



W 2K17



⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

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

Please note that WWE 2K17 online features are scheduled to be available until **May 31, 2018** though we reserve the right to modify or discontinue online features on 30-days' notice.

XBOX 360 CONTROLLER



GAME CONTROLS

CHAIN GRAPPLES

Standing grapple attacks in WWE 2K17 start from one of four chain grapple states. To enter a chain grapple state, approach a non-stunned, standing opponent and press **A** while pushing **↑**/**↓**/**←**/**→**.

Grapple Attack (5 different kinds):

A + **↑**/**↓**/**←**/**→** or just **A** without **↑**/**↓**/**←**/**→**

Change Holds: **↑**/**↓**/**←**/**→**

Breaking Point Submission: Hold **A**

Strike/Strong Strike: Press or Hold **X**

Drag Opponent Around the Ring: Hold **RT** + **LT** and Push **↑**/**↓**/**←**/**→**

Irish Whip: **B**

Release Chain Grapple Hold: **LB**

STUN GRAPPLES

To perform a stun grapple, approach an opponent from the front or behind while they're in a stunned state and simply press **A**, or press **A** and push **↑**/**↓**/**←**/**→** in any direction to execute a strong grapple attack.

Grapple Attack (5 different kinds): **A** or **A** + **↑**/**↓**/**←**/**→**

Breaking Point Submission: Hold **A**

Turn Opponent Around: **←** or **→**

Snapmare to Seated Position: **↓**

Chain Grapple Hold: Hold **RT** + **LT** and Release

REPOSITION OPPONENT

Use **↑** to reposition a downed or stunned opponent.

DOWNED OPPONENT

Lift Opponent: **↑**

Turn Opponent Over: **←** or **→**

Lift Opponent and Stand Behind Them: **↑**

OPPONENT STUNNED IN THE CORNER:

Turn Opponent Around: **←** or **→**

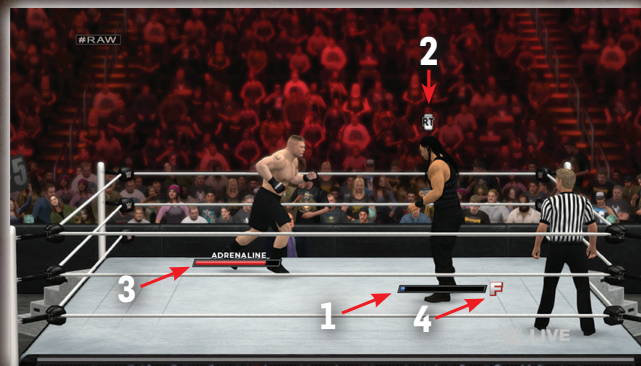
Lift and Place on Top Of Turnbuckle: **↑**

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

OPPONENT STUNNED AGAINST THE ROPES:

Place Opponent On Middle Rope: **↑** Any direction

GAME SCREEN



1. Momentum Gauge: Build momentum by executing attacks and taunts

2. Reversal Prompt: Time **RT** correctly to counter the opponent's attack

3. Adrenaline Meter: When it's depleted, you momentarily lose the ability to run

4. Signature/Finisher: Press **Y** when it appears to perform your Signature/Finisher

WWE CREATIONS

WWE 2K17's creation suite allows you to personalize your **WWE** experience with robust and powerful options.

Custom Superstar: Create your own Custom Superstar or customize any **WWE** Superstar on the roster!

Superstar Threads: Give your favorite **WWE** Superstars a new look with re-coloring options for entrance and ring attires.

Custom Entrance: Choose from numerous entrance options and have your Superstar come down the ramp in style.

Custom Move-set: Select from hundreds of moves to give your Superstar the edge to dominate the ring.

Custom Championship: Create championship titles from strap to plate or even customize existing **WWE** titles.

Custom Arena: Design an arena fit for holding the pulse-pounding action of the **WWE**.

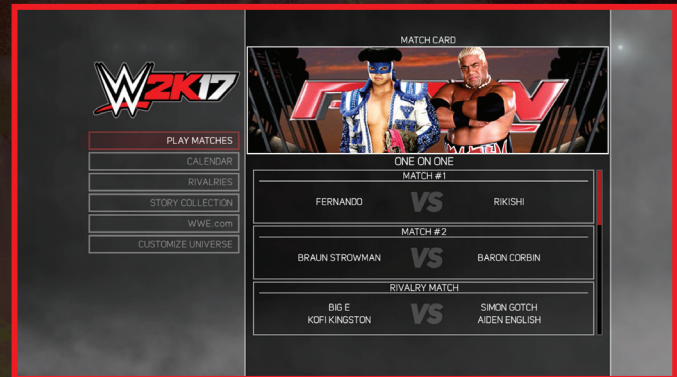
Custom Logo: Indulge your creativity by designing your own custom logos.

