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### GETTING STARTED

**PlayStation®4 system**

**Starting a game:** Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the NBA 2K17 disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system’s home screen, and then press the button. Refer to this manual for information on using the software.

**Quitting a game:** Press and hold the button, and then select [Close Application] on the screen that is displayed.

**Returning to the home screen from a game:** To return to the home screen without quitting a game, press the button. To resume playing the game, select it from the content area.

**Removing a disc:** Touch the [eject] button after quitting the game.

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

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See important health and safety warnings in the system Settings menu.
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 doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
- dizziness,
- altered vision,
- eye or muscle twitches,
- loss of awareness,
- disorientation,
- seizures, or
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

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 PS4™ system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

3D images
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. SCE recommends that all viewers take regular breaks while watching 3D video, or playing stereoscopic 3D games. 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. SCE recommends that you consult with a doctor (such as a pediatrician or eye doctor) before allowing a young child to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above. When using any 3D enabled device with your PlayStation®4 system you should read the instruction manual for that device and check us.playstation.com/support/3D for updated information.

Notes on safety when using the DUALSHOCK®4 Wireless Controller
- Stop using the system immediately if you begin to feel tired or if you experience discomfort or pain in your hands or arms while operating the DUALSHOCK®4 Wireless Controller. If the condition persists, consult a doctor.
- The vibration function of the DUALSHOCK®4 Wireless Controller can aggravate injuries. Do not use the vibration function if you have any ailment or injury to the bones, joints or muscles of your hands or arms. If you have an ailment or an injury, do not play software titles that contain the vibration function using the DUALSHOCK®4 Wireless Controller unless you have set the vibration function to [Off].
- Avoid prolonged use of the DUALSHOCK®4 Wireless Controller. Take a break at about 30-minute intervals.
- Note that some software titles set the vibration function to [On] by default. To disable the vibration function, press the PS button of the controller, and then select [Controller Settings] > [Vibration Function] > [Off].
- If you experience any of the following health problems, discontinue use of the system immediately. If symptoms persist, consult with your doctor.
  - Dizziness, nausea, fatigue or symptoms similar to motion sickness
  - Discomfort or pain in a part of the body, such as eyes, ears, hands or arms

Motion Controller Safety Notice
When using the motion controller, avoid holding the controller closer than 8 inches from the face or eyes.
When using the motion controller, be aware of the following points.
- If the motion controller hits a person or an object, it may cause accidental injury or damage.
- Always wear the strap.
- Hold controller firmly to prevent slipping.
- Tighten strap with strap lock.
- Allow enough space for safe use.
- Hold other controller firmly.
Starting a game:
Before use, carefully read the instructions supplied with the PS4™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Touch the (power) button of the PS4™ system to turn the system on. The power indicator blinks in blue, and then lights up in white. Insert the NBA 2K17 disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PS4™ system’s home screen, and then press the S button. Refer to this manual for information on using the software.

Quitting a game:
Press and hold the p button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game:
To return to the home screen without quitting a game, press the p button. To resume playing the select it from the content area.

Removing 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 Sony Entertainment Network account.

Default controls:
- ① Move Player
- ② Sprint
- ③ Icon Pass or Icon Swap
- ④ Post-Up or Intense D / Defensive Assist
- ⑤ Lob Pass / Alley-Oop or Block / Rebound
- ⑥ Dribble Moves / Shooting / Passing or Steal / Hands Up
- ⑦ N/A
- ⑧ Bounce / Flashy Pass or Take Charge
- ⑨ Pass / Touch Pass or Player Swap (closest to ball)
- ⑩ Call Play / Pick Controls or Double Team
- ⑪ Call Timeout or Intentional Foul
- ⑫ Pause

