

 XBOX ONE™

XCOM 2

 NVIDIA
Gameworks™

 FaceFX


FIRAXIS
GAMES

 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.

CONTROLS



THE AVENGER

ACCEPT/CONFIRM	A
BACK/CANCEL	B
BRIDGE/GEOSCAPE	Y
BUILD FACILITIES	X

GEOSCAPE

MOVE CAMERA (L)
ZOOM CAMERA LT

TACTICAL

MOVE UNIT (L)
SELECT/ACCEPT A
OPEN ACTION MENU RT
OVERWATCH Y
RELOAD X
ROTATE CAMERA ←/→
ADJUST CAMERA HEIGHT ↑/↓
NEXT UNIT/TARGET RB
PREVIOUS UNIT/TARGET LB
CALL SKYRANGER R
SHOW CHARACTER DETAILS LT

GAME SCREEN



1. CONCEALMENT STATUS

The hooded icon and blue overlay indicates the enemy is unaware of your squad's presence. Your squad begins most missions in Concealment; use this advantage to engage the enemy on your terms.

2. OBJECTIVES

Displays and tracks your primary and secondary mission objectives. The primary objective for most missions is to kill all enemies, however there are a variety of secondary objectives to complete on a per-mission basis.

3. CALL SKYRANGER

Call a Skyranger for evac.

4. UNIT FLAG

Shows detailed info for the currently selected soldier, including: Health, Armor, Action Points, Cover Status, Overwatch/Concealment Status, and any Positive or Negative Status effects.

5. WEAPON/AMMO

Displays weapon and ammo information for the currently selected soldier.

6. ACTIONS

Shows all of the actions available for the selected soldier, including relevant contextual abilities such as Hack, Interact, and Open/Close. Actions that cannot be performed are greyed out and may show a number indicating the number of turns required before the action can be used again. Red/Yellow/Grey icons above the action bar indicate the number of enemies within the soldier's line of sight.

7. SOLDIER NAME/SPECIAL ACTIONS

Displays the name, class, and rank of the selected soldier along with any special actions that soldier may be able to perform.

TACTICAL LAYER

The tactical layer of *XCOM 2* consists of gameplay that occurs while on a mission. Most tactical maps in *XCOM 2* are procedurally generated, offering a different experience each time you load into a mission.

HEALTH

The square markers on the Unit Flag represent an individual soldier's health. You can restore a soldier's health or stabilize a critically wounded soldier in the field via Medikits or the Gremlin drone, used by the Specialist class. Medikits must be built via Engineering and equipped on a soldier.

NOTE: Soldiers killed in combat cannot be resurrected and are permanently removed from your squad. Active soldiers can attempt to extract the bodies of dead, unconscious, or critically wounded comrades using the Carry Body action. Successfully extracting a dead soldier allows you to keep any weapons, items, and equipment that they were carrying, while critically wounded soldiers heal over time and can rejoin your squad.

MOVEMENT

Each soldier has 2 Action Points that can be spent on movement, attacks or abilities. These are represented by “pips” on the Unit Flag. When selecting a soldier, a Blue outline displays the movement range for a single Action point, and a Yellow outline displays the “Dashing” movement range for 2 Action Points.

NOTE: Areas marked with a red eye icon break concealment when entered. Additional icons indicate if movement through a tile can break concealment by making too much noise (i.e. breaking glass) or if the unit will pass through an environmental hazard such as fire.

COVER

Cover is essential for troop survival in any encounter and reduces the chances of your units being hit by enemy fire. Most physical objects on the map provide some form of cover, represented by a shield icon. A half-shielded icon represents low cover, and a full shield icon represents high cover. High cover provides the greatest defensive position for your soldiers, but low cover is better than no cover at all.

NOTE: A yellow shield icon indicates an enemy currently flanks the unit in that direction. A red shield icon indicates the unit will be flanked if they move to that location.

CONCEALMENT

Most missions begin with your squad in Concealment, meaning the enemy is totally unaware of their presence. Concealment is represented by a blue overlay in the corners of the screen and a hooded figure icon, located at the top of the screen and on the Unit Flag. Firing a weapon, moving into an enemy's line of sight (represented by a red eye icon), or making too much noise breaks Concealment for your squad. Use Concealment to set up ambushes and engage the enemy on your terms.