Community Creations: Upload your creations online and share with the **WWE** Universe!



WWE UNIVERSE

WWE Universe mode offers the ultimate **WWE** sandbox experience in **WWE 2K17**. Book matches, assign Superstars to shows and pay-per-views, create rivalries and alliances or watch them transpire on their own. The choices are yours to influence and control in this mode of near endless possibilities.



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Executive Soundtrack Producer Sean "Diddy" Combs AKA Puff Daddy in conjunction with Revolt Media & TV LLC and Bad Boy Entertainment LLC.

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REVOLT



警告

在您開始玩遊戲之前，請詳讀 Xbox 360® 主機說明、Xbox 360 Kinect® 感應器手冊，以及其他任何周邊裝置手冊上的重要安全與健康須知。請妥善保留所有手冊，以供日後參考之用。如需替換硬體手冊，請前往 www.xbox.com/support。

進行視訊遊戲的重要健康警告

光刺激誘發癲癇症

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

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

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

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

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。



產品支援:

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

請注意，「WWE 2K17」線上功能預計開放到 **2018 年 5 月 31 日** 為止，然而我們將保留修改或中斷線上功能的權利 (30 天前通知)。

XBOX 360 CONTROLLER (XBOX 360 控制器)



GAME CONTROLS (遊戲控制)

連鎖扭打

WWE 2K17 中的站立擒拿攻擊的起手為四種連鎖擒拿狀態之一。如要進入連鎖扭打狀態，請靠近一名尚未暈眩並且站著的對手，然後同時按下 **A** 和推動 **↑/↓/←/→**。

擒拿攻擊 (5 種):

按下 **A** + **↑/↓/←/→** 或是只按 **A** 不按 **↑/↓/←/→**。

變更固定: **↑/↓/←/→**

驚爆點鎖技: 按住 **A**

攻擊/重擊: 按下或按住 **X**

拖著對手繞擂台: 按住 **Y** + **↑/↓/←/→** 並推動 **↑/↓/←/→**

甩人: **B**

放開連鎖擒拿固定: **↑/↓/←/→**

擊暈技

要使出擊暈擒拿，要在對手進入暈眩狀態時接近對手的前方或後方然後按下 **A**，或是按 **A** 並向任意方向推動 **↑/↓/←/→**，就能施展出強力的擒拿攻擊。

擒拿攻擊 (5 種): **A** 或 **A** + **↑/↓/←/→**

驚爆點鎖技: 按住 **A**

讓對手轉身: **←** 或 **→**

抱頭摔成坐姿: **↓**

放開連鎖擒拿固定: 按住 **Y** + **↑/↓/←/→** 並放開

改變對手位置

使用 **↑/↓/←/→** 可改變倒下或暈眩的對手的位置。

倒下的對手

抬起對手: **↑**

讓對手轉身: **←** 或 **→**

抬起對手並站到後面: **↓**

對手在角落暈倒時:

讓對手轉身: **←** 或 **→**

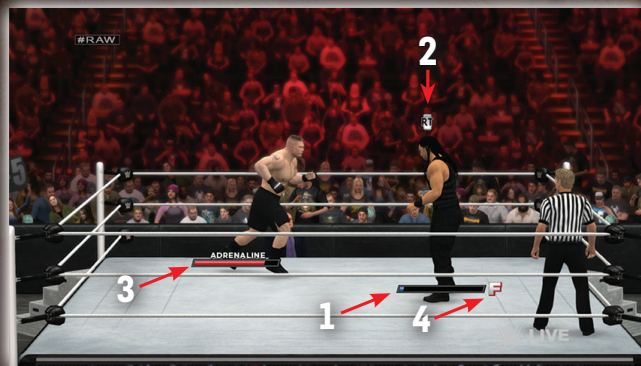
抬起對手並放到角柱頂端上: **↑**

放到受難樹中 (倒吊在角落): **↓**

對手靠在繩索上暈眩時:

將對手擺到中間繩索上: **↑/↓/←/→** 往任一方向

GAME SCREEN (遊戲畫面)



