

XBOX ONE

WWE 2K15



2K



WARNING Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

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



Product Support:

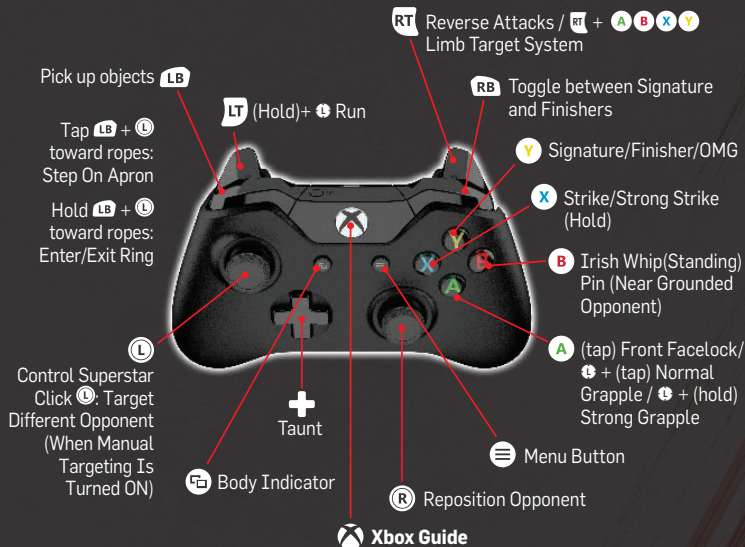
For technical and Customer Support, please visit the 2K website <http://support.2k.com> where you will find answers to the most frequently asked questions in the self-help knowledge database.

If this does not solve your problem then you can submit your query by clicking on the “SUBMIT A REQUEST” tab.

Please note that **WWE 2K15** online features are scheduled to be available until **May 2016**, though we reserve the right to modify or discontinue online features on 30-days' notice. Visit www.2ksports.com/serverstatus for more information.

CONTROLLER LAYOUT

Xbox One Wireless Controller



GAME CONTROLS

CHAIN WRESTLING

When you Lock Up in Chain Wrestling, try to gain the upper hand by choosing a chain hold (X, Y or B). While in a chain hold, use the Ⓢ to find the hot spot. The aggressor can also Strike (X) or Wrench (A) their opponent.

GRAPPLING

Normal Grapple:

Ⓢ ↑/↓/←/→ + A

Strong Grapple:

Ⓢ ↑/↓/←/→ + hold A

Turn Opponent Around:

Ⓢ ← or →

FRONT FACELOCK

Lock Up: To grab an opponent in the Front Facelock press A with out holding a direction on the Ⓢ

GRAPPLE ATTACK:

A or (Ⓢ ↑/↓/←/→ + A)

Breaking Point Submission: Hold A

Strike: X

Drag Opponent: Hold B + RT and move the Ⓢ in any direction

Irish Whip: B

Release Front Facelock: LB

Limb Target:

(hold RT + A or B or X or Y)

REPOSITION OPPONENT

Use Ⓢ to reposition a downed or stunned opponent.

DOWNED OPPONENT

Lift Opponent: Ⓢ ↑

Turn Opponent Over: Ⓢ ←/→

Lift Opponent and Stand Behind Them:

Ⓢ ↓

OPPONENT STUNNED IN THE CORNER:

Turn Opponent Around:

Ⓢ ←/→

Lift and Place on Top Of Turnbuckle:

Ⓢ ↑

Place In Tree Of Woe (Hanging Upside Down In Corner): Ⓢ ↓

OPPONENT STUNNED AGAINST THE ROPES

Place Opponent Stunned on Middle Rope:

Ⓢ ←/→

GAME SCREEN



- 1. Reversal Prompt:** Time correctly to counter the opponent's attack
- 2. Health Meter:** Track your health as you take damage from your opponent.
- 3. Stamina Meter:** When it's depleted, you navigate and recover slower, and temporarily lose the ability to run.
- 4. Momentum Gauge:** Build momentum by executing attacks and taunts. Reach 100% to earn a Signature and 150% to gain a Finisher.
- 5. Signature/Finisher:** Press when it appears to perform your Signature/Finisher

2K SHOWCASE

2K Showcase provides an in-depth exploration of some of **WWE's** greatest moments, rivalries and epic in-ring encounters. 2K Showcase contains high-quality cinematics, authentic **WWE** Superstar voiceovers, historic footage from **WWE** programming, a wealth of unlockable content and much more. Players will have the chance to jump into John Cena and CM Punk's furious rivalry spanning from 2011 to 2013 as well as Triple H and Shawn Michaels' bitter battle that raged from 2002 to 2004. For those tireless warriors seeking even more clashes of strength and will, additional 2K Showcase content will be made available via DLC.

In each match that you compete in, you'll be tasked with completing a set of bonus, historical objectives that you can view at any time in the pause menu. As a reward for completing these bonus objectives you'll be able to unlock new Superstars, Managers and alternate attires that can be used in all of the other game modes, allowing you to stage dream match-ups between **WWE** Superstars of the past and present!



WWE CREATIONS

WWE 2K15's expansive creation suite gives you an incredible wealth of customization options to create your own **WWE** experience.

CUSTOM SUPERSTAR: Either create your own Custom Superstar or customize any **WWE** Superstar or **WWE** Diva on the roster!

CUSTOM ENTRANCE: Give a Superstar a unique and flashy way of entering the arena.

CUSTOM MOVE-SET: Choose from hundreds of moves to give your Superstar a unique arsenal of his own.

COMMUNITY CREATIONS: Upload your creations online and share with the **WWE** Universe!



WWE UNIVERSE MODE

WWE Universe mode returns and is better than ever in **WWE 2K15**. Fill your dynamic calendar with your own shows and pay-per-views. Set rosters for multiple brands, create rivalries and alliances, and assign championships and more as you play through your own **WWE** Universe and experience near endless possibilities.



MYCAREER MODE

MyCAREER mode allows you to create or import a Custom Superstar and plunge into a prestigious career in **WWE**. Win matches to upgrade your Superstar with attributes, abilities and skills. Spend your in-game salary to purchase managers and other boosts. Rise through the ranks of **WWE** from NXT all the way up to Raw, facing **WWE's** top Superstars and your friends' Custom Superstars as rivals. Challenge them in matches with branching storylines with the goal of attaining the **WWE** World Heavyweight Championship.

Begin your career by taking your Custom Superstar to the **WWE** Performance Center where Bill DeMott serves as your trainer. If you're up to the challenge and deemed worthy, you'll be offered a **WWE** contract and a spot on the NXT roster.



Matches and challenges continue at the NXT level, as well as the development of rivalries, social media interactions and your character's personality. The decisions you make in, and outside of the ring, will influence the path of your career. So choose wisely as you try to make your way to the main **WWE** roster!

WWE 2K15 IS DEDICATED TO
CONNOR "THE CRUSHER" MICHALEK

WWE 2K15 GAME CREDITS

YUKE'S

PRODUCER/SENIOR VICE PRESIDENT

Hiromi Furuta

SENIOR TECHNICAL DIRECTOR

Hiroki Ueno

SENIOR CREATIVE DIRECTOR

Taku Chihaya

SENIOR TECHNICAL MANAGEMENT DIRECTOR

Shintaro Matsubara

SENIOR ART DIRECTORS

Yoshio Togiya
George K Ito
Makio Yamanaka

SENIOR TECHNICAL DIRECTORS

Takashi Takezawa
Takanori Morita

TECHNICAL DIRECTORS

Tsukasa Kato
Hiroshi Fukuda

INTERFACE ART DIRECTOR

Kazunari Nike

MAIN GAME DESIGN DIRECTOR

Naoto Ueno

GAME DESIGN DIRECTOR

Shinsuke Goto

ART DIRECTORS

Koji Makino
Takashi Komiya
Masahiro Nakatani

R&D TEAM

SENIOR TECHNICAL DIRECTORS

Hiroki Ueno
Nobuyoshi Ono
Hideki Suzuki
Masamichi Takano

Akitsugu Hirano TECHNICAL DIRECTOR

Masashi Ishikawa

LEAD PROGRAMMERS

Ma Wenchao
Yousuke Sawada

TECHNICAL ARTIST

Jason Barnidge

PROGRAMMERS

Kazuki Iiboshi
Hidehiro Bushisue

SENIOR VP/ CHIEF CREATIVE OFFICER

Norifumi Hara

ASSISTANT TECHNICAL DIRECTORS

Reiji Sato
Koji Hayashi
Masahito Hasegawa
Junichi Taguchi
Kenichi Yamamoto
Shunsuke Hanabusa

