

The logo for NBA 2K17 is centered in the upper half of the image. It features the NBA logo on the left, which is a blue square with a white silhouette of a basketball player and the letters "NBA" in white. To the right of the logo, the text "NBA 2K17" is written in a large, bold, stylized font. The "NBA" part is white with a black outline, while the "2K17" part is red with a black outline. The background is a dark red with a subtle, grainy texture and several bright, out-of-focus light sources that create a sense of depth and atmosphere.

NBA 2K17



 ENGLISH - BEFORE USING THIS PRODUCT, PLEASE VISIT THE SETTINGS MENU ON YOUR PLAYSTATION®4 SYSTEM FOR IMPORTANT HEALTH AND SAFETY INFORMATION

PRECAUTIONS - This game disc contains software for the PlayStation®4 system (PS4™) and conforms to PS4™ specifications for the PAL market only. Carefully read the Safety Guide for the PS4™ to ensure correct usage and storage of this game disc.

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 PS4™ 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 use of PS4™ and PS4™ game discs are governed by software licence. The PS4™ and the PS4™ game discs contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the PS4™ game discs. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law. If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number.

SET PARENTAL CONTROLS - The rating on the front of box indicates the age for which this game disc is appropriate. Set the parental control on your device to prevent play by children who are below that age. For information on age ratings and how to set the parental controls, see the Quick Start Guide included with your PS4™ or visit playstation.com/parents

HELP & SUPPORT - Please visit eu.playstation.com or refer to the telephone number below:

United Kingdom ☎ **0203 538 2665** Call charges vary depending on your landline / mobile provider. Please check with your provider before calling.

Ireland ☎ **01 691 7379** Call charges vary depending on your landline / mobile provider. Please check with your provider before calling.



TABLE OF CONTENTS

4 CONTROLLER LAYOUT

5 PRODUCT SUPPORT

5 CONTROLS

5 BASIC OFFENSE

5 BASIC DEFENSE

6 ADVANCED OFFENSE

6 ADVANCED DEFENSE

7 PRO STICK™

7 PRO STICK™: SHOOTING

8 PRO STICK™: DRIBBLING

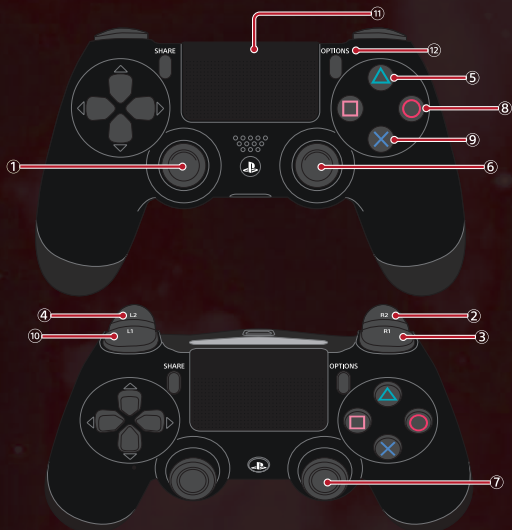
9 POST SHOTS

9 POST MOVES

10 DEFENSIVE CONTROLS

12 NBA 2K17 GAME CREDITS

**19 LIMITED SOFTWARE WARRANTY
AND LICENSE AGREEMENT**



Default controls:

① Move Player	left stick
② Sprint	R2 button
③ Icon Pass or Icon Swap	R1 button
④ Post-Up or Intense D / Defensive Assist	L2 button
⑤ Lob Pass / Alley-Oop or Block / Rebound	△ button
⑥ Dribble Moves / Shooting / Passing or Steal / Hands Up	right stick
⑦ N/A	R3 button
⑧ Bounce / Flashy Pass or Take Charge	○ button
⑨ Pass / Touch Pass or Player Swap (closest to ball)	× button
⑩ Call Play / Pick Controls or Double Team	L1 button
⑪ Call Timeout or Intentional Foul	touch pad button
⑫ Pause	OPTIONS button



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

Please note that NBA 2K17 online features are scheduled to be available until **December 31, 2018** though we reserve the right to modify or discontinue online features on 30-days' notice. Visit www.nba2k.com/status for more information.

CONTROLS

DUALSHOCK®4 WIRELESS CONTROLLER

Basic Offense	Control	Basic Defense
Move Player	Left Stick	Move Player
PRO STICK™: Dribble Moves / Shooting / Passing	Right Stick	Quick Step / Hands Up
Post-Up		Intense D / Defensive Assist
Sprint		Sprint
Call Play / Pick Controls		Defensive Adjustments/Double Team
Icon Pass		Icon Swap
Pass / Touch Pass		Player Swap (closest to ball)
Bounce Pass (tap), Flashy Pass (double tap)		Take Charge
Shoot (press) Pump Fake / Hop (tap) Spin Gather (double tap)		Steal (press) Intentional Foul (hold)
Lob Pass (tap), Alley-Oop (double tap)		Block / Rebound
Gameplay HUD		Gameplay HUD
Offensive Game Plan		Defensive Game Plan
OTFC Offense Strategy		OTFC Defensive Sets
OTFC Substitutions		OTFC Substitutions