1. 動力計量表: 透過進行攻擊和嘲諷對手即可累積動力
2. 逆轉提示: 抓準時機按下 **↑** 即可反擊對手的攻擊
3. 腎上腺素計量表: 一旦腎上腺用盡，你在短時間內就無法奔跑
4. 招牌技巧/終結技: 出現相關圖示時按下 **Y**，即可施展你的招牌技巧/終結技

WWE CREATIONS (WWE 創意工具)

WWE 2K17's 的創意工具套件提供健全且強大的選項，讓你量身打造屬於自己的 **WWE** 體驗。

Custom Superstar (自訂超級巨星): 創造自訂超級巨星，或改造名單上任何一位 **WWE** 超級巨星！

Superstar Threads (超級巨星服裝): 運用重新上色選項改造入場服及擂臺服，讓最喜愛的 **WWE** 超級巨星擁有新風貌。

Custom Entrance (自訂入場): 多種入場選項讓超級巨星以獨特風格風光出場。

Custom Move-set (自訂招式組合): 提供成千上百種招式供你選擇，讓自己的超級巨星占盡制霸擂臺的優勢。

Custom Championship (自訂冠軍腰帶): 從冠軍腰帶到獎盃，創造您特有的冠軍錦標，或自訂現有的 **WWE** 錦標。

Custom Arena (自訂比賽場): 自行設計舉辦 **WWE** 刺激競賽的比賽場。

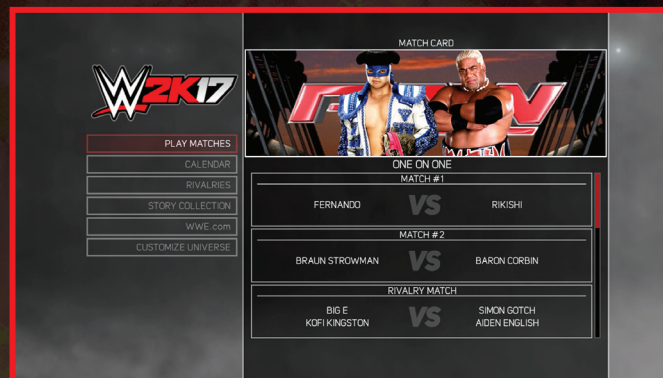
Custom Logo (自訂標誌): 發揮您的創意，設計自訂標誌。

Community Creations (創意樂園): 將您的創意上傳到網路，與 **WWE** 世界分享！



WWE UNIVERSE (WWE 世界)

WWE 世界模式為 **WWE 2K17** 提供終極 **WWE** 沙箱體驗。預訂對決、將超級巨星指定至節目與每次付費收看節目中、創造巨星之間的競爭並締結同盟，或看著他們自行發展。如何左右與控制此模式中近乎無限種的可能，決定權操之在你。



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具有特殊功能及成服務, 包括數位拷貝: 可能需要軟體下載、唯一序號兌換、軟體註冊、協力廠商服務之成員資格及/或授權人服務之成員資格 (包括接受相關條款及政策) 才能啟用軟體、存取軟體之數位拷貝, 或存取部分可解除鎖定、可下載、線上或其他特殊內容、服務及/或成功力 (以下稱為「特殊功能」)。每個序號對特殊功能之存取均僅限單一使用者帳戶 (定義如下), 且特殊功能之存取不得轉讓、販售、租賃、授權、出租、轉換為可轉換之虛擬貨幣, 或由其他使用者重新註冊, 但若另有明確規定則不在此限。本段落之條款取代本合約中之任何其他條款。

移轉預先錄製之拷貝權利: 只要您不保留任何軟體、隨附文件的拷貝, 也不留軟體或隨附文件的任何一部分或元件之拷貝 (包括檔案或備份檔案), 並且移轉接收人同意本合約之條款, 您可以將預先錄製之軟體的完整實體拷貝及其隨附文件永久移轉給他人。移轉預先錄製之拷貝授權可能需要採取特定步驟, 如軟體文件中所列。若本合約中未明示規定或未取得授權人事先的書面同意, 您不得移轉、販售、租賃、授權、出租或轉換為可轉換的任何虛擬貨幣或虛擬商品。特殊功能 (包括若無一次性序號便無法以其他方式取得之內容) 在任何情況下均不可移轉給其他人, 且若原始的軟體安裝拷貝已刪除或使用者已無法使用預先錄製之拷貝, 則特殊功能會停止運作。本軟體 僅限私人使用。無論前述規定如何, 您不得移轉軟體之任何發行前版本拷貝。