ACTIONS

Actions are commands your squad can perform during a mission. All soldier classes share a few basic actions:



FIRE WEAPON: The unit attacks their designated target. Highlight a target to view the unit's odds of landing a successful hit, the projected damage and the chance for a Critical hit.



RELOAD: Causes the soldier to reload their weapon. If a weapon's magazine is empty, the soldier must take a reload action before firing again.



OVERWATCH: The unit remains in position and automatically attacks any enemy that attempts to move within its line of sight with an Aim penalty. When activated in Concealment, Overwatch only triggers when Concealment is lost.



HUNKER DOWN: The unit gains a defensive boost, but their line of sight decreases until the next turn.



HACK: Certain objects and enemies can be hacked, shutting them down or placing them under your team's control. Move a squad member within hacking range and select the Hack action to make an attempt. There are multiple hacking tiers for units, which impact the rewards obtained from a successful attempt. All squad members can hack, but only the Specialist class can hack mechanical/robotic enemies using the Haywire Protocol ability.



INTERACT: Used to open or close doors, plant explosives, or for any action that requires interacting with the environment.



LOOT: Enemies have a chance to drop loot which contains resources and equipment when defeated. When dropped, the loot displays a radius marker and a turn timer. Move a unit within the radius marker before the timer expires to collect the loot. Loot can be destroyed if the enemy is killed using an explosive. Loot on the map that has not expired when the mission is completed will automatically be recovered.



EVACUATION: Evacuation points are used to rescue VIPs and fallen squad members, as well as to end a mission if all soldiers are extracted. Select the Call Skyrainger action in the upper-right corner of the screen to set an extraction point, indicated by a colored grid. Red areas indicate invalid locations; the grid must be entirely blue in order to successfully place the extraction point. Certain mission types have pre-placed extraction zones.



CARRY: Use this action to pick up a fallen or wounded soldier. Successfully deliver a fallen soldier to an extraction point to retain any items/equipment they carry or prevent them from bleeding out.

Each soldier class has several unique abilities, with additional abilities unlocked each time the unit gains a rank. Certain Facilities can also provide additional abilities in the field.

SOLDIER CLASSES

A soldier's class determines their role on the battlefield. Each class has several unique abilities that can be unlocked as they gain ranks, divided into two areas of specialization.



RANGER

Rangers are masters at remaining undetected and highly effective at close range encounters. The Scout specialization focuses on abilities that maintain concealment. The Assault specialization provides abilities that focus on the Ranger's combat and movement options.



SPECIALIST

Specialists use the Gremlin drone to assist their squad in the field. Battle Medic abilities can heal or provide additional bonuses to allies, while Combat Hacker abilities boost the Specialist's aptitude to break into and attack enemy systems.



GRENADIER

Grenadiers like to hit hard with big, heavy weapons and things that go boom. Demolitions Expert specialization provides abilities that improve the effectiveness of explosive weaponry, including the Grenadier's grenade launcher. The Heavy Gunner specialization grants the Grenadier abilities that increase effectiveness of armor and the heavy cannon.



SHARPSHOOTER

The Sharpshooter is an expert with sniper rifles and pistols. Sniper abilities focus on long-range attacks, while Gunslinger abilities improve the Sharpshooter's skill with pistols.



PSI OPERATIVE

Born from advanced research into ADVENT technologies, Psi Operatives are the latest addition to the XCOM squad. Little is known about their abilities, but it's rumored they can boost ally effectiveness or disrupt enemy actions in the field. Psi Operatives rank up through training in the Psi Lab as opposed to their performance in the field.

STRATEGY LAYER

The strategy layer of *XCOM 2* represents all actions taken between missions. These include deciding your next mission and expanding the Avenger—XCOM's mobile headquarters.

THE AVENGER



A massive mobile base liberated from ADVENT, the Avenger is the place XCOM calls home. You begin with only a few basic facilities; the majority of rooms in the Avenger are filled with alien debris. As the need for new facilities arises, you can assign engineers to clear these rooms and gain valuable resources in the process.

STARTING FACILITIES

COMMANDER'S QUARTERS: View the monthly Avenger report, XCOM Archives, and current objectives.

BRIDGE: Access the Geoscape, search for ADVENT activity, and grow the Resistance.