ADVANCED OFFENSE

Action	Input
Positional Playcall	Tap L1 , tap desired teammate's player icon, choose play from menu
Overhead/Lob Pass	Tap △
Flashy Pass	Double-tap ○
Alley-Oop	Double-tap △
Dribble Pitch / Handoff	Press and hold ○ to bring the selected teammate to the ball, wait for him to get into handoff range or release ○ to force the pass early
Lead to Basket Pass	Press and hold △ to force the selected teammate to make a basket cut, wait for him to get in range or release △ to force the pass early
Fake Pass	△ + ○
Jump Pass	□ + ×
Give & Go	Press and hold × to retain control of passer, release × to pass the ball back to him
Putback Dunk/Layup Finish Alley-Oop (when controlling receiver)	Hold □
PRO STICK™ Pass	R1 + 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 ○
Ball Denial	Hold L2 when near opponent

Intense Defense	L2
Crowd Dribbler	Hold L2
Hands Up	Hold Right Stick
Deny Hands Out	Hold Right Stick (while playing offball defense)
Double Team	Press and hold L1
Icon Double Team	Tap L1 then press and hold desired double teamer's player icon

PRO STICK™

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

PRO STICK™: SHOOTING

Action	Input
Jump Shot	Move and hold Right Stick straight down (straight up for bank shot)
Pump Fake	Start a jump shot, then quickly release Right Stick
Runner / Floater (driving mid-range)	Hold Right Stick away from hoop
Hop Gather	Tap ○ while standing or driving (Left Stick determines direction of hop)
Spin Gather	R2 + Double tap ○ while standing or driving
Normal Layup (driving to hoop)	Hold Right Stick left, right, or toward hoop while driving (Right Stick direction determines finish hand)
Euro Step Layup (driving to hoop)	Double tap ○ while driving
Reverse Layup (driving along baseline)	Hold Right Stick toward baseline
2-Hand Dunks (driving to hoop)	R2 + Hold Right Stick toward hoop
Dominant/Off-Hand Dunk (driving to hoop)	R2 + Hold Right Stick left or right to dunk with that hand
Flashy Dunks (driving to hoop)	R2 + Hold Right Stick away from 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
Triple Threat Stepback	R2 + Tap Right Stick away from hoop	Triple Threat
Rhythm Dribble	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 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

POST SHOTS

Action	Input
Post Hook (close range)	Hold Right Stick toward hoop (with Left Stick neutral)
Shimmy Hook	R2 + Hold Right Stick toward from hoop (with left Stick neutral)
Post Fade (beyond close range)	Hold Right Stick left or right away from hoop
Step Through Layup	Hold Right Stick toward hoop (while holding Left Stick toward hoop)
Post Layup	Hold Right Stick toward hoop (while Left Stick is deflected)
Shimmy Fade	R2 + Hold Right Stick left or right away from hoop (with Left Stick neutral)
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

POST MOVES (PRESS **L2** BUTTON TO POST UP)

Action	Input
Post Movement	Hold Left Stick
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
Switch Dribble Hand	Tap Right Stick away from hoop
Pickup Dribble	Tap Right Stick toward 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 

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
Intense Defense	L2	Onball Defense
Crowd Dribbler	Hold L2	Onball Defense
Hands Up	Hold Right Stick	Onball Defense
Deny Ball	Hold Right Stick	Offball Defense
Double Team	L1	Any

OFFBALL CONTROLS

OFFENSE

Action	Input
Stand Engage	L2
Moving Engage	L2 while moving towards defender
Push	Left Stick towards defender
Spin	Rotate Right Stick from ball hand, around the player's back, then quickly release.
Transition	Flick Right Stick towards ball carrier or basket
Deny Position Transition	Hit Right Stick up or down when the defensive player attempts to transition
Exit	Left Stick away from offensive player or let go of L2
Walk down	Left Stick + Right Stick towards defender

DEFENSE

Action	Input
Stand Engage to Deny or Off ball post	L2
Push	Left Stick towards offensive player
Pull Chair	Flick Right Stick towards the direction the offensive player is pushing
Transition	Flick Right Stick up, down, left, right
Deny Position Transition	Hit Right Stick up or down when the defensive player attempts to transition
Exit	Left Stick away from offensive player
Bump	Hold L2 while impeding the path of the offensive player
Chuck	(While standing) L2 + Right Stick flick towards offensive player
Grab	(while defender is running) Left Stick + Right Stick towards the offensive player

NBA 2K17 GAME CREDITS

VISUAL CONCEPTS ENTERTAINMENT, INC.