LEAD PROGRAMMERS

Atsushi Narita
Takayuki Kiyohara
Masayuki Makita
Takuya Suzuki
Yoshiro Aoki
Tsubasa Ando
Takuya Ishibashi

PROGRAMMERS

Hayato Ebina
Koichi Sato
Masaki Saito
Tsuyoshi Kobayashi
Emi Ishii
Satoshi Inoue
Takumi Hirokawa
Hidenori Masaki
Youhei Hosokawa
Hiroshi Kanda
Sotaro Arakawa
Akihisa Shiota
Michia Shimazu
Yusuke Kakumoto

Yuzuru Nakamura

Taichi Nagano
Takafumi Yasuda

PROGRAM ASSISTANT MANAGER

Fumio Yurugi

SYSTEM PROGRAM ASSISTANT

Shingo Yoneda

ASSISTANT CREATIVE DIRECTORS

Takuro Yamamori
Takayoshi Akasaka

LEAD GAME DESIGNERS

Hidekazu Tanaka
Kenji Nakamura
Shinichi Miyamoto

GAME DESIGNERS

Miho Watanabe
Daisuke Ohno
Tatsuya Watanabe
Takeshi Yokogawa
Naotaka Hotta

SOUND DESIGNER

Masato Ushijima

ASSISTANT ART DIRECTOR

Ari Sawada

LEAD MODELING ARTISTS

Kazuhiro Saito
Akira Sasagawa
Takahiro Banba

MODELING ARTISTS

Takashi Domae
Kyohei Hosomi
Kazuyuki Isayama
Shiho Sato
Miho Hashimoto
Jie Wei
Yuki Matsumoto
Kenji Kawabata
Yuu Hara
Masaaki Hashimoto
Takanori Akiyama
Hayato Odeishi
Shinya Ozawa

Keiko Zama
Junichi Koshino
Motoshi Hiro
Akihisa Sako
Kouta Okada
Shoki Yaguchi
Christian Hagedorny
Tetsuya Imaki
Yoshihisa Sato
Sho Sato
Sakura Hori

**ASSISTANT INTERFACE
ART DIRECTOR**
Satoshi Kakutani

INTERFACE ARTISTS
Yuzuru Hiroki
Miho Shiota
Naomi Kaneda
Takuya Kawamorita
Risa Adachihiro
Futaba Katura
Erika Kihata

ASSISTANT ANIMATION DIRECTORS
Mitsuo Shimizu
Takashi Watanabe
Chizuru Ogura
Yuki Akaba

LEAD ANIMATORS
Tatsuya Maki
Takahiro Oshida
Kazuya Inoue
Tatsuya Shimozaki
Kate O'donnell

ANIMATORS
Tsuyoshi Fukuhara
Kazuyuki Miyake
Yoshiyuki Iwai
Manami One
Hiroyuki Wada
Masaru Kishi
Naoki Ishiyama
David Ong
Anjelina Quijano
Loonie Baranco
Megan Goldbeck
Yuuki Kato
Ryo Takagi
Hiroyuki Uchida
Makoto Yamamoto
Fumihiko Maruno

Kodai Nanba
Akinari Izumi
Kazuki Yamada
Yoshiya Yamada

GAME DEVELOPMENT ASSISTANTS
Naoto Kuge
Munehchika Suzuki
Junichi Hiraoka
Sayaka Morishima
Fumina Kuwahara
Katsuaki Takahashi
Yuhei Ishihara
Tomohiko Suwa
Yuki Miyauchi
Haruka Kobayashi
Masato Nojiri

QA ASSISTANT DIRECTORS
Masaki Izuoka
Ryo Ohura

LEAD QA MANAGER
Masayuki Soneda

QA MANAGER
Mamoru Ozaki

QA ADMINISTRATORS
Rie Kikuchi
Sumie Ikeda

LEAD TESTERS
Takamasa Uchida
Kino Sakagami
Naho Kurihara

TESTERS
Akimichi Nagayama
Yuki Hayashi
Kazuto Kudo
Satoko Nagamine
Mayumi Jo
Hiroe Kawaguchi
Yuto Shiraki
Daisuke Okiyama
Mariko Ogawa
Naoto Oka
Kenji Matsumura
Nishiyama Masaharu
Ayako Urabe
Hanana Ono
Takahiro Kawasaki
Shohei Nakajima
Yuji Tatezumi

Hikaru Kojima
Ayami Yokota
Aika Takeda
Ryoma Kubota
Tetsushi Matsumoto
Mizuki Mimino
Yasuyuki Arakawa
Takahashi Ryosuke
Kouhei Murase

TRANSLATION MANAGER
Derek Kessler

TRANSLATORS
Rie Ishida
Leo King
Yoko Sato
John Daniels

IT SUPPORT
Kentaro Seto
Koichi Tomita
Kazunori Nakagawa
Syuji Matsudaira
Tadashi Nakamura

ADMINISTRATION SUPPORT
Tsuneharu Sasaki
Junko Miyamoto
Satomi Takao
Natsuko Hagiwara

LEGAL DEPARTMENT
Kelko Sakaguchi
Yasuyuki Yamamoto
FINANCE DEPARTMENT
Naoki Hama
Hirotomo Taniguchi

"SUGARCUT, LLC."
Ryu Takada
Toshiji Hazumi
Shiroyu Mikata
Yuichi Ashibe
Yukihiro Fujitani
Kazuki Mori
Nobuyuki Bansyo

"AMZY CO., LTD."
Kazuhiro Matsuda
Kaoru Mizoguchi
Ryusuke Watanabe
Tomohiro Goto
Takahiro Hara
Wataru Yoshikawa

SOUND AMS INC.

Momo Michishita
Nobuhiro Oouchi
Shihori Tenmadate
Yasuhiro Tamaki
Munenori Nakano
Tetsuya Shirakawa
Asumi Miyamoto
Chan Kean Yi
Tarou Kubo
Kei Takahashi
Yumika Nomura
Takumi Eguchi
Shingo Shoji
Takumi Tamagawa
Shunsuke Hosono
Kenta Yoshimura

LAKSHYA DIGITAL PVT. LTD

Kai Gushima
Neha Bansal
Shobhna Deepak
Aroonabh Borah
Gaurav Sharma
Pradeep Kumar
Mayank Rajpoot
Surendra Singh
Jalaluddin
Bombahadur Gurung
Anshuman Singh Sengar
Vineet Pandey
Varish Pratap Singh
Nayyar Alam
Arun Dhama
Anoop Jaiswal
Nitin Kumar
Shaibal Dutta
Anirudh Bhattacharya
Lalitha Chandran
Sujanitha Shankar

"CREEK & RIVER CO.,LTD."

Yuki Ito
Yoshinori Ito
Naoki Sera
Hisashi Tohyama
Tatsuo Suzuki
Hiroshi Tanaka
Yoshikazu Sakurai
Yuuki Ito
Hiromi Muto
Hiroyasu Suzuki
Masashi Osumi
Narimi Okue
Takashi Sakai
Kohei Gushiken
Hwanghyun Choi
Makoto Nishide

"KYOS CO.,LTD."

Naoko Kino

VIRTUOS LTD.

Ryo N.
Zhao C.
Yang P.L.
Jiang S.Y.
Shen S.S.
Hiroyuki H.
Cao Y.
Andrea C.
Tian D.
Wilson L.
Wu W.
Liu Q.
Li D.
Zhang P.
Huang Z.L.
Zheng Z.X.
Chen Y.T.
He M.M.

ADDITIONAL COLLABORATION COMPANIES

Digital Hearts Co., Ltd.
G-Style
Jellythink
Charabans, Inc
Xeen Inc.