技術保護: 本軟體可能包括對軟體、特定功能或內容之控制存取、防止未經授權複製的防範措施, 或是嘗試防止任何超越本合約授與之有限權利和授權的使用。此等措施可能包括納入授權管理、產品啟用、及軟體中之其他安全性技術, 以及監控使用情况, 包括但不限於時間、日期、存取或其他控制項、計數器、序號及/或其他安全性裝置 (其設計可防止未經授權而存取、防止未經授權軟體或軟體的任何部分或元件, 包括本合約之任何違約情況)。授權人保留隨時監控軟體之使用的權利。您不得干預這些存取控制防範措施, 或試圖停用或規避這些安全性功能, 且若您採取開關行為, 軟體可能無法正常運作。如果本軟體允許存取特殊功能, 每次僅有一個軟體拷貝可以使用該等特殊功能。要存取線上服務及下載軟體更新和修補程式, 可能需要附加條款和註冊使用者。只有具備有效權限的軟體拷貝可以使用存取線上市服務, 包括下載及下載軟體更新和修補程式。授權人得隨時基於任何理由未經通知而限制、中止或終止正在授與之軟體及對軟體之存取權, 包括但不限於任何相關服務及產品, 但若相關法律另行禁止則不在此限。

使用或建立的內容: 您可以使用本軟體建立內容, 包括但不限於您所進行遊戲的地圖、劇情、截圖、車輛設計、道具或影片。做為軟體使用的交換條件, 以及透過軟體使用所需來之任何著作權相關利益, 在此您授與授權人專屬、永久、不可撤銷、完整排他且可轉讓的全球化權利和授權, 得以任何方式或基於任何目的全權使用您以本軟體及相關產品和服務所建立的內容, 包括但不限於重製、複製、改編、修改、執行、展示、出版、傳播、傳輸的權利, 或是以所有已知或未知方式公開並散布您的創作, 而毋須依適用的智慧財產權法及國際公約於授權保護期間進一步通知您, 或是以任何形式補償您。您在此根據適用法律、條案及/或國際經不主主張所有關於授權人及其他玩家享有此等使用本軟體及其相關產品和服務的專利權、出版、名譽或姓名權示權。本授權授與授權人, 且上述所有適用的著作人格權之相關條款不因本合約終止而失效。

網路連線: 本軟體可能需要網路連線以存取網路相關功能、驗證軟體或執行其他功能。

使用者帳戶: 為了使用軟體或軟體功能, 或正常執行軟體的某些功能, 您可能需要擁有並維持軟體文件中所規定之有效且使用中使用者帳戶和線上服務, 例如協力廠商遊戲平台或社交網路帳戶 (以下稱「協力廠商帳戶」), 或授權人或其關係企業之帳戶。如果您沒有這類的帳戶, 某些軟體功能可能全部或部分無法正常執行或停止運作。軟體也可能為了要存取軟體及其功能和特性, 而要求建立無法人或授權人關係企業之軟體專用使用者帳戶 (以下稱「使用者帳戶」)。您的使用者帳戶登入可能與協力廠商帳戶互有連結。您對用來存取和使用軟體的使用者帳戶及任何協力廠商帳戶的所有使用情況及安全性, 負有全責。

虛擬貨幣及虛擬商品

雖然可以透過授權而使用虛擬貨幣及虛擬商品, 但若軟體允許您購買及/或獲得虛擬貨幣及虛擬商品, 則下列額外條款與條件適用之。**虛擬貨幣及虛擬商品:** 軟體得讓使用者 (i) 使用虛構的虛擬貨幣做為軟體內專屬之兌換媒介 (以下稱「虛擬貨幣」, 或「VC」), 以及 (ii) 取得軟體內虛置商品的存取權 (併同特定受限使用權利) (以下稱「虛擬商品」, 或「VG」)。無論使用何種術語, VC 和 VG 均代表受本合約所規範之有限授權權利。依本合約之條款及遵守情況, 授權人在此授與您非專屬、不可轉讓、不可轉讓、有限的權利和授權, 基於個人且非商業用途使用您所取得之 VC 及 VG 進行遊戲, 惟僅限於軟體內使用。您所取得之 VC 及 VG 係授權您使用, 在此您認知不會移轉或轉讓 VC 及 VG 中具有之持有人或所有權, 但若相關法律另行禁止者則不在此限。本合約之授與出售任何 VC 及 VG 中之任何權