LEAD ENGINEER
Andrew Marrinson

ART DIRECTOR
Joseph Clark

ENGINEERING

AI ENGINEERS
Matt Hamre
Shawn Lee
Gordon Read
Eddie Park
Andrew Brown
Ben Hester
Karthik Krishnamurthy
David Brown

ENGINEERS

Tim Meekins
Johnnie Yang
Mark Horsley
Chris Larson
Nick Jones
Mark Roberts
Nate Bamberger
Evan Harsha
Tim Schroeder
Steven Fuller
David Copelovici
Engineers
Matthias Wloka
Engineers
Harlan Young
Paul Hale
Thomas Anderson
Brad Jones
Barry LaVergne
Kijin Keum
Qiong Wang
Cort Keefer
Anthony Lundquist
Ian Citti
Jeff Brizzolara
Nathan DeGrand
Scott Kohn
Katherine Hayton
Kyung-Kun Ko
Wen Chi Gu
David Yu
Eleftherios "Leftos" Aslanoglou
Bihua "Bella" Qiu
Yu Gu
Arvind Gopalakrishnan
Kefei Lei
Ivan Gusev
Heem Patel
Doug Marlen
Jingjing Wang
Kiran George
Kai-Chaun Hsiao
Andrew Meshekov
Anish Ramaswamy
Mark Chatfield

Goksu Ugur
Zongye Yang
Li Lin
Daniel Finch
John Friar
Pujan Dave
Tianyi Yang
Jacob Longazo
JD Minwong
Sagar Mistry
Sang-Won Kim

TECH GROUP

DIRECTOR OF TECHNOLOGY
Tim Walter

LEAD LIBRARY ENGINEER
Ivar Olsen

LEAD TOOLS LIBRARY ENGINEER
Jason Dorie

LIBRARY ENGINEERS

Boris Kazanskii
Zhe Peng
Brian Ramagli

TOOLS ENGINEER
Prajwal Manjunath

BUILD TOOLS ENGINEER
Nick Contini

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 Cort
Eric Dillard
Nino Samuel
Dan Bickley
Jesse Bean
Dave Zdyrko
Matt Underwood
Robert Nelson
Kurtis Hon
Erik O'Keady
Michael Stauffer
Scott O'Gallagher

Charles Williams
Josh Morrison
Ben Horne
Himanshu Vartak
Brett Hawkins
Shane Coffin
Peter Cornforth
Grant Wilson

ART TEAM

CHARACTER LEAD
Heather Marshall

CHARACTER ARTIST
Evan Ahlheim
Tim Auer
Randy Cooper
Chris Darroca
Winnie Hsieh
Ann Sidenblad
Abraham Valdez
Shraga Weiss
Yuki Yamamura

TECHNICAL ART LEAD
Stewart Graff
Pascal Hang

TECHNICAL ART
Jesse Capper-Ream
Bugi Kaigwa
Jacob D. Stephens
Emre Yilmaz

ENVIRONMENT LEAD
John Lee

ENVIRONMENT ARTIST
Tim Doonan
Tim Loucks
Ray Wong

ADDITIONAL ENVIRONMENT
Edmund Leo

ANIMATION DIRECTOR
Roy Tse

LEAD GAMEPLAY ANIMATOR
Elias "ELI" Figueroa

GAMEPLAY TECHNICAL LEAD
Jamie Wicks

PERFORMANCE FACIAL LEAD
Joel Flory
Jonathan Lyons

PERFORMANCE TECHNICAL LEAD
Derek Kurimoto

ANIMATOR
Ben Anderson
Eric Perrier
Wilster Phung
ADDITIONAL ANIMATION
Alex Bittner
Tyler Clapp
Shun Li

Jean Lin
John Neary
Rhea Shetty
Hans Tsai
Robert Firestone
Kyuil Lee
Casey Liu
James Mendoza
Jun Park
Van Phan
Spyros Tsiounis
Maria Venegas

UI ART DIRECTOR
Herman Fok

UI ART LEAD
Justin Cook

UI VISUAL DESIGN
Zhen Tan
Anthony Yau

USER INTERFACE
Jeffrey Davis
Jared Rubio Delamora
Quinn Kaneko
Blake Landry
David Lee
Andy Mindler
Albert Carmona
Myra Shadle
Rob Simmons

USER INTERFACE SPECIAL THANKS
Andrew Chin
Carrie Michelle
Dinitz Parecki

STUDIO ART DIRECTOR
Matt Crysdale
Anton Dawson

ART PRODUCER
Karen Huang
Stephanie Gene Morgan

FACE CAPTURE
Pixelgun Studio

SPECIAL THANKS
2K Mocalp
Matt Chalwell
Lee Olsen
Animation Vertigo
Edge Art
Lemon Sky
Seed of Rock
Virtuos
XPEC Art Center