SPECIAL THANKS

Yuke Taniguchi
Tatsuhiko Sugimoto
Masamichi Ito
All Yuke's Staff
Shun Yamaguchi

**VISUAL
CONCEPTS
DEVELOPMENT
TEAM****PRESIDENT**

Greg Thomas

EXECUTIVE PRODUCER

Mark Little

SENIOR PRODUCER

Arnaud Frey

ASSOCIATE PRODUCER

Andrew Krensky

LICENSOR MANAGER

Steve Islas

PRODUCTION ASSISTANT

Dino Zucconi

SENIOR DESIGNERS

Bryan Williams
Jason Vandiver

DESIGNER

Ramelle Ballesca

DESIGNER, WWE UNIVERSE

Cristo Kyriazis

CO-DESIGNER, 2K SHOWCASE

Shane Kemp

STUDIO AUDIO DIRECTOR, AUDIO

Joel Simmons

AUDIO DIRECTOR, SOUND/AUDIO

Vince Pontarelli

AUDIO MANAGER, AUDIO

Sean Charles

LEAD SOUND/AUDIO DESIGNER

Josh Jones

**ASSOCIATE AUDIO & DIALOGUE
DESIGNER**

Bryan Sherrill

**AUDIO TECH AND ADDITIONAL
ENGINEERING**

Daniel Gardopee
Todd Gunnerson

AUDIO TEAM SPECIAL THANKS

Brandon Horgeshimer

ART DIRECTOR

Lynell Jinks

LEAD CHARACTER ARTIST

Jon Gregory

ANIMATION TEAM LEAD

Shane Kemp

LEAD ANIMATOR

Jessica Wu

ANIMATORS

Brandon Bailie
Brandon Rust
Champion Chen
Darrel Christian
David Parsons
Eric Sturgeon
Gal Roth
George Banks
Hannah Addington
Isabela Bradley
Jeremiah Stewart
Kai Cabrera
Liesl Tan
Ryan Walker
Santiago Nunez
Shawn Nelson

MANAGER, TRANSLATION

Yuri Tanaka

TRANSLATORS

Akane Yamamoto
Anne Awaya

MUSIC AND TALENT LICENSING

Debbie Fingerman

PRODUCTION INTERN

Derek Donahue

**VISUAL CONCEPTS
DEVELOPMENT TEAM
SPECIAL THANKS**

Drew Como
Dan Cooper
Antonio Lee
Jimmie Yoo
Chris Chiou
Darin Ito
Nobu Taguchi
Celian Varini
Thomas Ban
Guyman de Hom
Jack Leung
Chris Kalos
Sabine Blair
John Friar
Bruno Buzzetti
Josh Atkins
Robert Clarke
Etienne Grunenwald
Reiko Fujimoto
Tony Lovegren
Ben McIntosh
Eric Massoud
Mark Hamilton
Jason Sereno
Robert Nelson

**2K WWE TEAM EXTERNAL
CONTRACTORS****PHOTOGRAPHER**

David Knox

PHOTOGRAPHER'S ASSISTANT

Shane Bartlett

COMMENTARY WRITERS

Kevin Asseo
Brian Shields, Principal, Mighty Pen &
Sword, LLC
Kevin Sullivan

**MODEL REVIEWS,
RENDERS, STYLE GUIDES**

Alliance Studio, Inc.
Albert Chen
Justin McFarland
David Genoshe
Darryl Pittmon
Britney Winthrop
Eddie Yang

Steve Wang

Jenny Cai

SUPERSTAR MATCH-UP SCREENS

Petrol Advertising

**CHARACTER MODEL
BUILDERS****MINELoader****DIRECTOR OF ART PRODUCTION**

Xu Zhen

ART PRODUCER

Wang Wei

ASSOCIATE PRODUCER

Gao Xin
Hu Haijiang

PROJECT MANAGER

Zhao Yan

ART DIRECTOR

Zhao Yan
Han Tao

TECHNICAL ARTIST

Zhao Yan

ARTIST

Han Yuexin
Han Tao
Kong Chao
Li Ning
Sun Ning
Tian Feng
Yan Han
Yang Yang
Zhang Teng
Zhao Yan

**WINKING ENTERTAINMENT LTD.
VP OF ART PRODUCTION**

Aria Chang

ART PRODUCTION DIRECTOR

David Clement

ART MANAGER

Eileen Yin

PROJECT MANAGER

Hilary Lu

BUSINESS DEVELOPMENT**MANAGER**

Rita Liu

ART LEADER

Fu Jun Jin

SENIOR ARTIST

Zhiyin Cai
Shanshan Chen

ARTIST

Jianshi Chen
Xiaosan Zheng
Huan Qian
Yong Cao
Fumin Sun
Xiaodong Cheng

ORIGINAL FORCE

Project Managers
Nancy Chen
Clio Qin
Shirley Wong

ART DIRECTOR

Hill Ye

TECHNICAL DIRECTOR

Li Song

LEAD CHARACTER ARTIST

Wang Haiqing

LEAD TECHNICAL ARTIST

Wang Qian

SENIOR CHARACTER ARTIST

Wang Yiwen
Han Xiaowei

**INTERMEDIATE
CHARACTER ARTIST**

Li Ming
Wang Yun
Liang Yuanshen
Qu Wenyong

SENIOR TECHNICAL ARTIST

Feng Hu

INTERMEDIATE TECHNICAL ARTIST

Chen Zhi Bin
Chen Shun Peng
Wang Su Zhen

FACIAL SCANNING

Pixelgun Studio
Timothy Valka
Anton Dawson
Brian Freisinger
Simranjit Mahil
Erin Cardoo
Sam Nordemann
Alison Kellom
Leif Ekelund
Lucy Dawson

CROWD SIGN ARTISTS

Daniel Valvo
Jason Sereno
Marcus Williams

**MOTION CAPTURE
TALENT SECTION**

Adam Pearce
Alan Ricardez
Alby Castro
Cassidy Riley
Drew Hankinson
Gregory Marasciulo
Harry Smith
Jamar Shipman
Jeremy Ingram
Joel Ferreira
Marie Kanohe
Marty Rubalcaba
Melissa Anderson
Michael Hettinga
Michael Montoya
Michael Sharrer
Mike Brendli
Ray Carbonel
Rethesh Bhalla
Scott Colton
Tracy Sharrer
Tyshaun Prince
Velina Brown
William Spradlin

**ONLINE IMPLEMENTATION
SERVICES PIXELTAMER.NET****CEO**

Carsten Orthbandt

NETWORK ENGINEER

Christoph Pech

**HOUSE OF MOVES MOTION
CAPTURE STUDIOS****CEO**

Brian Rausch

**BUSINESS DEVELOPMENT
MANAGER**

Jimmy Corvan

TECHNICAL SUPERVISOR

Dj Hauck

SENIOR PRODUCER

Heather Mccann

PRODUCER

Colleen Crosby

LINE PRODUCER

Katie Gravette

STAGE MANAGER

Troy Reynolds

CAPTURE OPERATOR

Annie Wildmoser

STAGE ASSIST

Brian Wilson

VIDEO LEAD

Nikola Dupkanic

CAMERA OPERATOR

Brooks Ludwick
Elisha Christian
Jon Schwarz
Mike Mohan
Paul Sun
Sergio Maggi

POST PRODUCTION COORDINATOR

Reshan Sabaratnam

ANIMATION SUPERVISOR

Eric Lashelle

LEAD ANIMATOR

Aaron Lambert

ANIMATOR

Jim Lipscomb
Ryan Torrey

PIPELINE TD

Cerina Tahir
Chad Provencher

CHARACTER TD

Destiny Bradley

MOTION EDITOR

Chad Schoonover
Jose Chaidez
Devon Roderick
Emily Buchanan
Michael Horning
Ben Brewington
Charles Searight
Alejandro Castro
James Beck

2K PUBLISHING

PRESIDENT

Christoph Hartmann

C.O.O.