利、VC 及 VG 並沒有以實際幣幣兌換之同等價值，且不能替代實際貨幣。您知悉且同意授權人可隨時修正或採取措施影響 VC 及/或 VG 之感知價值或購買價格的行為，但相關法律禁止則不在此限。當授權人停止提供軟體或本合約已另行終止時，VC 及 VG 不會產生未使用之費用；不過前述是以下授與 VC 及 VG 之授權將依照本合約之條款與條件對軟體文件而終止。授權人得自行決定保留對存取或使用 VC 或 VG 之權利收取費用之權利，及/或撤消 VC 或 VG 是否需進行收費。

獲得及購買虛擬貨幣及虛擬商品：您得為了完成軟體中之某些活動或就向授權人購買 VC 或獲得 VC 的能力。例如，授權人可能在完成遊戲內活動時提供 VC 或 VG。例如達到新等級、完成任務並建立使用者名。VC 及/或 VG 一旦取得，便會存入您的使用者帳戶。您只能在軟體內購買 VC 及 VG，或透過參與協力廠商商店上商店。應用程式商店或授權人授權之其他商店（以下合稱為「軟體商店」）的平台購買。透過軟體商店購買或使用遊戲內道具或貨幣需受軟體商店之規範文件所拘束，但不得限於服務條款及使用者合約。本線上服務亦由軟體商店直接提供使用。Gf 授權人可以針對 VC 之購買提供折扣或促銷，且授權人得隨時未經通知便修改或中止此等折扣及促銷。於應用程式商店完成授權之 VC 購買後，所購買的 VC 金額將存入您的使用者帳戶。授權人應訂定每筆交易及/或每日您可以購買的 VC 金額上限，其可能因相關軟體之版本而有所差異。授權人得自行決定針對您可以購買或使用之 VC 金額、您使用 VC 的方式，以及得以存入您的使用者帳戶之 VC 餘額上設有所謂之限制。您對透過您的使用者帳戶所購買之全部 VC 負有全責，無論其是否由您所授權進行之皆同。

軟體商店：登入您的使用者帳戶時，您可存取及檢視自己的使用者帳戶中可用之 VC 及 VG。授權人可自行決定保留對您的使用者帳戶中可用之 VC 及 VG 的實際價值價格之權利。授權人保留進一步權利，得自行判定您就購買 VC 或基於其他目的而從您的使用者帳戶存入或扣除之 VC 的金額及方式。授權人致力以一致且合理的基準進行所有此等計算，因此除非您可以提供該等計算過去或現在含有善意錯誤之證明文件予授權人，否則在此您認知且同意授權人對您的使用者帳戶中可用之 VC 及 VG 的判定係屬最終結果。

使用虛擬貨幣及虛擬商品：所有已購買之遊戲內虛擬貨幣及/或虛擬商品可能由玩家在遊戲的過程中依據遊戲的規則而使用或損失掉用的貨幣及商品，其可能因不同軟體而有所差異。VC 及 VG 僅供軟體店內使用，且授權人得自行決定是否將 VC 及/或 VG 之使用限於單一遊戲。VC 及 VG 之授權使用及目的可能隨軟體而異。您的使用者帳戶中可用之 VC 及/或 VG 將於每次您於軟體內使用 VC 及/或 VG 後降低。任何 VC 及/或 VG 之使用均可能對您的使用者帳戶提出要求，再從其中扣除 VC 及/或 VG 中扣除。您的使用者帳戶中必須擁有足夠的可用 VC 及/或 VG，才能完成軟體內的任何。您的使用者帳戶中的 VC 及/或 VG 可能會在您發生您使用軟體之相關事件後，未經通知而歸低。例如，您可能因為遊戲虧欠或人物角色死了而損失 VC 或 VG。您對透過您的使用者帳戶所進行之 VC 及/或 VG 之全部使用應負起全部的責任，無論其是否由您所授權進行者皆同。一旦發現透過您的使用者帳戶對任何 VC 及/或 VG 進行未經授權之使用，您必須立即利用下列網址提交要求來通知授權人：www.take2game.com/support。