VC AUDIO TEAM

AUDIO DIRECTOR
Joel Simmons

SR. AUDIO ENGINEER & AUDIO TOOLS
Daniel Gardopee

SR. AUDIO ENGINEERS
Todd Gunnerson
Randy Rivas

AUDIO ENGINEER
James Yanisko

SCRIPT WRITERS
Tor Unsworth
Rhys Jones

ADDITIONAL AUDIO PRODUCTION SUPPORT
John Crysdale
Brian Buel

ADDITIONAL AUDIO POST
Casey Cameron
Paul Courselle
Mateo Baker

ADDITIONAL SCRIPT WRITING
Kevin Asseo
Sean Sullivan
Dan Schultz
Joe Galliani

BROADCAST TEAM & VOICE TALENT

PLAY-BY-PLAY ANNOUNCER
Kevin Harlan

COLOR ANALYSTS
Greg Anthony
Brent Barry
Doris Burke
Clark Kellogg
Steve Smith
Chris Webber

SIDELINE REPORTER
David Aldridge

STUDIO HOST
Ernie Johnson

STUDIO ANALYST
Shaquille O'Neal
Kenny Smith

PA ANNOUNCER
Peter Barto

PROMO ANNOUNCER
Jay Styne
Jimmy Hodson

OUTDOOR ANNOUNCER
CJ Norde

SPANISH ANNOUNCERS
Sixto Miguel Serrano
Antoni Daimiel
Jorge Quiroga

2KTV CAST

HOST & PRODUCER
Rachel A. DeMita

LEAD CAMERA & EDITOR
Alan Palmer

GAME EXPERT & PRODUCER
Jonathan Smith

PRODUCER
Jessica Teuscher

EDITOR & CAMERA
Rodney Johnson
David Park

LEAD GRAPHICS
Jolan Wood

AUDIO MIX
Brian Buel

ADDITIONAL CAMERA
Ian Levasseur

MAKE-UP ARTISTS
Alex Iriarte
Marissa Vossen
Glam Squad

MYCAREER CAST & CREW STARRING

MYPLAYER
Sullivan Jones

JUSTICE YOUNG
Michael B. Jordan

DENVER LEVINS
Jak Knight

WASHINGTON FALLS
Demetrius Grosse

JASON RICHMOND
Joe Williamson

BRUCE PEPPER
Michael Masini

XAVIER CROSS
Mark Derwin

BRUBAKER SMITH
Johnno Wilson

GRANT ALABASTER
Todd Anthony

ALANAH TURNER
Alisha Wainwright

TIFFANY RASBERRY
Nafessa Williams

HEMSLEY ADSON
Matt Walsh

REPORTER
Chris Marsol

MOM
Kim Bromley

AND FEATURING

ICE
Hannibal Buress

GRAHAM
Sterling Brim

PRODUCTION

WRITER & DIRECTOR

Aaron Covington

PRODUCER

Jay New

ASSOCIATE DIRECTOR

Brandon Eddington

SCRIPT SUPERVISOR

Virginia McCarthy

CASTING DIRECTOR

Dean Fronk

MOTION CAPTURE DEPARTMENT

SUPERVISOR

David Washburn

STAGE MANAGER

Anthony Tomina

PRODUCTION MANAGER

Charles Gistland

TECHNICAL MANAGER

Nateon Ajello

MEDIA SUPERVISOR

Mateo Baker

STAGE TECHNICIAN II

Jen Antonio
Emma Castles
Jeremy Schlichtel

STAGE TECHNICIAN I

Alexandra Grant

SPECIALIST II

Jose Gutierrez
Gil Espanto
Ryan Girard

SPECIALIST I

Michelle Hill
Jeremy Wages

PIPELINE ENGINEER II

Charles Auggie Harris III

STAGE TECHNICIAN

Christopher Barton

AUDIO ASSISTANT

Andrew Hanson

PRODUCTION ASSISTANT

Marilyn Escobar

MAKE-UP ARTIST

Danielle O'Dea

FACE TRACKERS

PJ Leffelman
Jonathan Marshall
Elizabeth Kupfer
Eddie Kim

CAMERA OPERATORS

Alan Ricardez
Michael Montoya
Stephanie Sanchez
Connor Vickers
Brian Bisby

MYCAREER MUSIC & SCORE

Linda Lind

BURNING" AND "ALL NIGHT LONG"

Written and Produced by Linda Lind

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

MYPARK LOADING MUSIC & STUDIO SHOW MUSIC

Cody Mills

NATIONAL ANTHEM VOCALIST

Linda Lind

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

Derek Breakfield
Michael Patterson
Gleb Kamirer
Marlon Cowart
Devin Gilschinski
PJ King
Christian Nielson-Buckholdt
Dorian Lockett
Eric Larsen
Jacob Battersby Gordon
Donell Dshone Johnson Jr.
Sean Lasatar
Shane Meston
Matt Pym
Nick Powers
Carney Lucas
Michael Distad
Will Dagnino
Michael Turner
Spencer Douglass
Todd Bergmann

Cecil Hendrix
Sean Pachter
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 Ismaller