RESEARCH: Research and development happens here. You are prompted to visit when new research projects are available, but note that only one project can be researched at a time. You can also view Research Archives and a list of current scientists.

ARMORY: Come here to view and manage your soldiers: give promotions, customize their names and appearances, recruit new soldiers, change loadouts, and apply weapon upgrades. View the Memorial to witness those who have fallen in battle.

ENGINEERING: Build new items, weapons, armor, and facilities here. You can also view your current inventory and list of engineers.

BAR/MEMORIAL: Current staff can be seen unwinding after battles and work here. A Memorial to fallen soldiers can also be viewed.

LIVING QUARTERS: Soldiers, engineers, and scientists live here. Visit to view a list of current personnel and their current assignment.

STAFFING

You can assign scientists, engineers, and Gremlins to specific rooms to provide bonuses, such as reduced research times or increased healing for wounded soldiers. Note that engineers are required to excavate new rooms in the Avenger before new facilities can be built.



GEOSCAPE



Accessible from the bridge of the Avenger, the Geoscape is where you oversee the operations of XCOM. Here you can scan for hostile alien actions, contact resistance cells, seek out valuable resources, and move the Avenger. Click the scanning icon next to the Avenger's current location to begin monitoring ADVENT activity and advance time.

DARK EVENTS: The ADVENT is hard at work on their own plans to topple the Resistance that, if completed, provide bonuses to the enemy. Dark Events notify you of the ADVENT's progress towards completing their goals. Choosing specific Guerrilla Ops missions allows you to counter their progress.

MISSION TYPES

CRITICAL MISSIONS: Objectives focus on disrupting the ADVENT's mysterious Avatar Project.

GUERRILLA OPS: Completing these missions disrupts the ADVENT's secondary objectives (Dark Events) and helps to supply the resistance.

RESISTANCE COUNCIL MISSIONS: Completion strengthens and spreads the resistance.

RETALIATION MISSIONS: Stop the ADVENT from taking out resistance outposts and save as many people as possible.

RUMORS FROM THE RESISTANCE: Investigate rumors to potentially discover valuable resources and information. These missions do not deploy your squad, but require a set amount of time to complete.

AVENGER DEFENSE MISSIONS: The Avenger has come under attack from ADVENT forces and must land for repairs. Defend the Avenger until repairs are complete.

SUPPLY LINE RAIDS: Attack ADVENT supply lines and claim valuable resources.

ALIEN FACILITY MISSIONS: Bring down critical ADVENT facilities and prevent them from contributing to the Avatar Project.

MULTIPLAYER

XCOM 2 lets players face off in head-to-head squad-based combat against other human competitors online using squads comprised of a mix of *XCOM* soldiers, ADVENT, and aliens.

RANKED MATCH

Ranked matches count toward your standing on the *XCOM 2* Leaderboards, found on the Multiplayer menu.

QUICK MATCH

Selecting Quick Match will automatically search for the next available unranked public match.

CUSTOM MATCH

Host a custom Public or Private match using the rules and options of your choosing. You can also join a custom match hosted online by other players.

CHARACTER POOL

The Character Pool allows for units to be customized that will then populate in-game when recruiting new soldiers or as VIP's in missions.

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Nathalie Mathews

Localization Project Manager

Emma Lepeut

External Localization Teams

Around the Word

Effective Media GmbH

Synthesis Iberia

Synthesis International srl

QLOC S.A.

Localisation tools and support
provided by XLOC Inc.