David Ismailier

"SVP, SPORTS DEVELOPMENT"

Greg Thomas

2K CREATIVE DEVELOPMENT

"VP, CREATIVE DEVELOPMENT"

Josh Atkins

CREATIVE DIRECTOR

Eric Simonich

**DIRECTOR OF CREATIVE
PRODUCTION**

Jack Scalici

**DIRECTOR OF RESEARCH
AND PLANNING**

Mike Salmon

**MANAGER OF CREATIVE
PRODUCTION**

Josh Orellana

**CREATIVE PRODUCTION
COORDINATOR**

Kaitlin Bteier

CREATIVE PRODUCTION ASSISTANT

William Gale

MOTION CAPTURE SUPERVISOR

David Washburn

MOTION CAPTURE COORDINATOR

Steve Park

**MOTION CAPTURE
LEAD INTEGRATOR**

Anthony Tomlinia

DIGITAL MEDIA SPECIALIST

J. Mateo Baker

**SENIOR MOTION
CAPTURE SPECIALIST**

Jose Gutierrez

MOTION CAPTURE SPECIALIST

Gil Espanto
Ryan Girard
Jeremy Schlichtel
Emma Castles

MOTION CAPTURE SPECIALIST

Jen Antonio

**MOTION CAPTURE
SYSTEMS TECHNICIAN**

Nick Bishop

USER TESTING COORDINATOR

Jordan Limor

USER TESTING ASSISTANT

Justin Sousa

2K MARKETING TEAM

SVP, MARKETING

Sarah Anderson

VP OF INTERNATIONAL MARKETING

Matthias Wehner

VP OF MARKETING

Chris Snyder

DIRECTOR OF MARKETING

Bryce Yang

ASSOCIATE PRODUCT MANAGER

Ediz Basol

MARKETING COORDINATOR

Robert Hearon

**DIRECTOR OF PUBLIC RELATIONS,
NORTH AMERICA**

Ryan Jones

SR. PUBLIC RELATIONS MANAGER

Jaime Jensen

**SR. DIRECTOR, MARKETING
PRODUCTION**

Jackie Truong

**ASSOCIATE MARKETING
PRODUCTION MANAGER**

Ham Nguyen

**MARKETING PRODUCTION
ASSISTANT**

Nelson Chao

MARKETING ASSETS COORDINATOR

Jeneane Wagner

SR. WEB DIRECTOR

Gabe Abarcar

WEB PRODUCER

Tiffany Nelson

WEB DESIGNER

Keith Echevarria
Web Developer
Alex Beuscher

**DIRECTOR, EVENTS
& TRADE SHOWS**

Lesley Zinn Abarcar

EVENTS MANAGER

David Iskra

SR. GRAPHIC DESIGNER

Christopher Maas

VIDEO PRODUCTION MANAGER

Kenny Crosbie

VIDEO EDITOR

Michael Regelean

ASSOCIATE VIDEO EDITOR

Doug Tyler
Nick Pylvanainen

CHANNEL MARKETING MANAGER

Anna Nguyen

**ASSOCIATE CHANNEL
MARKETING MANAGER**

Marc McCurdy

**DIRECTOR OF COMMUNITY AND
CUSTOMER SERVICE**

Stephen Reid

**COMMUNITY AND
SOCIAL MEDIA MANAGER**

John Imah
Jared Rea

SR. CUSTOMER SERVICE MANAGER

Ima Somers

CUSTOMER SERVICE MANAGER

David Eggers

**COMMUNITY AND
SOCIAL MEDIA COORDINATOR**

Marion Dreo

SR. MARKET RESEARCHER

David Rees

**DIRECTOR OF PARTNERSHIPS
& LICENSING**

Richelle Ragsdell

**SR. MANAGER OF PARTNERSHIPS
& LICENSING**

Jessica Hopp

PARTNER MARKETING MANAGER

Dawn Earp

DIGITAL MARKETING COORDINATOR

Ashley Landry
Marketing Assistant
Kenya Sancristobal
Jessica Perez

2K OPERATIONS**VP, STUDIO OPERATIONS**

Kate Kellogg

VP, LEGAL

Peter Welch

VP OF BUSINESS DEVELOPMENT

Steve Lux

DIRECTOR OF OPERATIONS

Dorian Rehfield

**LICENSING/OPERATIONS
SPECIALIST**

Xenia Mul

**OPERATIONS MANAGER, CORE
TECH**

Ben Kvalo

OPERATIONS COORDINATOR

Peter Driscoll

2K CORE TECH**VP, TECHNOLOGY**

Naty Hoffman

DIRECTOR OF TECHNOLOGY

Simon Golding

SOFTWARE ENGINEER

Jack Liu

**2K QUALITY
ASSURANCE****VICE PRESIDENT OF
QUALITY ASSURANCE**

Alex Plachowski

**QUALITY ASSURANCE TEST
MANAGER – SUPPORT TEAMS**

David Arnsperger
Alexis McMullen

SENIOR PROJECT LEAD

Jeremy Ford

**SENIOR PROJECT LEAD –
SUPPORT TEAMS**

Scott Sanford

PROJECT LEAD

Shant Boyatzian

LEAD TESTER – SUPPORT TEAMS

Chris Adams
Nathan Bell
Josh Lagerson
Corey Lay

SENIOR TESTERS

Matt Newhouse
Alex Coffin
Ruben Gonzalez
Bill Lanker
Michael Sobyak

QUALITY ASSURANCE TEAM

Christopher Beltran
Jared Shipps
Carlos Anaya
Alma Hernandez
Ana Garza
Andrew Garrett
Anthony Bertoli
Bar Peretz
Bojan Krkic
Brian Crew
Brian Reiss
Charlene Artuz
David Drake
David Lotruglio
Deborah Simon
DiJon Ross
Dolores Reynolds
Enrique Meza
Henry Wilson

Hugh Cortney
Jonathan Eisnaugele
Jordan Wineinger
Josh Manes
Josh Ray
JR Dabinett
Justin Harmon
Justin Wolf
Kent Benson
Lane Weatherston
Lionel Brandon
Marci Sousa
Matt Dockendorf
Michael Newsom
Michelle Parades
Ozzy Carrillo-Ureno
Pete Henderson
Christopher Johnson
Raechel Pedroza
Jan Flugum
Kristine Romine
Jae Maidman
Jennifer Kosh
Greg Jefferson
Max Rohrer
Anthony Zaragoza
Jonathan Williams
Philip Lui
Preston Smith
Richard Chatterton
Richard Heath
Steven Johnson
Tanner Gonzales
Theodore Mills
Tim Smith
Tim Thompson
Timothy Jones
Todd Phillips
Travis Allen
Travis Van Essen
Zach Griffin
Zackery Flores

SPECIAL THANKS

Chris Jones
Todd Ingram
Eric Chung
Juan Corral
Leslie Cullum
Alex Fairchild
Joe Bettis
Louis Napolitano
David Barksdale
Ashley Fontaine
Rachel Hajewski

2K INTERNATIONAL

GENERAL MANAGER

Neil Ralley

INTERNATIONAL MARKETING DIRECTOR

Siân Evans

SENIOR INTERNATIONAL PRODUCT MANAGER

David Halse

SENIOR DIRECTOR, INTERNATIONAL PR MARKETING AND CONTENT INTERNATIONAL PR MANAGERS

Markus Wilding
Adam Merrett
Megan Rex
Sam Woodward

INTERNATIONAL SOCIAL MEDIA AND CONTENT EXECUTIVE

Ibrahim Bhatti

INTERNATIONAL SOCIAL MARKETING AND CONTENT EXECUTIVE

Mitko Lambov

2K INTERNATIONAL PRODUCT DEVELOPMENT

INTERNATIONAL PRODUCER

Sajjad Majid

LOCALIZATION MANAGER

Nathalie Mathews

ASSISTANT LOCALIZATION MANAGER

Naomi Burgess

LOCALIZATION ASSISTANT

Adele Dalena

DESIGN TEAM

James Crocker
Tom Baker

EXTERNAL LOCALIZATION TEAMS

Around the Word
Effective Media GmbH
Synthesis Iberia
Synthesis International srl

LOCALIZATION TOOLS AND SUPPORT

provided by XLOC Inc.