<table>
<thead>
<tr>
<th>Basic Offense</th>
<th>Control</th>
<th>Basic Defense</th>
</tr>
</thead>
<tbody>
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<td>Move Player</td>
<td>Left Stick</td>
<td>Move Player</td>
</tr>
<tr>
<td>PRO STICK™: Dribble Moves / Shooting / Passing</td>
<td>Right Stick</td>
<td>Steal / Hands Up</td>
</tr>
<tr>
<td>Post-Up</td>
<td>L2</td>
<td>Intense D / Defensive Assist</td>
</tr>
<tr>
<td>Sprint</td>
<td>R2</td>
<td>Sprint</td>
</tr>
<tr>
<td>Call Play / Pick Controls</td>
<td>L1</td>
<td>Defensive Adjustments / Double Team</td>
</tr>
<tr>
<td>Icon Pass</td>
<td>R1</td>
<td>Icon Swap</td>
</tr>
<tr>
<td>Pass / Touch Pass</td>
<td>button</td>
<td>Player Swap (closest to ball)</td>
</tr>
<tr>
<td>Bounce Pass (tap), Flashy Pass (double tap)</td>
<td>button</td>
<td>Take Charge</td>
</tr>
<tr>
<td>Shoot (press)</td>
<td>button</td>
<td>Steal (press)</td>
</tr>
<tr>
<td>Pump Fake / Hop (tap)</td>
<td>button</td>
<td>Intentional Foul (hold)</td>
</tr>
<tr>
<td>Spin Gather (double tap)</td>
<td>button</td>
<td></td>
</tr>
<tr>
<td>Lob Pass (tap), Alley-Oop (double tap)</td>
<td>button</td>
<td>Block / Rebound</td>
</tr>
<tr>
<td>Gameplay HUD</td>
<td>↑</td>
<td>Gameplay HUD</td>
</tr>
<tr>
<td>Offensive Game Plan</td>
<td>→</td>
<td>Defensive Game Plan</td>
</tr>
<tr>
<td>OTFC Offense Strategy</td>
<td>←</td>
<td>OTFC Defensive Sets</td>
</tr>
<tr>
<td>OTFC Substitutions</td>
<td>↓</td>
<td>OTFC Substitutions</td>
</tr>
</tbody>
</table>

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.
## ADVANCED OFFENSE

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Positional Playcall</td>
<td>Tap ( L_\text{L} ), tap desired teammate’s player icon, choose play from menu</td>
</tr>
<tr>
<td>Overhead/Lob Pass</td>
<td>Tap ( \text{△} )</td>
</tr>
<tr>
<td>Flashy Pass</td>
<td>Double-tap ( \text{△} )</td>
</tr>
<tr>
<td>Alley-Oop</td>
<td>Double-tap ( \text{△} )</td>
</tr>
<tr>
<td>Dribble Pitch / Handoff</td>
<td>Press and hold ( \text{△} ) to bring the selected teammate to the ball, wait for him to get into handoff range or release ( \text{△} ) to force the pass early</td>
</tr>
<tr>
<td>Lead to Basket Pass</td>
<td>Press and hold ( \text{△} ) to force the selected teammate to make a basket cut, wait for him to get in range or release ( \text{△} ) to force the pass early</td>
</tr>
<tr>
<td>Fake Pass</td>
<td>( \text{△} + \text{△} )</td>
</tr>
<tr>
<td>Jump Pass</td>
<td>( \text{△} + \text{△} )</td>
</tr>
<tr>
<td>Give &amp; Go</td>
<td>Press and hold ( \text{△} ) to retain control of passer, release ( \text{△} ) to pass the ball back to him</td>
</tr>
<tr>
<td>Putback Dunk/Layup</td>
<td>Hold ( \text{△} )</td>
</tr>
<tr>
<td>Finish Alley-Oop</td>
<td>Hold ( \text{△} )</td>
</tr>
<tr>
<td>PRO STICK™ Pass</td>
<td>( R_\text{R} + \text{Right Stick} )</td>
</tr>
</tbody>
</table>