SVP, SPORTS OPERATIONS

Jason Argent

PRESIDENT, SPORTS DEVELOPMENT

Greg Thomas

2K CREATIVE DEVELOPMENT

VP, CREATIVE DEVELOPMENT

Josh Atkins

CREATIVE DIRECTOR

Eric Simonich

SR. DIRECTOR OF CREATIVE PRODUCTION
Jack Scalici

SR. MANAGER OF CREATIVE PRODUCTION
Josh Orellana

CREATIVE PRODUCTION ASSISTANTS

William Gale
Cathy Neeley
Megan Rohr

DIRECTOR OF RESEARCH AND PLANNING

Mike Salmon

SR. MARKET RESEARCHER

David Rees

USER TESTING MANAGER

Francesca Reyes

USER RESEARCHER

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

SR. BRAND MANAGERS

Andrew Blumberg
William Inglis

**VP OF COMMUNICATIONS,
THE AMERICAS**

Ryan Jones

SR. COMMUNICATIONS MANAGER

Ryan Peters

**SR. DIRECTOR,
MARKETING PRODUCTION**

Jackie Truong

MANAGER, MARKETING PRODUCTION

Ham Nguyen

MARKETING PRODUCTION ASSISTANT

Nelson Chao

SR. GRAPHIC DESIGNER

Christopher Maas

PROJECT MANAGER

Heidi Oas

GRAPHIC DESIGNER

Derek Beecham

DIRECTOR, VIDEO PRODUCTION

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 Schaumburg

SR. WEB DESIGNER

Keith Echevarria

SR. WEB DEVELOPER

Alex Beuscher

WEB DEVELOPER

Gryphon Myers

WEB PRODUCER

Tiffany Nelson

CHANNEL MARKETING MANAGERS

Anna Nguyen
Marc McCurdy

PARTNER MARKETING SPECIALIST

Kelsie Lahti

SR. DIRECTOR OF EVENTS

Lesley Zinn Abarcar

EVENTS MANAGER

David Iskra

DIRECTOR, DIGITAL MARKETING

Ronnie Singh

SOCIAL MEDIA MANAGER

Chris Manning

DIRECTOR, CUSTOMER SERVICE

Ima Somers

CUSTOMER SERVICE MANAGER

David Eggers

CUSTOMER SERVICE COORDINATOR

Jamie Neves

CUSTOMER SERVICE LEAD

Crystal Pittman

**SENIOR CUSTOMER SERVICE ASSOCI-
ATES**

Alicia Nielsen
Ryosuke Kurosawa

KNOWLEDGE BASE COORDINATOR

Mike Thompson

DIRECTOR, PARTNERSHIPS

& LICENSING
Jessica Hopp

**ASSOCIATE MANAGER,
PARTNERSHIPS & LICENSING**

Ashley Landry

INTERNATIONAL PROJECT MANAGER

Ben Kvalo

ASSOCIATE MANAGER

Michael Howard

MARKETING ASSISTANT

Jessica Perez

2K OPERATIONS**SVP, SR. COUNSEL**

Peter Welch

**SR. DIRECTOR AND COUNSEL, 2K BUSI-
NESS AFFAIRS**

Jerry Wang

COUNSEL

Justyn Sanderford
Aaron Epstein

VP, PUBLISHING OPERATIONS

Steve Lux

DIRECTOR OF LABEL OPERATIONS

Rachel DiPaola

DIRECTOR OF ANALYTICS

Mehmet Turan

SR. ANALYST

Tuomo Nikulainen

DIRECTOR OF OPERATIONS

Dorian Rehfield

PARTNER MARKETING MANAGER

Dawn Earp

LICENSING/OPERATIONS SPECIALIST

Xenia Mul

OPERATIONS COORDINATOR

Aaron Hiscox

2K IT**SR. DIRECTOR, 2K IT**

Rob Roudebush

SR. IT MANAGER

Bob Jones

SR. NETWORK ENGINEER

Russell Mains

SR. SYSTEMS ENGINEER

Jon Heysek

SECURITY SYSTEMS ENGINEER

Lee Ryan

NETWORK ENGINEER

Don Claybrook

SYSTEMS ADMINISTRATORS

Fernando Ramirez
Tareq Abbassi
Scott Alexander
Davis Krieghoff

IT ANALYST

Michael Caccia

2K INTERNATIONAL

VP, PUBLISHING & OPERATIONS
Murray Pannell

**HEAD OF INTERNATIONAL
PRODUCT MARKETING**
David Halse

INTERNATIONAL PRODUCT MANAGER
Aurélien Pallegame

INTERNATIONAL PR MANAGER
Wouter van Vugt

**INTERNATIONAL COMMUNITY & SOCIAL
MANAGER**
Catherine Vandier

INTERNATIONAL TERRITORY MANAGER
Warner Guinée

2K INTERNATIONAL PRODUCT DEVELOPMENT

INTERNATIONAL PRODUCER
Mark Ward

**HEAD OF CREATIVE
SERVICES & LOCALIZATION**
Nathalie Mathews

LOCALIZATION PROJECT MANAGER
Emma Lepeut

LOCALIZATION TEAMS
Robert Boeck
Synthesis Iberia
Synthesis International Srl
La Marque Rose