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

Florian Genthon

LOCALIZATION QA LEADS

Elmar Schubert
Fabrizio Mariani
Karim Cherif

Senior Localization QA Technicians

Alba Loureiro
Christopher Funke
Cristina La Mura
Enrico Sette
Harald Raschen
Jose Olivares

LOCALIZATION QA TECHNICIANS

Alessandro Testa
David Swan
Denis Stankus
Etienne Dumont
Gabriel Uriarte
Iris Loison
Javier Vidal
Jihye Kim
Johanna Cohen
Luca Magni
Manuel Aguayo
Martin Schücker
Mélissa Bordonado
Namer Merli
Norma Hernandez
Olivier Miller
Pablo Menéndez
Pierre Tissot

Roberto Zangaro
Roland Habersack
Rüdiger Kolb
Seon Hee C. Anderson
Sergio Accettura
Shawn Williams-Brown
Stefan Rossi
Timur Khorev

2K INTERNATIONAL TEAM

Agnès Rosique
Alan Moore
Ben Lawrence
Ben Seccombe
Bernardo Hermoso
Carlo Volz
Catherine Vandier
Chris Jennings
Dan Cooke
Diana Freitag
Diana Tan
Dominique Connolly
Erica Denning
Jan Sturm
Jean-Paul Hardy
Jesús Sotillo
Lieke Mandemakers
Matt Roche
Nadège Lorient
Natalie Gausden
Olivier Troit
Richie Churchill
Rohan Ishwarlal
Sandra Melero
Simon Turner
Stefan Eder
Tracy Chua

TAKE-TWO INTERNATIONAL OPERATIONS

Anthony Dodd
Martin Alway
Rickin Martin
Nisha Verma
Phil Anderton
Robert Willis
Denisa Polcerova

2K ASIA TEAM

ASIA MARKETING MANAGER

Diana Tan

ASIA PRODUCT MANAGER

Chris Jennings

SR. REGIONAL BRAND MANAGER

Tracy Chua

PRODUCT EXECUTIVE

Rohan Ishwarlal

JAPAN MARKETING MANAGER

Hide Shimizu

LOCALIZATION MANAGER

Yosuke Yano

LOCALIZATION ASSISTANT

Yasutaka Arita

TAKE-TWO ASIA OPERATIONS

Eileen Chong
Veronica Khuan
Chermlene Tan
Takako Davis
Ryoko Hayashi

TAKE-TWO ASIA BUSINESS DEVELOPMENT

Erik Ford
Syn Chua
Ellen Hsu
Paul Adachi
Fumiko Okura
Hidekatsu Tani
Henry Park
Fred Johnson
Julius Chen
Ken Tilakaratna
Albert Hoolsema

VOICE OVER TALENT

Jerry "King" Lawler
Michael Cole
Triple H
Bill DeMott
Vickie Guerrero
Justin Roberts
Howard Finkel
Lilian Garcia

SPECIAL THANKS

Strauss Zelnick
Karl Statoff
Lainie Goldstein
Seth Krauss
Jordan Katz
David Cox
Take-Two Sales Team
Take-Two Digital Sales Team
Take-Two Channel Marketing Team
Siobhan Boes
Hank Diamond
Alan Lewis
Daniel Einzig
Christopher Fiumano
Padram Rahbari
Jenn Kolbe
2K IS Team
Greg Gibson
Take-Two Legal Team
Justyn Sanderford
Jonathan Washburn
David Boutry
Barry Charleton
Juan Chavez
Rajesh Joseph
Gaurav Singh
Gail Hamrick
Tony MacNeill
Christina Vu
Sotika Nou
Chris Bigelow
Brooke Grabrian
Katie Nelson
Chris Burton
Aly Fidiham-Smith
Betsy Ross
Oliver Hall
Gwendoline Oliviero

WORLD WRESTLING ENTERTAINMENT

EVP OF CONSUMER PRODUCTS

Casey Collins

SVP GLOBAL LICENSING

Howard Brathwaite

VP OF INTERACTIVE LICENSING

Ed Kiang

**VICE PRESIDENT OF
PRODUCT DEVELOPMENT**

Michael Archer

**SR. MANAGER,
PRODUCT DEVELOPMENT**

Kevin Caldwell

BRAND EQUITY ANALYST

Ashley Zuzik

**SENIOR VICE PRESIDENT,
NETWORK PROGRAMMING**

Lisa Lee

POST AUDIO MIXERS

Chris Argento

Tim Roche

Chuck Cavanaugh

Ray Jackson

Peter Buccellato

James Widman

Tommy Uzso

SENIOR PRODUCERS

Mark Hamilton

Jason Gomez

MANAGING PRODUCERS

Mike Calabrese

Dan Leonard

SENIOR ASSOCIATE PRODUCER

Colleen Sheehy

ASSOCIATE PRODUCERS

Lisa Tilson

Pete McKinny

Michael Negron

Paul Erlick

Calvin Coulthard

David Vega

Alex Pierce

Frankie Morales

John Bakos

Erica Farmer

Brian Kunsman

Brian McMahon

Chris Watts

Mike Zuzik

Ed Smyth

Victor Lorenzo

Andrea D'ambrosio

Dan Glowacki

Steve Conoscenti

Ed Figueroa

PRODUCTION ASSISTANTS

Dave Walsh

Gina Sciame

Ryan Duggan

SENIOR DIRECTOR, EDITING

Slim Simon

CREATIVE DIRECTORS

Rob Cingula

Dan Pucherelli

**VICE PRESIDENT, PRODUCTION
AND GRAPHICS**

Chris Siciliano

DIRECTOR, 3D

Kevin Callahan

DIRECTOR, 2D

Dan Ormsby

LEAD 3D DESIGNERS

Daniel Cerasale

Jacques Broquard

SR. 3D GRAPHIC DESIGNER

Matt Thurber

3D GRAPHIC DESIGNERS

Ish Nazmi

Orey Spear

Andrew Lapunta

LEAD 2D DESIGNERS

Soyon Yun

Jeff Um

SJ Deluise

SENIOR 2D GRAPHIC DESIGNERS

Dionisios Efkarpidis

Matthew Swinford

Mike Kinney

Kelly Bray

2D GRAPHIC DESIGNER

Sean Matos

Derek Ragos

Paul Robinson

**VICE PRESIDENT,
INTELLECTUAL PROPERTY**

Lauren A. Dienes-Middleton

DIRECTOR OF PHOTOGRAPHY

Frank Vitucci

SENIOR PHOTO EDITOR

Jamie Nelson

PHOTO EDITOR

Melissa Halladay

ASSISTANT PHOTOGRAPHER

Lea Girard

ASSOCIATE PHOTO ARCHIVIST

Joshua Tottenham

Jd Sestito

CREATIVE DIRECTOR

John F Jones II

CREATIVE DIRECTOR

GLOBAL LICENSING

Joe Giorno

PRODUCTION DIRECTOR

Liz Montgomery

**SENIOR VICE PRESIDENT,
CREATIVE SERVICES**

Stan Stanski

DIRECTOR, TALENT OPERATIONS

Mark Carrano

**SVP, OPERATIONS FOR TALENT
AND LIVE EVENTS**

Jane Geddes

SR. DIRECTOR, TALENT RELATIONS

Kerry Rodgersson

SPECIAL THANKS

Joel Satin

Michael Archer

John Archer

Anthony Archer

Christopher Archer

Michele Mazzola

MUSIC

WWE 2K15

SOUNDTRACK MUSIC

"THIS MEANS WAR"

PERFORMED BY AVENGED SEVENFOLD

WRITTEN BY BRIAN ELWIN HANER, JONATHAN SEWARD, MATTHEW CHARLES SANDERS, ZACHARY JAMES BAKER

PUBLISHED BY EMI BLACKWOOD MUSIC INC.

(BMI); S GATES MUSIC (BMI); LEWIS CHRIST PUBLISHING

(BMI); SLAYER ST PUBLISHING (BMI); SKELETONS AND BOWTIES PUBLISHING (BMI)

COURTESY OF WARNER BROS. RECORDS

BY ARRANGEMENT WITH WARNER MUSIC GROUP VIDEO GAME LICENSING

(P) 2013 WARNER BROS. RECORDS

"READY" (FEAT. FUTURE)

PERFORMED BY B.O.B

WRITTEN BY NOEL C. FISHER, CLARENCE MONTGOMERY III, ANDRE PROCTOR, BRIAN SOKO, RASOOL DIAZ, BOBBY RAY JR. STIMMONS, NAVYADTUS WILBURN PUBLISHED BY EMI BLACKWOOD MUSIC INC.