無法授權：VC 及 VG 不得轉換為遊戲中之商品及服務。您不得販售、租賃、授權或出租 VC 及 VG，亦不得將它們轉換為可轉帳的 VC。VC 及 VG 僅得轉換為遊戲中之商品或服務，且不能隨時向授權人或任何其他個人或實體轉換任何金錢或等值價值或其他商品。但若您在此明示規定之相關法律另行要求則不在其限。VC 及 VG 沒有現金價值，且授權人或任何其他人士或實體並無任何義務將您的 VC 或 VG 兌換為任何有價物，包括但不限於實體貨幣。

無過誤：VC 及 VG 之所有購買都是最終結果，且在任何情況下，此等購買均無法退換、轉帳或交換。授權人擁有絕對權利可自行決定管理、規範、控制、修改、中止及/或終決此等 VC 及/或 VG 事宜，且授權人對您使用此等權利之您或任何其他人士並無任何責任。

不得轉帳：除了依授權人明示授權規定在遊戲中使用軟體外，授權人不許可並嚴格禁止將任何 VC 或 VG 進行任何轉帳、交易、販售或兌換給任何個人（以下稱「未經授權之交易」），包括但不限於軟體之其他使用者。授權人得自行決定保留禁止、中止或修改您的使用者帳戶及其 VC 和 VG 之權利，以及若您的交易、協助或要求任何未經授權之交易將終止本合約。參與此等交易所有使用者須自行承擔執行此等之風險。並在此同意就此等動作所直接或間接造成的損失及費用賠償予授權人，其合作夥伴、授權人、關係企業、承包商、經理、董事、員工和代理商，使其免遭追償。您認知當授權人懷疑或可就該筆、本合約之違約事項、任何相關法律或規定之違反情事、或任何意圖干預之計畫進行行為、造成影響之其他方式、或可能以任何方式予預軟體作案提出證明時，授權人得要求相關使用者帳戶商店停止中止、終止、暫停或違反任何未經授權之交易，無論未經授權之交易何時發生。若我們相信或有理由相信該使用者已從事未經授權之交易，您應進一步同意授權人得自行決定限制您存取使用者帳戶中可用之 VC 及 VG，或者終止或中止您的使用者帳戶，以及您對任何 VC 及 VG 與使用您的使用者帳戶相關聯之其他項目的權利。

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

軟體商店條款

本合約及透過任何軟體商店取得之軟體（包括購買之 VC 或 VG）均受受相關軟體商店上或其中所列或應其要求之額外條款與條件所拘束。其等相關條款與條件茲納入本合約。授權人對與您在軟體內或透過軟體商店進行之購買交易相關的任何信用卡、銀行相關收費，或其他收費及/或所有費用，概不負責。所有此等交易均由軟體商店所管理，而非授權人。授權人明示排除對於此等交易之任何賠償責任，而且您同意您對所有交易相關之唯一補償措施係來自或透過此等軟體商店。本合約係您與授權人所簽訂，而非與任何軟體商店簽訂。您認知軟體商店並沒有義務就軟體購買為您提供任何維護或支援服務。除前述規定外，在相關法律許可的最大範圍內，軟體商店對軟體之任何方面均無其他責任擔保義務。針對軟體就產品責任、無法符合相關法律或法規要件提出之任何索賠、消費者保護法或類似立法或管轄方面擔保權而提出之訴訟，均受本合約所規範，且軟體商店對於此等索賠並不負任何責任。您必須遵守軟體商店之服務條款及任何其他軟體商店適用之規則或政策。軟體之授權係不可轉移之使用權，供您您在所擁有或控制之適用裝置上上使用軟體。您聲明您並非位於任何美國禁運之國家/地區或其他地理區域內，且並未列在美國財政部 (U.S. Treasury Department) 之特別指定國家 (Specially Designated Nationals) 名單或美國商業部 (U.S. Department of Commerce) 之拒絕出口對象 (Denied Person) 名單或實體清單 (Entity List)。軟體商店是本公司之第三方法受益人，可能對您執行本合約。

收集和使用資訊

一旦安裝及使用軟體，即表示您同意本合約中所列之資訊收集和條款以及授權人之隱私權政策，包括（如適用）(i) 在美國及歐洲以外之其他國家/地區或您所居住之國家/地區內，包括提供授權人服務之國家/地區內，將任何個人資訊和其他資訊歸類給授權人，其關係企業、廠商和/或合作夥伴，以及其他特定協力廠商（例如設備廠商）；(ii) 公開顯示您的資料，例如以您的姓名身分及/或內容，或在網站及其他平台上下載您的分類、排名、成就及其他遊戲資料；(iii) 將您的遊戲資料與其他軟體商店、平台主權和服務商的資料進行合作式部分分享；以及 (iv) 依以上引用之未經修訂之隱私權政策與您的個人資料或其他資訊進行其使用和管理。如果您不同意此等方式使用或分享您的資訊，請勿使用本軟體。對於所有資料隱私權問題，包括您的個人資料及其他資訊之收集、使用、揭露及轉移，則以位於 www.take2games.com/privacy 不定期修訂之隱私權政策置於本合約中之任何其他聲明。