## ADVANCED DEFENSE

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Move</td>
<td>Left Stick</td>
</tr>
<tr>
<td>Fast Shuffle</td>
<td>( R_\text{R} + L_\text{L} + \text{Left Stick} )</td>
</tr>
<tr>
<td>Steal</td>
<td>Tap ( \text{△} )</td>
</tr>
<tr>
<td>Block</td>
<td>( \text{△} )</td>
</tr>
<tr>
<td>Rebound</td>
<td>( \text{△} ) (ball in air)</td>
</tr>
<tr>
<td>Take Charge</td>
<td>( \text{△} )</td>
</tr>
<tr>
<td>Flop</td>
<td>Double-tap ( \text{△} )</td>
</tr>
<tr>
<td>Ball Denial</td>
<td>Hold ( L_\text{L} ) when near opponent</td>
</tr>
<tr>
<td>Intense Defense</td>
<td>( L_\text{L} )</td>
</tr>
<tr>
<td>Crowd Dribbler</td>
<td>Hold ( L_\text{L} )</td>
</tr>
<tr>
<td>Hands Up</td>
<td>Hold Right Stick</td>
</tr>
<tr>
<td>Deny Hands Out</td>
<td>Hold Right Stick (while playing offball defense)</td>
</tr>
<tr>
<td>Double Team</td>
<td>Press and hold ( L_\text{L} )</td>
</tr>
<tr>
<td>Icon Double Team</td>
<td>Tap ( L_\text{L} ) then press and hold desired double teamer’s player icon</td>
</tr>
</tbody>
</table>
**PRO STICK™**

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

## PRO STICK™: SHOOTING

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
<th>Context</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump Shot</td>
<td>Move and hold Right Stick straight down (straight up for bank shot)</td>
<td></td>
</tr>
<tr>
<td>Pump Fake</td>
<td>Start a jump shot, then quickly release Right Stick</td>
<td></td>
</tr>
<tr>
<td>Runner / Floater</td>
<td>Hold Right Stick away from hoop</td>
<td>Triple Threat</td>
</tr>
<tr>
<td>Hop Gather</td>
<td>Tap ◆ while standing or driving (Left Stick determines direction of hop)</td>
<td></td>
</tr>
<tr>
<td>Spin Gather</td>
<td>R2 + Double tap ◆ while standing or driving</td>
<td></td>
</tr>
<tr>
<td>Normal Layup</td>
<td>Hold Right Stick left, right, or toward hoop while driving (Right Stick direction determines finish hand)</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Euro Step Layup</td>
<td>Double tap ◆</td>
<td></td>
</tr>
<tr>
<td>Reverse Layup</td>
<td>Hold Right Stick toward baseline</td>
<td></td>
</tr>
<tr>
<td>2-Hand Dunks</td>
<td>R2 + Hold Right Stick toward hoop</td>
<td></td>
</tr>
<tr>
<td>Dominant/Off-Hand Dunk</td>
<td>R2 + Hold Right Stick left or right to dunk with that hand</td>
<td></td>
</tr>
<tr>
<td>Flashy Dunks</td>
<td>R2 + Hold Right Stick away from hoop</td>
<td></td>
</tr>
<tr>
<td>Mid-Air Change Shot</td>
<td>Start dunk/layup, Right Stick any direction while in air</td>
<td></td>
</tr>
<tr>
<td>Step Through</td>
<td>Pump fake, then hold Right Stick again before pump fake ends</td>
<td></td>
</tr>
</tbody>
</table>

## PRO STICK™: Dribbling

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
<th>Context</th>
</tr>
</thead>
<tbody>
<tr>
<td>Triple Threat Jab Step</td>
<td>Tap Right Stick Left/Right/Forward</td>
<td>Triple Threat</td>
</tr>
<tr>
<td>Triple Threat Spinout</td>
<td>Rotate Right Stick</td>
<td>Triple Threat</td>
</tr>
<tr>
<td>Triple Threat Stepback</td>
<td>R2 + Tap Right Stick away from hoop</td>
<td>Triple Threat</td>
</tr>
<tr>
<td>Rhythm Dribble</td>
<td>Tap Right Stick toward hoop</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Hesitation (quick)</td>
<td>Tap Right Stick toward ball hand</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Hesitation (escape)</td>
<td>R2 + Tap Right Stick toward ball hand</td>
<td>Dribbling</td>
</tr>
<tr>
<td>In and Out</td>
<td>R2 + Tap Right Stick toward hoop</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Crossover (front)</td>
<td>Tap Right Stick toward off hand</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Crossover (between legs)</td>
<td>Tap Right Stick between off hand and player’s back</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Crossover (escape)</td>
<td>R2 + Tap Right Stick toward off hand</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Behind the Back</td>
<td>Tap Right Stick away from hoop</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Spin</td>
<td>Rotate Right Stick from ball hand around player’s back, then quickly return to neutral</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Half-Spin</td>
<td>Rotate Right Stick in a quarter-circle from ball hand to hoop, then quickly return to neutral</td>
<td>Dribbling</td>
</tr>
<tr>
<td>Stepback</td>
<td>R2 + Tap Right Stick away from hoop</td>
<td>Dribbling</td>
</tr>
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</table>
## POST SHOTS