2K INTERNATIONAL TEAM

Agnès Rosique
Alan Moore
Aaron Cooper
Belinda Crowe
Ben Seccombe
Carlo Volz
Carlos Villasante
Caroline Rajcom
Charley Grafton-Chuck
Dan Cooke
Dennis de Bruin
Devon Stanton
Diana Freitag
Francois Bouvard
Gemma Woolnough
Jan Sturm
Jean-Paul Hardy
John Ballantyne
Julien Brossat
Lieke Mandemakers
Maria Martinez
Roger Langford
Sandra Meiero
Sean Phillips
Simon Turner
Stefan Eder
Zaida Gómez

DESIGN TEAM
Tom Baker
James Quinlan

**TAKE-TWO INTERNATIONAL OPERA-
TIONS**
Anthony Dodd
Martin Alway
Nisha Verma
Denisa Polcerova
Robert Willis

2K ASIA

GENERAL MANAGER, ASIA
Jason Wong

MARKETING DIRECTOR, ASIA
Diana Tan

SR. BRAND MANAGER, ASIA
Tracey Chua

MARKETING MANAGER, ASIA
Daniel Tan

SR. PRODUCT EXECUTIVE
Rohan Ishwarlal

JAPAN MARKETING MANAGERS
Maho Sawashima
Takahiro Morita
Hide Shimizu

KOREA MARKETING MANAGER
Dina Chung

SR. LOCALIZATION MANAGER
Yosuke Yano

TAKE-TWO ASIA

OPERATIONS
Eileen Chong
Veronica Khuan
Chermaine Tan
Takako Davis
Ryoko Hayashi

TAKE-TWO ASIA OPERATIONS

Erik Ford
Syn Chua
Ellen Hsu
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

SUPPORT TEAMS
Scott Sanford
Ian Moore

QUALITY ASSURANCE SENIOR LEAD
Josh Lagerson

PROJECT LEAD
Luis Nieves

LEAD TESTERS - SUPPORT TEAMS
Chris Adams
Nathan Bell
Phyllicia Fletcher

ASSOCIATE LEAD TESTERS
Alexander Coffin
Joshua Collins
Jorge Corpeno
Zack Gartner
Jordan Wineinger
Steve Yun

SENIOR TESTERS
Joshua Brown-Sage
David Benedict
Ashley Carey
Zack Gartner
David Drake
Andrew Garrett
Ana Garza
Greg Jefferson
Jamel Jordan-Butler
Adam Junior
Chayse June
Robert Marrazzo
Kristine Naces
Robert Klemperner
Phillip Lui
Michelle Paredes
Brian Reiss
Thomas Sammons

QUALITY ASSURANCE TESTERS
Albert Antero
Joel Apostol
Eddie Arguelles
Fritz-Patrick Atienza
Charlene Artuz
Austin Anderson
Eduardo Bancud
Steven Barling
Michael Bond
Ashley Brown
Adrian Burnham
Kyle Belles
Stephen Carter
Raoul Carabajal
Bobby Cofield
Wenceslao Concina
Victoria Cormier
David Dalie
Carter Davis
Drew De Los Santos
Hugo Dominguez
Max Ehrlich
Christopher Elscoc
Bryan Fritz
Taylor Galauska
Arthur Garza-Trevino
Kyle Gault
Jasun Graf
Melanie Heuberg
Joshua Hull
Dominic Hurton
David Jackson
Michael Jelf
Christopher Johnson
Joshua Joseph

Zachary Little
Jordan Leano
Scott Luedtke
Eduardo Luna
Charles Maidman
Jace McEwen
Kent Mewborne
Jessica Mitchell
Sacha Moctezuma
Julian Molina
Travis O'Connor
Brandon Peterson
William Poloski
Evan Potter
Douglas Reilly
Dolores Reynolds
Lawrence Robinson
Anthony Rodriguez
Cody Roemen
Max Rohrer
Byrone Harvey Sanders
Blake Seebold
Ahmad Shahin
Brittnee Smith
Wash Thompson III
Anthony Wair
Daniel Walsh
Justin Ward
Alexis White

SPECIAL THANKS

Leslie Cullum
Alex Belk
Louis Napolitano
Joe Bettis
David Barksdale
Ashley Fountaine
Rachel Hajewski
Chris Jones
Kris Jolly
Juan Corral
Cam Steed
Travis Allen
Candice Javellonar
Jeremy Richards
Jazmine Sarmiento