(BMI); IF YOU NEED ME DON'T LEAVE ME (BMI);

WARNER-TAMERLANE PUBLISHING CORP. (BMI) ON BEHALF OF

ITSELF AND RASOOL DIAZ PUB DESIGNEE (BMI), ANDRE ERIC

PROCTOR BMI PUB DESIGNEE (BMI) AND BRIAN SOKO

BMI PUB DESIGNEE (BMI); SONGS OF UNIVERSAL, INC.

(BMI) ON BEHALF OF ITSELF AND HAM SQUAD MUSIC

(BMI); IRVING MUSIC, INC. (BMI) ON BEHALF OF ITSELF AND

NAVYADTUS MAXIMUS MUSIC (BMI) COURTESY OF

ATLANTIC RECORDING CORP.

BY ARRANGEMENT WITH

WARNER MUSIC GROUP VIDEO GAME LICENSING

(P) 2013 ATLANTIC RECORDING

CORP.

"WORKIN'"

(FEAT. ALEXANDER KING)

PERFORMED BY BIG SMO

WRITTEN BY JOHN LEE SMITH, RIDDLE BRADLEY RAY JR.

ALEXANDER KING, JON CONNER PUBLISHED BY SONY/ATV ACCENT

(ASCAP); SONY/ATV COUNTRYSIDE (BMI); MY INTELLECTUAL

PROPERTY PUBLISHING (BMI)

COURTESY OF DIAMOND SONG SERVICES, LLC

COURTESY OF WARNER MUSIC NASHVILLE

BY ARRANGEMENT WITH WARNER MUSIC GROUP VIDEO GAME

LICENSING (P) 2014 WARNER MUSIC

NASHVILLE

"HEART OF A WARRIOR"

(FEAT. TEDDY SKY)

PERFORMED BY DIZZEE RASCAL

WRITTEN BY GERALDO JACOP

SANDELL, JIMMY PAUL

THORNFELDT, NADIR KHAYAT, DYLAN KWABENA MILLS PUBLISHED BY SONY/ATV SONGS

LLC (BMI), 2101 SONGS (BMI), SONGS OF REDONE (BMI); BMG PLATINUM

SONGS (BMI) ON BEHALF OF BMG RIGHTS MANAGEMENT (UK) LTD.

CARE OF BMG RIGHTS MANAGEMENT (US) LLC COURTESY OF UNIVERSAL-

ISLAND RECORDS LTD. UNDER LICENSE FROM UNIVERSAL MUSIC

ENTERPRISES

"WILD ONES" (FEAT. SIA)

[WWE VERSION]

PERFORMED BY FLO RIDA

WRITTEN BY RAPHAEL JUDRIN, PIERRE-ANTOINE MELKI, JACOB

ELISHA LUTTRELL, MARCUS COOPER, BEN MADDAHI, TRAMAR

DILLARD, AXEL CHRISTOFER HEDFORS, SIA KATE FURLER

PUBLISHED BY WB MUSIC CORP. (ASCAP) ON BEHALF OF ITSELF,

ARTIST PUBLISHING GROUP WEST (ASCAP), RAPHAEL JUDRIN

ASCAP PUB DESIGNEE (ASCAP) AND PIERRE-ANTOINE MELKI

ASCAP PUB DESIGNEE (ASCAP); W.B.M. MUSIC CORP. (SESAC)

ON BEHALF OF ITSELF, ARTIST PUBLISHING GROUP EAST (SESAC)

AND LSLX MUSIC (SESAC); WARNER-TAMERLANE PUBLISHING CORP.

(BMI); SONY/ATV TUNES LLC (ASCAP); EMI BLACKWOOD MUSIC INC. (BMI); UNIVERSAL - SONGS OF

POLYGRAM INTERNATIONAL, INC.

(BMI) ON BEHALF OF UNIVERSAL MUSIC PUBLISHING AB (BMI)

COURTESY OF ATLANTIC RECORDING CORP. BY

ARRANGEMENT WITH WARNER MUSIC GROUP VIDEO GAME

LICENSING (P) 2012 ATLANTIC RECORDING CORP.

"THIS IS HOW WE ROLL"

(FEAT. LUKE BRYAN)

PERFORMED BY FLORIDA GEORGIA LINE

WRITTEN BY LUKE BRYAN, TYLER REED HUBBARD, BRIAN KELLEY,

COLE SWINDELL PUBLISHED BY SONY/ATV TREE PUBLISHING (BMI);

PEANUT MILL SONGS (BMI); BIG LOUD MOUNTAIN (BMI) (ADMIN.

BY BIG LOUD BUCKS) COURTESY OF UNIVERSAL REPUBLIC NASHVILLE

RECORDS UNDER LICENSE FROM UNIVERSAL MUSIC ENTERPRISES

LUKE BRYAN APPEARS COURTESY OF CAPTLOU NASHVILLE RECORDS

"BONFIRE"

PERFORMED BY KNIFE PARTY

WRITTEN BY ROB SWIRE

THOMPSON, GARETH MCGRILLEN PUBLISHED BY EMI BLACKWOOD

MUSIC INC. (BMI); SONY/ATV SONGS LLC (BMI) COURTESY OF WARNER

MUSIC UK BY ARRANGEMENT WITH WARNER MUSIC GROUP VIDEO

GAME LICENSING (P) 2012 WARNER MUSIC UK

"GHOST"

PERFORMED BY MYSTERY SKULLS

WRITTEN BY LUIS ALBERTO DUBUC PUBLISHED BY PRIMARY WAVE

DUBUC (ASCAP) AND THE SECRET HANDSHAKERS (ASCAP) CARE

OF BMG RIGHTS MANAGEMENT (US) LLC COURTESY OF WARNER BROS.

RECORDS BY ARRANGEMENT WITH WARNER MUSIC GROUP VIDEO

GAME LICENSING (P) 2013 WARNER BROS. RECORDS

"ZERO VISIBILITY"

PERFORMED BY RISE AGAINST

WRITTEN BY TIMOTHY J. MCILRATH, JOSEPH DANIEL PRINCIPLE,

ZACARIAH JOAQUIN BLAIR, BRANDON BARNES PUBLISHED

BY SONY/ATV TUNES LLC (ASCAP); DO IT TO WIN MUSIC (ASCAP)

COURTESY OF INTERSCOPE
RECORDS UNDER LICENSE FROM
UNIVERSAL MUSIC ENTERPRISES

"COME ON OVER"

PERFORMED BY ROYAL BLOOD
WRITTEN BY MICHAEL KERR,
BEN THATCHER PUBLISHED
BY WB MUSIC CORP. (ASCAP)
COURTESY OF WARNER MUSIC UK
BY ARRANGEMENT WITH WARNER
MUSIC GROUP VIDEO GAME
LICENSING (P) 2014 IMPERIAL
GALACTIC

"FREE" (FEAT. EMELI SANDÉ & NAS)

PERFORMED BY RUDIMENTAL
WRITTEN BY EMELI SANDÉ, AMIR
IZADKHAH, KESI DRYDEN, PIERS
SEAN AGGETT
PUBLISHED BY EMI BLACKWOOD
MUSIC INC. (BMI) ON BEHALF
OF STELLAR SONGS LTD (PRS);
SONY/ATV SONGS LLC (BMI) ON
BEHALF OF SONY/ATV MUSIC
PUBLISHING LIMITED UK (PRS)
COURTESY OF WARNER MUSIC UK
BY ARRANGEMENT WITH WARNER
MUSIC GROUP VIDEO GAME
LICENSING (P) 2013 WARNER
MUSIC UK

"WE DEM BOYZ"

PERFORMED BY WIZ KHALIFA
WRITTEN BY CAMERON THOMAS,
NOEL C. FISHER, KEMION
"CHOPPABOI" COOKS, MAURICE
BROWN PUBLISHED BY WARNER-
TAMERLANE PUBLISHING CORP.
(BMI) ON BEHALF OF ITSELF AND
WIZ KHALIFA PUBLISHING;
EMI BLACKWOOD MUSIC INC.
(BMI); IF YOU NEED ME DON'T LEAVE
ME (BMI); KEMION COOKS
BMI PUBLISHING DESIGNEE; LOVE
EQUAL LIFE (BMI) COURTESY OF
ATLANTIC RECORDING CORP.
BY ARRANGEMENT WITH WARNER
MUSIC GROUP VIDEO GAME
LICENSING (P) 2014 ATLANTIC
RECORDING CORP.