<table>
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<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Post Hook (close range)</td>
<td>Hold Right Stick toward hoop (with Left Stick neutral)</td>
</tr>
<tr>
<td>Shimmy Hook</td>
<td>[\text{R}2] + Hold Right Stick toward hoop (with Left Stick neutral)</td>
</tr>
<tr>
<td>Post Fade (beyond close range)</td>
<td>Hold Right Stick left or right away from hoop</td>
</tr>
<tr>
<td>Step Through Layup</td>
<td>Hold Right Stick toward hoop (while holding Left Stick toward hoop)</td>
</tr>
<tr>
<td>Shimmy Fade</td>
<td>[\text{R}2] + Hold Right Stick left or right away from hoop (with Left Stick neutral)</td>
</tr>
<tr>
<td>Pump Fake</td>
<td>Start a shot listed above then move Right Stick to neutral</td>
</tr>
<tr>
<td>Up &amp; Under / Step Through</td>
<td>Pump fake, then Right Stick again before pump fake ends</td>
</tr>
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</table>

## POST MOVES (PRESS W TO POST UP)

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
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<tbody>
<tr>
<td>Post Movement</td>
<td>Hold Left Stick</td>
</tr>
<tr>
<td>Quick Spin</td>
<td>Rotate Right Stick to outside shoulder</td>
</tr>
<tr>
<td>Hook Drive</td>
<td>Rotate Right Stick to inside shoulder</td>
</tr>
<tr>
<td>Fakes</td>
<td>Tap Right Stick in any direction but away from hoop</td>
</tr>
<tr>
<td>Switch Dribble Hand</td>
<td>Tap Right Stick away from hoop</td>
</tr>
<tr>
<td>Pickup Dribble</td>
<td>Tap Right Stick toward hoop</td>
</tr>
<tr>
<td>Post Hop</td>
<td>Hold Left Stick to the left or right away from hoop, then tap [\text{C}]</td>
</tr>
<tr>
<td>Post Stepback</td>
<td>Hold Left Stick away from hoop, then tap [\text{C}]</td>
</tr>
<tr>
<td>Dropstep</td>
<td>Hold Left Stick to the left or right toward hoop, then tap [\text{C}]</td>
</tr>
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## DEFENSIVE CONTROLS

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<tr>
<th>Action</th>
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</thead>
<tbody>
<tr>
<td>Move</td>
<td>Left Stick</td>
<td>Any</td>
</tr>
<tr>
<td>Fast Shuffle</td>
<td>[\text{R}2] + [\text{L}2] + Left Stick</td>
<td>Any</td>
</tr>
<tr>
<td>Steal</td>
<td>Tap [\text{R}]</td>
<td>Any</td>
</tr>
<tr>
<td>Block</td>
<td>[\text{A}]</td>
<td>Any</td>
</tr>
<tr>
<td>Rebound</td>
<td>[\text{D}] (ball in air)</td>
<td>Any</td>
</tr>
<tr>
<td>Take Charge</td>
<td>[\text{D}]</td>
<td>Any</td>
</tr>
<tr>
<td>Flop</td>
<td>Double-tap [\text{C}]</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Intense Defense</td>
<td>[\text{L}2]</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Crowd Dribbler</td>
<td>Hold [\text{L}2]</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Hands Up</td>
<td>Hold Right Stick</td>
<td>Onball Defense</td>
</tr>
<tr>
<td>Deny Ball</td>
<td>Hold Right Stick</td>
<td>Offball Defense</td>
</tr>
<tr>
<td>Double Team</td>
<td>[\text{L}1]</td>
<td>Any</td>
</tr>
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</table>
## Offball Controls