2K INTERNATIONAL QUALITY ASSURANCE

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Mastering Engineer

Wayne Boyce

Mastering Technician

Alan Vincent

Localization QA Senior Lead

Oscar Pereira

Localization QA Project Lead

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Enrico Sette

Harald Raschen

Johanna Cohen

Sergio Accettura

Localization QA Technicians

Clement Mosca

Daniel Im

David Sung

Dimitri Gerard

Ernesto Rodriguez Cruz

Etienne Dumont

Gabriel Uriarte

Gian Marco Romano

Gulnara Bixby

Iris Loison

Javier Vidal

Julio Calle Arpon

Luca Magni

Manuel Aguayo

Martin Schücker

Matteo Lanteri

Namer Merli

Nicolas Bonin

Noriko Staton

Pablo Menéndez

Patricia Ramón

Roland Habersack

Samuel Franca

Seon Hee C. Anderson

Shawn Williams-Brown

Sherif Mahdy Farrag

Stefan Rossi

Stefanie Schwamberger

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Toni López

Yury Fesechka

2K INTERNATIONAL TERRITORY MARKETING AND COMMUNICATIONS

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Alan Moore

Aaron Cooper

Belinda Crowe

Ben Seccombe

Carlo Volz

Carlos Villasante

Caroline Rajcom

Charley Grafton-Chuck

Dan Cooke

Dennis de Bruin

Devon Stanton

Diana Freitag

Francois Bouvard

Gemma Woolnough

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Jean Paul Hardy

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Lieke Mandemakers

Maria Martinez

Roger Langford

Sandra Melero

Sean Phillips

Simon Turner

Stefan Eder

Zaida Gomez

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Martin Always
Nisha Verma
Phil Arderton
Robert Willis
Denisa Polcerova

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Jason Wong

Asia Marketing Director

Diana Tan

Sr. Marketing Manager

Jason Dou

Asia Marketing Manager

Daniel Tan

Korea Marketing Manager

Dina Chung

Japan Marketing Manager

Maho Sawashima

Sr. Product Executive

Rohan Ishwarlal

Product Executive

Sharon Lim

Localization Manager

Yosuke Yano

Localization Coordinator

Pierre Gujjarro

Localization Assistant

Yusaku Minamisawa

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Eileen Chong
Veronica Kluan

Chermine Tan
Takako Davis
Ryoko Hayashi

TAKE-TWO

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Ellen Hsu
Paul Adachi
Fumiko Okura
Hidekatsu Tani
Fred Johnson
Ken Tilakaratna
Anna Choi
Cynthia Lee
Hyun Jookyoung

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Localization QA Manager

Du Jing

Localization QA Project Lead

Zhu Jian

Lead QA Tester

Chu Jin Dan

Shigekazu Tsuuchi

Senior QA Testers

Qin Qi

Kan Liang

Cho Hyunmin

QA Testers

Zhou Qian Yu

Zhao Yu

Wang Ce

Tan Liu Yang

Bai Xue
Tang Shu
Jin Xiong Jie
Hu Meng Meng
Zou Zhou Ke

Junior QA Testers

Mao Ling Jie

Li Ling Li

Liu Kun Peng

Tang Dan Ru

Chen Xue Mei

Xiao Yi

Zhao Jin Yi

Ou Xu

Wang Rui

IT Engineers

Zhao Hong Wei

Hu Xiang

Li Ting Zhu

FOX SOUND STUDIOS

Rick Fox
Victoria Fox

CAST

Central
Brian Bloom

Shen

Carlye Pollack

Tygan

Gary Anthony Williams

Advent Speaker

Brandon Keener

Councilman

Jon Bailey

Soldiers/Additional Voices

Chris Jai Alex

Cherise Boothe

Feodor Chin

Brian T. Delaney
Dimitri Diatchenko
Greg Eagles
Kate Higgins
Andrew Kishino
Misty Lee
Erica Luttrell
Elizabeth Maxwell
Matt Mercer
Dave B. Mitchell
Sumalee Montano
Melissa Pino
Jonathan Roumie
April Stewart
Courtenay Taylor
Rick Wasserman
Fryda Wolff

VO Directors

JB Blanc
Liam O'Brien
Amanda Wyatt

FRENCH CAST

Central

Pierre Tessier

Shen

Adeline Chetail

Tygan

Philippe Catoire

Advent Speaker

Cyrille Monge

Councilman

Pierre Dourlens

Soldiers/Additional Voices

Jessica Barrier
Christine Bellier
Audrey Botbol
Julia Boutteville
Fabien Briche
Pascal Casanova

Marie Chevalot
Catherine Desplaces
Cathy Diraison
Geneviève Doang
Nadine Girard
Claudine Gremy
Damien Hartmann
Laëtitia Lefebvre
Fabrice Lelyon
Bertrand Liebert
Stéphane Marais
Bruno Meyere
Jean-Marco Montalto
Bertrand Nadler
Benjamin Pascal
Jean-Philippe Pertuit
Véronique Picciotto
Geoffrey Vigier
Isabelle Volpe
Marie Zidi