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

Alba Loureiro

LOCALIZATION QA LEADS

Elmar Schubert
Florian Genthon
Jose Olivares

ASSOCIATE LOCALIZATION QA LEAD

Cristina La Mura

SENIOR LOCALIZATION QA TECHNICIAN

Christopher Funke

Enrico Sette
Harald Raschen
Johanna Cohen
Sergio Accettura

LOCALIZATION

Clement Mosca
Daniel Im
David Sung
Dimitri Gerard
Ernesto Rodriguez-Cruz
Etienne Dumont
Gabriel Uriarte
Gian Marco Romano
Gulnara Bixby
Iris Loison
Javier Vidal
Julio Calle Arpon
Luca Magni
Manuel Aguayo
Martin Schucker
Matteo Lanteri
Namer Merli
Nicolas Bonin
Noriko Staton
Pablo Menéndez
Patricia Ramón
Roland Habersack
Samuel Franco
Seon Hee C. Anderson
Shawn Williams-Brown
Sherif Mahdy Farrag
Stefan Rossi
Stefanie Schwamberger
Timothy Cooper
Toni Lopez
Yury Fesechka

2K EAST QUALITY ASSURANCE

QA DIRECTOR

Zhang Xi Kun

QA MANAGER

Du Jing

LOCALIZATION QA PROJECT LEAD

Zhu Jian

LOCALIZATION QA LEADS

Chu Jin Dan
Shigekazu Tsuchi

LOCALIZATION SENIOR QA TESTER

Qin Qi

QA TESTERS

Kan Liang
Cho Hyunmin

LOCALIZATION QA TESTERS

Zhou Qian Yu
Zhao Yu
Wang Ce
Tan Liu Yang
Bai Xue
Tang Shu
Jin Xiong Jie
Hu Meng Meng
Zou Zhuo Ke

LOCALIZATION JUNIOR QA TESTERS

Mao Ling Jie
Li Ling Li
Liu Kun Peng
Tang Dan Ru
Chen Xue Mei
Xiao Yi
Zhao Jin Yi
Ou Xu
Wang Rui

IT ENGINEERS

Zhao Hong Wei
Hu Xiang

2K CHINA CHENGDU QUALITY ASSURANCE

QA DIRECTOR

Zhang Xi Kun

QA MANAGER

Steve Manners

QA LEAD

Huang Cheng

QA SENIOR TESTER

Deng Jian

QA TESTERS

Long Fu Yu
Huang Hua
Jiang Xiao Yu
Zhao Ju Hao
Chen Pei Ran
Lin Yang
Zhou Qi
Jian Han Xiang
Zhou Ying Qiao
Fu Ting Yao
Gong Yi Ren

SPECIAL THANKS

Zhao Hong Wei
Hu Xiang
Xie Ya Xi
Su Wan Qing
Li Hua
Zhang Pei

FOX STUDIOS

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

NATIONAL BASKETBALL ASSOCIATION

PRESIDENT, GLOBAL PARTNERSHIPS

Salvatore LaRocca

VICE PRESIDENT, LEGAL & BUSINESS AFFAIRS

Hrishi Karthikeyan

SENIOR MANAGER, LEGAL & BUSINESS AFFAIRS

Vince Kearney

EXECUTIVE VICE PRESIDENT, GLOBAL PARTNERSHIPS

Emilio Collins

VICE PRESIDENT, GLOBAL PARTNERSHIPS

Matt Holt

SENIOR ACCOUNT EXECUTIVE, GLOBAL PARTNERSHIPS

Artie Cutrone

DIRECTOR, GLOBAL PARTNERSHIPS

Adrienne O'Keefe

MANAGER, GLOBAL PARTNERSHIPS

Sam Asfahani

ASSOCIATE COORDINATORS, GLOBAL PARTNERSHIPS

Harley Opolinsky
Daniel Lupin

SPECIALIST, GLOBAL PARTNERSHIPS

Winnie Song
Mary O'Laughlin

MOTION CAPTURE TALENT

Rick Fox
Aaron Gordon
Ryan Hollins
Orlando Johnson
Zach Lavine
Ben McLemore
James Nunnally
Austin Rivers
Lance Stephenson
Evan Turner
Dion Waiters

BASKETBALL TALENT

David Ahern
Brandon "Bdot" Armstrong
Omarieya Boughton
Myree "Reemix" Bowden
A.J. Bridges
Collin Chiverton
Jonathan "The Jumper" Clark
James Davis
John Dickson
Terrence Drisdorn
E.J. Farris
Nate Garth

Tim Harris
Allen Huddleston
Tyler Idowu
Taylor Johns
Eddie Johnson
Chris Jones
Sullivan Jones
Michael B. Jordan
Dominique Lee
Marcus Lewis
Jordan Lewis
Mitchell Love
Jawon Mack
Xander McNally
J.J. Mina
Davion Mize
Arron Mollat
Langston Morris-Walker
Kareem Nitoto
Scott O'Gallagher
Akachi Okugo
Calvin Otieno
Lawrence Otis
Tim Parham
Rodney Pope
Jerald "J.P." Pruitt
Michael Purdie
Chris Read
Joey Rodriguez
Nick Ross
Desmond Simmons
Austin Simon
Ryan Syckens
James Tillman
Jay Washington
Elijah White
Roshun Wynne
Justin Yeargin