### Offense

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<td>Stand Engage</td>
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</tr>
<tr>
<td>Moving Engage</td>
<td>L2 while moving towards defender</td>
</tr>
<tr>
<td>Push</td>
<td>Left Stick towards defender</td>
</tr>
<tr>
<td>Spin</td>
<td>Twirl Right Stick counter clockwise or clockwise, starting from the 6 position (6-1 for counter clockwise, 6-11 for clockwise)</td>
</tr>
<tr>
<td>Transition</td>
<td>Flick Right Stick towards ball carrier or basket</td>
</tr>
<tr>
<td>Deny Position Transition</td>
<td>Hit Right Stick up or down when the defensive player attempts to transition</td>
</tr>
<tr>
<td>Exit</td>
<td>Left Stick away from offensive player or let go of L2</td>
</tr>
<tr>
<td>Walk down</td>
<td>Left Stick + Right Stick towards defender</td>
</tr>
</tbody>
</table>

### Defense

<table>
<thead>
<tr>
<th>Action</th>
<th>Input</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stand Engage to Deny or Off ball post</td>
<td>L2</td>
</tr>
<tr>
<td>Push</td>
<td>Left Stick towards offensive player</td>
</tr>
<tr>
<td>Pull Chair</td>
<td>Flick Right Stick towards the direction the offensive player is pushing</td>
</tr>
<tr>
<td>Transition</td>
<td>Flick Right Stick up, down, left, right</td>
</tr>
<tr>
<td>Deny Position Transition</td>
<td>Hit Right Stick up or down when the defensive player attempts to transition</td>
</tr>
<tr>
<td>Exit</td>
<td>Left Stick away from offensive player</td>
</tr>
<tr>
<td>Bump</td>
<td>Hold L2 while impeding the path of the offensive player</td>
</tr>
<tr>
<td>Chuck</td>
<td>(While standing) L2 + Right Stick flick towards offensive player</td>
</tr>
<tr>
<td>Grab</td>
<td>(while defender is running) Left Stick + Right Stick towards the offensive player</td>
</tr>
</tbody>
</table>
NBA 2K17 GAME CREDITS

VISUAL CONCEPTS ENTERTAINMENT, INC.

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ART DIRECTOR Joseph Clark

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CHARACTER Artist Ethan Abraham Tim Auer Randy Googe Chris Darroa Wirne Kuhlke Sidenblad Abraham Valdez Zhange Weiss Yuki Yamamura

TECHNICAL ART Lead Stewart Shiff Pascal Hango

TECHNICAL ART Jesse Cooper-Ream Bugi Kalawa Jacob D. Stephens Emre Yilmaz

ENVIRONMENT LEAD John Lee

ENVIRONMENT ART Tim Domske Tim Loczks Roy White

ADDITIONAL ENVIRONMENT Edmund Lea

ANIMATION DIRECTOR Roy Tse

LEAD GAMEPLAY ANIMATOR Ethan "Ezy" Figueroa

GAMEPLAY TECHNICAL Lead Jamie Wicks

PERFORMANCE FACIAL Lead Jacob Roy Jonathan Lyons

PERFORMANCE TECHNICAL Lead Derek Kurimoto

ANIMATOR Ron Anderson Eric Pierrier Wilzter Phung

ADDITIONAL ANIMATION Alexa Bittner Tyler Chapp Shun Li Jian Li John Neary Rhe Croherty Hans Tahal Robert Fostestone Kyil Lee Casey Li James Mendoza Van Pan Sypyris Tsubosak Mathe Venepe

UI ART DIRECTOR Herman Fok

UI ART Lead Justin Cook

UI VISUAL DESIGN Zhen Tan Anthony Tao

USER INTERFACE Jeffrey Davis Jared Rubio Delamora Cuno Kaneko Blake Landry David Lee Andy Mindler Albert Coramna Myra Shadea Bob Simmons