SOUNDTRACK ALBUM AVAILABLE
ON ATLANTIC RECORDS

ENTRANCE THEMES

WWE SUPERSTAR AND DIVA
ENTRANCE THEMES COMPOSED BY
JIM JOHNSTON, PUBLISHED BY
BMG PLATINUM SONGS (BMI) O/B/O
STEPHANIE MUSIC PUBLISHING,
INC. (BMI) COURTESY OF WWE
MUSIC GROUP, EXCEPT AS NOTED
BELOW:

"ВНИМАНИЕ! (ATTENTION!)"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"BOOYAKA 619"

PERFORMED BY P.O.D.
WRITTEN BY TOMAS A. LOPEZ
PUBLISHED BY BMG GOLD SONGS
(ASCAP) O/B/O SCREECH MUSIC
(ASCAP) COURTESY OF WWE MUSIC
GROUP

"BREAK ORBIT"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"CHRISTCONTROL-JP"

PERFORMED BY CANCER KILLING
GEMINI
WRITTEN BY ERIC MICHAEL COHEN
COURTESY OF JINGLE PUNKS MUSIC

"CULT OF PERSONALITY"

PERFORMED BY LIVING COLOUR
WRITTEN BY COREY GLOVER, MUZZY
SKILLINGS, VERNON REID, WILL
CALHOUN PUBLISHED BY SONGS
ACQUISITION CO., LLC
O/B/O SONGS OF SMP (ASCAP)
COURTESY OF EPIC RECORDS, A
UNIT OF SONY MUSIC LICENSING
ENTERTAINMENT BY ARRANGEMENT
WITH SONY MUSIC LICENSING

"FEAR NOTHING"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"FLIGHT OF THE VALKYRIES"

WRITTEN BY WILHELM RICHARD
WAGNER (PD) COURTESY OF WWE
MUSIC GROUP

"HALLELUJAH"

CFOS

WRITTEN BY GEORGE FRIEDRICH
HANDEL (PD) A WWE AND WIND-UP
SONGS PRODUCTION

"I WALK ALONE"

PERFORMED BY SALIVA
WRITTEN BY JIM JOHNSTON,
CHRISTOPHER JON
D'ABALDO, DAVID A. NOVOTNY,
JOSEPH SCOTT SAPPINGTON, PAUL
ALLEN CROSBY, AND WAYNE A.
SWINNY PUBLISHED BY BMG
PLATINUM SONGS (BMI) O/B/O
STEPHANIE MUSIC PUBLISHING,
INC. (BMI); BMG GOLD SONGS
(ASCAP) O/B/O SCREECH MUSIC
(ASCAP) COURTESY OF WWE MUSIC
GROUP

"LET ME SHOW YOU HOW"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"LIVE IN FEAR"

WRITTEN AND PERFORMED BY MARK
CROZER
PUBLISHED BY BMG GOLD SONGS
(ASCAP) O/B/O SCREECH MUSIC
(ASCAP) COURTESY OF WWE MUSIC
GROUP

"ONE OF A KIND"

PERFORMED BY BREAKING POINT
WRITTEN BY JIM JOHNSTON,
JUSTIN MARK RIMER, BRETT WAYNE
ERICKSON PUBLISHED BY BMG
PLATINUM SONGS (BMI) O/B/O
STEPHANIE MUSIC PUBLISHING,
INC. (BMI); BMG GOLD SONGS
(ASCAP) O/B/O SCREECH MUSIC
(ASCAP) COURTESY OF THE BICYCLE
MUSIC COMPANY

"PATRIOT"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

**"РЕВ НА ЛЬВЪТ
(ROAR OF THE LION)"**

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"RAP SHEET"

WRITTEN BY RENE DE WAELE, DIDIER
GILBERT LEGLISE COURTESY OF
APM MUSIC

"REAL AMERICAN"

PERFORMED BY RICK DERRINGER
WRITTEN BY RICK DERRINGER AND
BERNARD KENNY

PUBLISHED BY UNIVERSAL
MUSIC-CAREERS O/B/O ITSELF
AND SCRATCH AND SNIFF MUSIC,
INC. (BMI) COURTESY OF EPIC
RECORDS, A UNIT OF SONY MUSIC
ENTERTAINMENT BY ARRANGEMENT
WITH SONY MUSIC LICENSING

"REBEL SON"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"REBORN"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"RIGHT HERE, RIGHT NOW"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"ROAR OF THE CROWD"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"ROCKHOUSE"

WRITTEN AND PERFORMED BY
FRANK SHELLEY
COURTESY OF 5 ALARM MUSIC
PUBLISHED BY FOCUS MUSIC
(PUBLISHING) LTD.

"RUSH OF POWER"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"SEXY BOY"

(FEAT. SHAWN MICHAELS)
WRITTEN AND PERFORMED BY
JIMMY HART AND JOHN J. MAGUIRE
PUBLISHED BY BMG SILVER SONGS
(SESAC) O/B/O PILEDRIVER MUSIC
(SESAC) COURTESY OF WWE MUSIC
GROUP

"SHOOT FOR THE STARS"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"SLOW CHEMICAL"

PERFORMED BY FINGER ELEVEN
WRITTEN BY JIM JOHNSTON, SCOTT
ANDERSON, JAMES BLACK, RICK
JACKETT, SEAN ANDERSON, RICH
BEDDOE

PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI);
BMG GOLD SONGS (ASCAP) O/B/O
SCREECH MUSIC (ASCAP)
COURTESY OF WWE MUSIC GROUP

"SOME BODIES GONNA GET IT"

WRITTEN BY JIM JOHNSTON,
JORDAN HOUSTON AND PAUL D.
BEAUREGARD PERFORMED BY THREE
6 MAFIA

PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
(BMI) AND TEFTNOISE PUBLISHING
LLC
(BMI) C/O BMG RIGHTS
MANAGEMENT (US) LLC
COURTESY OF COLUMBIA
RECORDS, A UNIT OF SONY MUSIC
ENTERTAINMENT BY ARRANGEMENT
WITH SONY MUSIC LICENSING

"STARS IN THE NIGHT"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"STING THEME"

WRITTEN AND PERFORMED BY
JIMMY HART AND HOWARD HELM
PUBLISHED BY RET MUSIC, INC.
(ASCAP)

"SWISS MADE"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

"THE TIME IS NOW"

PERFORMED BY JOHN CENA & THA
TRADEMARK
WRITTEN BY JOHN CENA, MARC
JOSEPH PREDKA, BOBBY RUSSELL
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI);

BMG GOLD SONGS (ASCAP) O/B/O
PREDKA MUSIC PUBLISHING
(ASCAP), PTX-RUSS MUSIC (ASCAP)
COURTESY OF WWE MUSIC GROUP

"THIS FIRE BURNS"

PERFORMED BY KILLSWITCH
ENGAGE
WRITTEN BY JIM JOHNSTON,
HOWARD JONES, ADAM
DUTKIEWICZ, JOEL STROETZEL,
MICHAEL D'ANTONIO, JUSTIN
FOLEY PUBLISHED BY BMG
PLATINUM SONGS (BMI) O/B/O
STEPHANIE MUSIC PUBLISHING,
INC. (BMI); BMG SILVER SONGS
(SESAC) O/B/O PILEDRIVER MUSIC
(SESAC) COURTESY OF WWE MUSIC
GROUP

"TURBO CHARGED"

WRITTEN BY PETER HINTON (PRS)
PUBLISHED BY ZFC MUSIC (ASCAP)
COURTESY OF FIRSTCOM MUSIC

"WHAT'S UP?"

PERFORMED BY R-TRUTH
WRITTEN BY RON KILLINGS
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

"WORLDS APART"

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

ADDITIONAL MUSIC

THE FOLLOWING SONGS ARE
COURTESY OF APM MUSIC.

