICHEVER IS GREATER, BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, DEATH, OR PERSONAL INJURY RESULTING FROM NEGLIGENCE, FRAUD, OR WILLFUL MISCONDUCT, THESE LIMITATIONS AND/OR EXCLUSIONS AND ANY EXCLUSION OR LIMITATION OTHERWISE RESULTING FROM THE ABOVE INDEMNITY 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. • WE DO NOT AND CANNOT CONTROL THE FLOW OF DATA TO OR FROM OUR NETWORK AND OTHER PORTIONS OF THE INTERNET. WIRELESS NETWORKS, OR OTHER THIRD-PARTY NETWORKS. SUCH FLOW DEPENDS IN LARGE PART ON THE PERFORMANCE OF THE INTERNET AND WIRELESS SERVICES PROVIDED OR CONTROLLED BY THIRD PARTIES. AT TIMES, ACTIONS OR INACTIONS OF THIRD PARTIES CAN IMPAIR OR DISRUPT CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF. WE CANNOT GUARANTEE THAT SUCH EVENTS WILL NOT OCCUR. ACCORDINGLY, WE DISCLAIM ANY AND ALL LIABILITY RESULTING FROM OR RELATED TO THIRD-PARTY ACTIONS OR INACTIONS THAT IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE USE OF THE SOFTWARE AND RELATED SERVICES AND PRODUCTS.

TERMINATION

This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor ceases to operate the Software servers (for games exclusively operated online), if Licensor determines or believes your use of the Software involves or may involve fraud or money laundering or any other illicit activity, or upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Conditions above. You may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access or use the Software using the method set forth in the Terms of Service or (ii) destroying and/or deleting any and all copies of all Software in your possession, custody, or control. Deleting the Software from your Game Platform will not delete the information associated with your User Account, including any VC and VG associated with your User Account. If you reinstall the Software using the same User Account, any purchased VC and VG associated with your User Account will be restored with your User Account. However, except as otherwise prohibited by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and/or VGassociated with your User Account will also be deleted, and you will no longer be available for use the Software or any VC or VG associated with your User Account. If this Agreement terminates due to your violation of this Agreement, Licensor may prohibit you from re-registering or re-accessing the Software. Upon any termination of this Agreement, you must destroy or return the physical copy of Software to Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, and all components and parts in your possession or control, including from any client server, computer, gaming unit, or mobile device on which it has been installed. Upon termination of this Agreement, your rights to use the Software, including any VC or VG associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

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 Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is 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, or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

TAXES AND EXPENSES. You shall be responsible for and shall pay and shall indemnify and hold harmless Licensor and any and all of its affiliates, officers, directors, and employees against all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under the this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

TERMS OF SERVICE. All access to and use of the Software is subject to this Agreement, the applicable Software documentation, Licensor's Terms of Service, and Licensor's Privacy Policy, and all terms and conditions of the Terms of Service are hereby incorporated into this Agreement by this reference. These agreements represent the complete agreement between you and Licensor relating to use of the Software and related services and products and supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

MISCELLANEOUS. 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.). You and Licensor 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. You and Licensor 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 AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.

© 2005-2015 Take-Two Interactive Software and its subsidiaries. All rights reserved. 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. © 2015 NBA Properties, Inc. All rights reserved. "PlayStation", "DUALSHOCK" and "SIXAXIS" are registered trademarks and "PS3" and the PlayStation Network logo are trademarks of Sony Computer Entertainment Inc. The ESRB rating icons are registered trademarks of the Entertainment Software Association. All other trademarks are the property of their respective owners. All rights reserved. v.5