MYPARK DANCERS

Denzel "Meechie" Harris
Daquan "Toosi" High
Judson Laipply
Eric "Kidd Strobe" Bassett
Gary "Noh-Justice" Morgan
David "Kid David" Shreibman
Tony Ly

SPECIAL THANKS

Blitty "Dunkademics" Doran
Roy "Lee" Giles
John Jordan
Aalim Moor
James Nunnally
Franklin Session
Kammron Taylor
Ben Pensack
Adam Pensack
Pensack Sports
Management Group

VISUAL CONCEPTS SPECIAL THANKS

Strauss Zelnick
Karl Statoff
Lainie Goldstein
Dan Emerson
Jordan Katz
David Cox
Steve Glickstein
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
David Boutry
Juan Chavez
Rajesh Joseph
Gaurav Singh
Alexander Rane
Barry Charleton
Jon Titus
Gail Hamrick
Tony MacNeill
Chris Bigelow
Brooke Grabrian
Katie Nelson
Chris Burton
Betsy Ross
Pete Anderson
Oliver Hall
Maria Zamanigo
Nicholas Bubolz
Nicole Hillenbrand
Danielle Williams
Gwendoline Oliviero
Ariel Owens-Barham
Kyra Simon
Ashish Popli
Mark James
Christina Vu
Mark Little
Jean-Baptiste Ferey
Access Communications
Operation Sports
Zsolt Mathe
David Cook
Ferdinand Schober
Cameron Goodwin
Simon Cooke
Joe Waters
Aditya Toney
Tracy Carnahan
Sandra Smith Congdon
Chris Casanova
Ethan Ables
The Lee Family
Michigan State University
University of Kansas
Georgetown University
University of Louisville
University of Illinois
University of Oklahoma
Georgia Institute of Technology
University of Arizona
University of Connecticut
Wake Forest University
Collegiate Licensing Company

GAME INTRO

Shady00018

Published by 2K, a publishing label of Take-Two Interactive Software, Inc. All trademarks are the property of their respective owners. The names and logos of all arenas are trademarks of their respective owners and are used by permission. Certain trademarks used herein (or hereon) are properties of American Airlines, Inc. used under license to 2K Sports. All rights reserved. Copyright 2016 by STATS LLC. Any commercial use or distribution of the Licensed Materials without the express written consent of STATS LLC is strictly prohibited. Basketball Equipment Supplied by Gared Sports, the exclusive supplier of basketball backboards and rims to NBA arenas. This software is based in part on the work of the Independent JPEG Group. Localization tools and support provided by XLOC Inc. Bankers Life Fieldhouse and the Bankers Life Fieldhouse logo are trademarks owned by CNO Financial Group, Inc. and are used by permission.

Uses Simplygon (TM), Copyright (c) 2016 Donya(TM) Labs AB Portions of this software are Copyright (c) 2014, Pablo Fernandez Alcantarilla, Jesus Nuevo. All Rights Reserved. Emoji provided free by <http://emojione.com>

The NBA and NBA member team identifications are the intellectual property of NBA Properties, Inc. and the respective NBA member teams. Copyright 2016 NBA Properties, Inc. All Rights Reserved.

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 or assigned and this Agreement should not be construed as a sale of any rights in the Software. 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 and 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. You may not 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 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. 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 such security features, and if you do, the Software may not function properly. If the Software permits access to Special Features, only one copy of the Software may access 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 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, 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 laws 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 accounts, then certain features of the Software may not operate or may cease to function properly, 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 gameplay 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. VC and VG do not incur fees for non-use; provided, however, that the license granted hereunder to VC and VG will terminate in accordance with the terms and conditions 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 VG 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 modified or discontinued by Licensor at any time without notice to you. Upon completing an authorized purchase of VC from an 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: All 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 for the foregoing, to the maximum extent permitted by applicable law, the Software Store will have no other warranty obligation whatsoever with respect to the Software. Any claim in connection with the Software related 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 of 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 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 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) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

IN NO EVENT SHALL LICENSOR'S AGGREGATE LIABILITY FOR ANY AND ALL CLAIMS HEREUNDER BY YOU, REGARDLESS 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 SUCH THIRD PARTIES MAY IMPAIR OR DISRUPT YOUR 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, then you may still have access to your prior User Account information, including any VC and VG associated 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 VG associated 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, associated materials, and all of its component 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 any 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.

All other terms and conditions of the EULA apply to your use of the Software.

©2005-2016 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. ©2016 NBA Properties, Inc. All rights reserved. All other trademarks are property of their respective owners. Patents and Patent Pending: www.take2games.com/Legal.