A NEW GAME
ACROSS THE HORIZON (A)
ACTION MOVIE TRAILER
AGGRESSIVE TENDENCIES
AIR SUPPORT
ALCHEMIST PULSE
APOCALYPTIC SCENARIO A
APOCALYPTIC SCENARIO D
AS THEY WILL RISE (A)
BAD WEATHER
BALLISTIC REPORT
BATTLE APPROACH
BATTLE CRY (A)
BATTLE FOR IMMORTALITY (A)
BELIEVE IN HEROES
BENEATH THE CITY (A)

BEYOND THE ABYSS (A)
BIG MUSCLE
BLACK FRIDAY
BLOOD PACT (B)
BORN A HERO
BUILDING THE MOMENT
BULLFIGHT
CATACLYSM
CAUSE UNKNOWN
CHANT ARCHAIOS
CHAOS DEBRIS
COLOSSUS
COME THIS WAY - ALTERNATIVE
MIX
CRUSHED (A)
DANNY GLOVER VS. PREDATOR
DAYS OF WRATH A
DETERMINED DRIVE
DIRT
EIGHTEEN
EMOTION IN MOTION (A)
EMOTION IN MOTION (B)
ENTER THE COMBAT
EVEN THE BEST STING
EXTREME BRUTALITY
FEVER PITCH
FIGHTING BACK (A)
FRENCH NATIONAL ANTHEM
FULL ARMOR FULL FORCE (A)
GI JOE 30
GIVE EM HELL (A)
GORILLA
GREAT CHAMPIONS (A)
GRIND LOW
GRINDING IT OUT (A)
HAIL TO THE CHIEF
HEAVEN CAN WAIT (A)
HEAVY CONTACT
HELL'S ARMY
HUMOURS OF GLEN DART
IN THE LIGHT
INTROSPECTION
JUBILATION (B)
KILLSWITCH
LEAD THE WAY (A)
MAKE YOUR OWN FATE (B)
MISTER UNSTOPPABLE
MY MONEY
NASTY GIRL
NEEDLES
NEW WESTERN
ONE ON ONE (A)
ONE WAY TRIP TO HELL (A)
OUTBREAK
PHANTOM
PIZZA DANCE

POMPOSER EMPFANG
RAIN (A)
RAZORBLADE
RED SKIES
RETURN OF THE KING
RISE OF THE DRAGON
ROUGH TIME
RULE BRITANNIA
SAMURAI SIGH
SEASON IN THE BALANCE (B)
SHADOWS AND DUST
SMASH THE BLOCKADE (B)
SOUL OF THE SYSTEM
STAR TRIPPER
TACTUS (A)
TAMURE
THE LAST GUNSLINGER (A)
THIS DAY IS OURS
U.S.A.
ULTIMATE FORCE
UNDERWORLD RISING (A)
WAR MONGER (A)
WHIPLASH (C)
WRATH
YOU MUST OVERCOME (A)

INTERNATIONAL COPYRIGHTS
SECURED. USED BY PERMISSION.
ALL RIGHTS RESERVED. DO NOT
DUPLICATE.

WARNING: It is a violation of Federal
Copyright Law to synchronize this
Video Game with video tape or film, or
to print the Composition(s) embodied
on this Video Game in the form of
standard music notation, without the
express written permission of the
copyright owner.

ZLIB Copyright (C) 1995-2014 Jean-
loup Gailly and Mark Adler

This software is provided 'as-is',
without any express or implied
warranty. In no event will the authors
be held liable for any damages arising
from the use of this software.

Permission is granted to anyone to
use this software for any purpose,
including commercial applications,
and to alter it and redistribute it freely,
subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.
2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.
3. This notice may not be removed or altered from any source distribution.

THIS SOFTWARE IS PROVIDED BY
THE COPYRIGHT HOLDERS AND
CONTRIBUTORS "AS IS" AND ANY
EXPRESS OR IMPLIED WARRANTIES,
INCLUDING, BUT NOT LIMITED
TO, THE IMPLIED WARRANTIES
OF MERCHANTABILITY AND
FITNESS FOR A PARTICULAR
PURPOSE ARE DISCLAIMED. IN NO
EVENT SHALL THE FOUNDATION
OR CONTRIBUTORS BE LIABLE
FOR ANY DIRECT, INDIRECT,
INCIDENTAL, SPECIAL, EXEMPLARY,
OR CONSEQUENTIAL DAMAGES
(INCLUDING, BUT NOT LIMITED
TO, PROCUREMENT OF SUBSTITUTE
GOODS OR SERVICES; LOSS OF USE,
DATA, OR PROFITS;
OR BUSINESS INTERRUPTION)
HOWEVER CAUSED AND ON ANY
THEORY OF LIABILITY, WHETHER
IN CONTRACT, STRICT LIABILITY,
OR TORT (INCLUDING NEGLIGENCE
OR OTHERWISE) ARISING IN ANY
WAY OUT OF THE USE OF THIS
SOFTWARE, EVEN IF ADVISED
OF THE POSSIBILITY OF SUCH
DAMAGE. ALL TRADEMARKS ARE THE
PROPERTY OF THEIR RESPECTIVE
OWNERS. THE NAMES AND LOGOS OF
ALL STADIUMS ARE TRADEMARKS
OF THEIR RESPECTIVE OWNERS AND
ARE USED BY PERMISSION.

IN MEMORY OF WARRIOR
1959 - 2014

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. ("LICENSEE"), 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 so 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-licensable, 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 VC from Licensor for the completion of certain activities or accomplishments in the Software. For example, Licensor may provide VC or VG upon the completion of an in-game activity, such as attaining a new level, completing a task, or creating user content. Once obtained, VC and/or VG will be credited to your User Account. You may purchase VC and VG only within the Software, or through a platform, participating third-party online store, application store, or other store authorized by Licensor (all referred to herein as "Software Store"). Purchase and use of in-game items or currency through a Software Store are subject to the Software Store's governing documents, including but not limited to, the Terms of Service and User Agreement. This online service has been sublicensed to you by the Software Store. GF Licensor may offer discounts or promotions on the purchase of VC, and such discounts and promotions may be 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.

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 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 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 the 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.

© 2005-2014 Take-Two Interactive Software and its subsidiaries. 2K, the 2K logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos and copyrights are the exclusive property of WWE and its subsidiaries. © 2014 WWE. All Rights Reserved. All other trademarks are property of their respective owners. All rights reserved.

NOTICE FOR AUSTRALIAN CONSUMERS

IMPORTANT: THE WARRANTY FOR THIS PRODUCT HAS BEEN UPDATED FOR AUSTRALIA. THIS NOTICE SHOULD BE READ IN CONJUNCTION WITH THE WARRANTY TERMS SET OUT ABOVE.

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

Goods presented for repair may be replaced by refurbished goods of the same type rather than being repaired. Refurbished parts may be used to repair the goods.

Any benefits to you given by the Licensor's warranty are in addition to other rights and remedies of the consumer in relation to the goods and services to which the warranty relates.

All claims under the warranty for this product should be made to:

Take-Two Interactive Software Pty Ltd, Suites 12 & 16, Upper Deck, Jones Bay Wharf, 26-32 Pirrama Road, Pyrmont Point, NSW 2009

Email: <http://support.2k.com/home>

The procedure for claims under the warranty for this product is outlined within the warranty terms set out above.

Licensor will cover all costs associated with a successful claim under this warranty. Proof of any reasonable costs you incur in making a claim under this warranty should be sent to the Licensor address specified above for reimbursement.

For the avoidance of doubt, none of the limitations contained in this warranty in any way exclude or limit your rights under the Australian Consumer Law.

To the extent that this notice is inconsistent with any of the provisions of the warranty terms set out above, this notice supersedes those provisions.



NBA 2K15

MUSIC CURATED BY PHARRELL WILLIAMS

NOW INCLUDING 25



EUROLEAGUE
BASKETBALL

TEAMS

IN STORES NOW
#YourTimeHasCome



Caution:
Online
interactivity



XBOX ONE



© 2005-2014 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. © 2014 NBA Properties, Inc. All other marks are property of their respective owners. All rights reserved.

5269834/MAN