USER INTERFACE SPECIAL THANKS Andrew Chihn Carrie Michelle Dinitz Parecki

STUDIO ART DIRECTOR Matt Crystadle Anton Dawson

ART PRODUCER Karen Huang Stephanie Gene Morgan

FACE CAPTURE Pixelung Studio

SPECIAL THANKS 2K Mocap Matt Chawell Lee Otes Animation Vertigo Edge Art Lemon Sky Seed of Rock Virtus

OUTDOOR ANIMATOR

SXP Art Center

VC AUDIO TEAM

AUDIO DIRECTOR Joel Simmons

SR. AUDIO ENGINEER & AUDIO TOOLS Daniel Gardopoe

SR. AUDIO ENGINEERS Todd Gunnerman Randy Riggs

AUDIO ENGINEER James Yanisko

SCRIPT WRITERS Tom Universals Rhys Jones

ADDITIONAL AUDIO PRODUCTION Synexy Park John Crystdale Brian Buett

ADDITIONAL AUDIO POST Casey Cameron Paul Courselfi Malo Baker

ADDITIONAL SCRIPT WRITING Kevin Asseo Sina Mardahl Dan Schultz Joe Galliani

BROADCAST TEAM & VOICE TALENT

PLAY-BY-PLAY ANNOUNCER Kevin Harlan

COLOR ANALYSTS Greg Anthony Brett Green Doris Burke Clark Kellogg Steve Smith Chris Webber

SIDELINE REPORTER David Noodle

STUDIO HOST Ernie Johnson

STUDIO ANALYST Shani Orenzi Keny Smith

PA ANNOUNCER Peter Barto

PROMO ANNOUNCER Jay Bell Jimmy Hodson

OUTSIDE ANNOUNCER

SPANISH ANNOUNCERS Sixto Miguel Serrano Antonio Martinez Jorge Quiroga

2KTV CAST

HOST & PRODUCER Rachel A. DeMita

LEAD CAMERA & EDITOR Alan Palmer

GAME EXPERT & PRODUCER Jonathan Smith

PRODUCER Jessica Teuscher

EDITOR & CAMERA Robert Landiram David Park

LEAD GRAPHICS Joel Wood

AUDIO MIX Brian Buett

ADDITIONAL CAMERA Ian Levasseur

MAKE-UP ARTISTS Angela Foglia Marissa Vossan Gian Squad

MYCAREER CAST & CREW STARRING

MYPLAYER Justin Jones

COLORIST Young Michael B. Jordan

DENVER LEVINS Jak Knight

WASHINGTON FALLS Domenic Grosso

JASON RICHMOND Joe Williamson

BRUCE PEPPER Michael Longhi

TAYLOR CROSS Mark Derwin

BRUBAKER SMITH Johnno Wilson

GRANT ALABASTER Todd Anthony

ALANAH TURNER Alisha Wainwright

TAYLFF RASBERRY Natasha Williams

HESMLEY ADSON Matt Walsh

REPORTER Chris Marsol

MOM Kim Bromley
NATIONAL BASKETBALL ASSOCIATION

PRESIDENT, GLOBAL PARTNERSHIPS
Salvatore LaRocca

VICE PRESIDENT, LEGAL & BUSINESS AFFAIRS
Hrishil Karthikeyan

SENIOR MANAGER, LEGAL & BUSINESS AFFAIRS
Vincent Kearney

EXECUTIVE VICE PRESIDENT, GLOBAL PARTNERSHIPS
Emilio Collins

VICE PRESIDENT, GLOBAL PARTNERSHIPS
Rondie Johns

SENIOR ACCOUNT EXECUTIVE, GLOBAL PARTNERSHIPS
Artie Crotone

DIRECTOR, GLOBAL PARTNERSHIPS
Adrienne O’Neill

MANAGER, GLOBAL PARTNERSHIPS
Sandie LeBlanc

ASSOCIATE COORDINATORS, GLOBAL PARTNERSHIPS
Katherine Brown
Daniel Linpip

SPECIALIST, GLOBAL PARTNERSHIPS
Brian Webb
Mary O’Laughlin

MOTION CAPTURE TALENT

PARTNERSHIPS

Emilio Collins

SENIOR MANAGER, LEGAL & BUSINESS AFFAIRS
Salvatore LaRocca

VICE PRESIDENT, LEGAL & BUSINESS AFFAIRS
Hrishil Karthikeyan

SENIOR MANAGER, LEGAL & BUSINESS AFFAIRS
Vincent Kearney

Talent:

Take-Two Channel Marketing Team

Scott DeSimone
Dave Bird
Frank Couto
Robert J. "J.R." Prutt
Michael Parilo
Chelsea S. Love
Josie Rodriguez
Nick Ross
Desmond Simmons
Austin Simon
Ryan Sykens
John Washington
Erica Diaz
Elle North
Rushun Wynne.
Justin Yeung

MVP DANCERS

Tina "Tiny" Harris
Disa "Tissi" High
Joumana Al-Najjar
Eric "Kid Stroke" Bassett
Dave "Kid David" Shreiman
Tina "Tiny" Harris

SPECIAL THANKS

Billy "Dunkadelics" Doran
Ray "Dr. Dunk" Jordan
John Jordan
Al "Al" Nathaniel
James Numally
Franklin Sission
Kareem "The Professor" Morgan
Ben Perkins
Adrian "Adrian" Perkins
Pankaj "Panda" Saini
Morgan "Morgan" Turner

VIISCUAL CONCEPTS

SPECIAL THANKS

Scott Finklin
Karlie Boyfriend
Laine Albright
David "Dada" Baker
Barry "Barry" Baker
Jared Jordan
Kate Woolsey
Steve Glickstein
Scott Hill
Alex "Alex" Kent
Take-Two Sales Team
Take-Two Digital Sales Team

Nate Garth
Tim Harris
Alex Leon
Tyler Lowi
Tad Johnson
Eddie Johnson
Chris "Cowboy" Jones
Sullivan Jones
Michael "B. Jordan
Dominique Lee
Michael "Miki" Maisonet
Jordan Lewis
Misho "Misko" McMillan
J. J. McInnis
Davion Mize
Aaron Mitz
Langston Morris-Walker
Karen "Niko" Nichols
Scott "O'Ball" Gallagher
Asuka "Asuka" Otsuki
Calvin Ottono
Louisa "Lo" Palfrey
Tim Parham
Ray "Dre" Ross
Jared "J.P." Pratt
Michael Parilo
Chelsea "CH" Song
Judd "Juju" Sussman
Sandra Smith Congdon
Ferdinand Schober
Operation Sports
Mark Little
Brooke Grabrian
Chris Bigelow
Tony MacNeill
Gail Hamrick
Jon Titus
Alexander Raney
Rajesh Joseph
Juan Chavez
Denzel "Meechie" Harris
Justin Yeargin
James Tillman
James Nunnally
Nate Garth
Tim Harris
Alex Leon
Tyler Lowi
Tad Johnson
Eddie Johnson
Chris "Cowboy" Jones
Sullivan Jones
Michael "B. Jordan
Dominique Lee
Michael "Miki" Maisonet
Jordan Lewis
Misho "Misko" McMillan
J. J. McInnis
Davion Mize
Aaron Mitz
Langston Morris-Walker
Karen "Niko" Nichols
Scott "O'Ball" Gallagher
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Jared "J.P." Pratt
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Juan Chavez
Denzel "Meechie" Harris
Justin Yeargin
James Tillman
James Nunnally
Nick Ross
Chris Read
Michael Purdie
Jerald "J.P." Pruitt
Rodney Pope
Tim Parham
Calvin Otiono
Akachi Okugo
Langston Morris-Walker
Jawon Mack
Mitchell Love
Dominique Lee
Tyler Idowu
Nate Garth
Scott Patterson
Jordan Katz
Karl Slatoff
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Desmond Simmons
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Rodney Pope
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Jawon Mack
Mitchell Love
Dominique Lee
Tyler Idowu
Nate Garth
Scott Patterson
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Karl Slatoff

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