責任擔保

有限責任擔保：授權人對您（指您是本軟體之最初原始購買者，而不是自原始購買者轉購而取得之預先錄製軟體及隨附文件）提供以下責任擔保，即自最初購買日起 90 天期限內，本軟體對於材質及製作上，在正常使用及服務的前提下無任何缺陷。授權人擔保本軟體隨附附件中所述之最低系統要求的個人電腦相容，或與經遊戲裝置生產商認可的遊戲裝置相容。不過，由於硬體、軟體、網路網路連線及個別使用的不同，授權人無法擔保軟體於您的特定電腦或遊戲裝置中的效能表現。授權人不擔保以下事項：使用本軟體不受干擾、本軟體符合您的要求、執行本軟體不會中斷或沒有錯誤，或本軟體與協力廠商軟體或軟體相容，或本軟體中所產生的任何錯誤將獲修正。任何由授權人或經授權的代理商所提供之口頭或書面諮詢不構成責任擔保。由於部分司法管轄區不允許排除或限制默示擔保，或限制消費者適用的法定權利，部分或有上述的排除和限制相關規定可能對您不適用。如果您在責任擔保期間發現有任何瑕疵，授權人同意，只要軟體仍由授權人生產製造，便免費為您更換任何仍於責任擔保期間有效的瑕疵品。如果該軟體已無法取得，授權人保留更換同等價或更高價的類似軟體之權利。本責任擔保僅限用於由授權人提供的正版軟體產品，且不適用於任何正當損耗。如果該瑕疵是由於盜用、惡意破壞或個人疏忽所造成的，則本責任擔保即不適用且無效。規章中任何默示擔保僅限於上述 90 天責任擔保期限內有效。除上述規定

外，本責任擔保僅可用以替代其他責任擔保；無論是口頭或書面、明示或默示，包括其他適用的、適用於特定用途或非僅為銷售的責任擔保，其他透過或責任擔保授權人不具有任何法律約束力。當上述有關責任擔保有關軟體時，請將正版軟體寄至授權人如下所指定的地址，並加入以下資訊：您的姓名和回郵地址、含購買日期的收據影印，以及關於產品瑕疵和用以執行軟體的系統之簡短說明。

損失賠償

您同意賠償授權人、其合作夥伴、授權人、關係企業、承包商、經理、董事、員工和代理商並為其辯護，使其免遭舉凡因您的行為和未遵守合約所直接或間接造成的損失及費用之損害。在任何情況下，對於因損害、使用或對軟體之軟體、附隨性或衍生性損害，包括但不限於財產損失、名譽毀壞、電腦故障或無法運作，並於法律許可範圍內，對個人體面、財產損失、利潤損失或由於其他與本合約或軟體相關的懲罰性損害，無論是侵權（包括疏忽）、合約、無過失責任或其他概不負責，無論授權人是否已通知該等損失發生之可能性亦然。在任何情況下，授權人對於所有損害（適用法律規定除外）的責任均不得超過您為使用本軟體所支付之實際價值。在任任何情況下，授權人對於您依此所提出之任何及所有索賠（無論訴訟型為何）的總累計賠償責任之上限，不得超過前十二 (12) 個月期間內就軟體相關事宜而支付予授權人之費用或 \$200 美元，兩者以金額較高者為準。、由於部分州/省/國家/地區不允許限制默示擔保的期限，及/或對於上述損害、詐騙或故意不法行為所造成之附隨性或衍生性損害、死亡或其他個人體面進行排除或責任限制，因此上述限制/或排除事項，以及另行對上述賠償而進行之排除或限制，可能對您不適用。本責任擔保之條款若經任何何原因適用之聯邦、州或國內法所禁止，則不得單獨適用。本責任擔保係賦予您特定的法律權利，並可享有依司法管轄區而有所不同的其他權利。我們不會且無法控制資料從我們的網路及網路網路、無線網路或其他協力廠商網路其部分之流通狀況。此等流通大部分取決於協力廠商所提供或控制之網路網路及無線服務的效能。有時，此等協力廠商之作或不作為可能讓您的網路網路、無線服務或其中一部分的連線速度變慢或造成干擾。我們無法保證不會發生此種情況。據此，我們的行為或作為或不作為所引起（或與此相關）之軟體及相關服務和產品使用問題，或對網路網路、無線服務或其中一部分之連線速度變慢或造成干擾之問題，概不負責。

終止合約

本合約在您或授權人終止時即屬有效。若授權人判定或相信您對軟體之使用涉及或可能涉及詐騙或盜竊或任何其他非法活動，或者若我們認為本合約之條款與條件，包括但不限於以上授權條件，則本合約會在授權人停止運作之遊戲時自動終止。您亦可隨時通知本合約：(i) 要求授權人終止及/或解除您透過網路服務存取之方式，用於存取或取得軟體之使用者帳戶，或 (ii) 銷毀或限制對其所持有、保管或控制之所有軟體的存取及全部使用。從遊戲平台刪除軟體並不會刪除您的使用者帳戶之相關資訊，包括與您的使用者帳戶相關聯之任何 VC 及 VG。若您使用相同的使用者帳戶重新安裝軟體，則您仍可存取到一個使用者帳戶資訊，包括與您的使用者帳戶相關聯之任何 VC 及 VG。不過，若您使用您的使用者帳戶在本合約終止時基於任何原因而遭刪除，則與您的使用者帳戶相關聯之所有 VC 及 VG 亦會同時刪除，且您將無法再使用軟體及與您的使用者帳戶相關聯之任何 VC 或 VG。但若您相關軟體另行禁止則不在其限。若本合約因為您違反本合約而終止，授權人可能會禁止您重新註冊或重新存取軟體。本合約一旦終止，您必須向軟體的實體買員銷毀或退還予授權人，以及永久銷毀軟體。隨附文件、相關資料及其中您所持有或控制之全部元件部分的所有道具，包括從已安裝軟體之任何用戶端伺服器、電腦、遊戲裝置或任何裝置銷毀。本合約一旦終止，您使用軟體（包括與軟體相關聯的所有用戶端伺服器）之權利也會立即終止，而且您必須中止對軟體之所有使用。本合約之終止並不會影響本合約所產生之我們的權利或您的義務。

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

和平與裁決：您在任何國家，如果本合約的條款未具體實施，則授權人受對難以彌補的損失；因此，您同意授權人除了其他可永久救濟外，應享有不受規定限制之權利，並須無須提出其他其保證金、抵押品或損失證明，即可依照本合約獲得衡平救濟，包括收買及永久性禁令令之救濟。

稅款及費用：任何政府機構依據本合約交易進行之相關事宜，而對授權人及其任何和所有協力廠商、經理、董事、員工收取之所有適用稅項、費用和任何型式之稅款，應由您負全責，並由您支付和賠償前開對象，使其免遭追償，包括利息和罰款利息（不包括授權人淨所得稅），且無論該等稅款是否包含在授權人於任何時間傳送給您的任何發票中或否。如果您有權獲得任何豁免，則應將任何及所有稅務證明提供給授權人。以下與您的活動相關所發生之全部支出和費用（若有的話），應負起全部的責任。您沒有權利向授權人要求任何稅務費用，亦不得由此對授權人造成損害。

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

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

準據法：紐約州法律適用於紐約州居民和紐約州，因此本合約應依該法之法律條文釋義（無論是否和準據法有所抵觸），另以聯邦法為準據法則不在其限。除非由授權人以判例或違反當地法律為由，以書面形式明確聲明放棄，否則無一專屬管轄權及法庭地在為此為授權人主權公司營業所在地以及聯邦法院（美國紐約州紐約郡）。您及授權人同意此等法院管轄權，並同意該等法院之通知得知應按照在此所進行之提供，或由其他經紐約州或聯邦法院所允許之方式予以提供。及授權人同意聯合國公約 (UN Convention) 所制定的國際貿易合約規定 (Contracts for the International Sale of Goods) 的 1980 年，（維也納）適用於所有因本合約所引起之爭端或交易。

本終端使用者授權協議的所有其他條款與條件 亦適用於您對本軟體之使用。

如果您對本合約有任何疑問，請來信至以下地址：TAKE-20 INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.

Executive Soundtrack Producer Sean "Diddy" Combs Aka Puff Daddy in conjunction with Revolt Media & TV LLC and Bad Boy Entertainment LLC.

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