GERMAN CAST

Central

Erik Schäffler

Shen

Antje von der Ahe

Tygan

Thomas Dehler

Advent Speaker

Renier Baaken

Councilman

Manfred Erdmann

Soldiers/Additional Voices

Achim Barrenstein
Andrea Dewell
Birte Siehling
Christoph Maasch
Dirk Harddegen
Gergana Muskalla
Gero Wachholz

Gisa Bergmann
Heiko Grauel
Julia Rothfuchs
Katalyn Bohn
Katrin Laksberg
Marco Reinbold
Michael Lucke
Nina Hecklau
Nora Johkoshia
Oliver Schmitz
Peter Dischkow
Peter Wenke
Pirkko Cremer
Renier Baaken
Sabina Godec
Sandra Lühr
Sebastian Huther
Stefan Senf
Steffen Wilhelm
Tanja Landgraf
Tanja Lipinski

ITALIAN CAST

Central

Zanotti Paolo

Shen

Francesca Chiara

Tygan

Pandolfi Silvio

Advent Speaker

Corbetta Oliviero

Councilman

Ciravolo Natale

Soldiers/Additional Voices

Appetiti Luca
Atepi Giuliana
Avateneo Giovanna
Baldoïn Diego
Bertocchi Alice
Bongiorno Alice

Brioschi Domenico
Caggiula Beatrice
Calatroni Jacopo
Ciravolo Natale
Colombo Sonia
Conte Alessandro
Corbetta Oliviero
De Cesarei Jenny
Decio Carlo
Ferrari Stefano
Franceschi Chiara
Fumagalli Davide
Germano Alessandro
Lussiana Alessandro
Magri Rebecca
Marchingiglio Gabriele
Marenghi Maura
Matera Lucy
Molos Eleni
Morese Deborah
Palumeri Federico
Pandolfi Silvio
Perilli Francesca
Schiroli Elisa
Sorrentino Katia
Starna Stefano
Testa Alessandro
Tretto Francesca

SPANISH CAST

Central

Vicente Gil

Shen

Olga Velasco

Tygan

Adolfo Pastor

Advent Speaker

Carlos López Benedi

Councilman

Ángel Amorós

Soldiers/Additional Voices

Alfredo Martínez
Alma Naranjo
Ana Isabel Rodríguez
Ana Jiménez
Ana Plaza
Arantxa Franco de Sarabia
Arturo López
Carlos López Benedi
David Blanco
Emma Cifuentes
Enrique Suárez
Gema Carballedo
Javier Gámir
Juan Carlos Lozano
Juan Navarro
Juan Rueda
Marta Méndez
Marta Sáinz
Miguel Ángel Pérez
Olga Velasco
Ramón Reparaz
Roberto Cuadrado
Rosa Vivas
Salomé Larrucea
Salvador Serrano
Sergio Goicoechea
Silvia Salgado
Yolanda Pérez

UK CAST

Soldiers/Additional Voices

Adam Howden
Alan Turkington
Beatriz Romily
Denise Gough
Kezia Burrows
Naomi McDonald
Russ Bain
Sandy Batchelor

Shane Taylor

Whitney Boyd

Motion Capture Performers

Ray Carbonel
Paul Ghiringhelli
Thomas Gorrebeek
Lucas Hatton
Jamerson Johnson
Edward Kahana
Lyndsy Kail
Noah Lahat
Gary Neil
Danielle O'Dea
Lucas Okuma
Carlye Pollack
Allen Pontes
Dennis Ruel
Sari Sabella

VO RECORDING STUDIOS

LIME STUDIOS

Dialog Recordist

Tom Paolantonio

Producer

Susie Boyajan

POLARITY POST STUDIO

Dialog Recordists

Jerel Bromley

Miik Dinko

Jim Lively

VO EDITORS

Supervising Dialogue Editor

Dante Fazio

Additional Editors

Austin Krier

Garrett Montgomery M.P.S.E.

Rick Polanco

Stephen Selvaggio

Anthony Sorise

Robert Weiss

Music Composed by

Tim Wynn

CINEMATIC SOUND DESIGN - SOURCE SOUND, INC.

Sound Supervision

Charles Deenen

Tim Gedemer

Lead Sound Designer

Csaba Wagner

Dialog & Foley Supervision

Braden Parkes

Sound Editors

Paul Gorman

Mike Schapiro

Colin Hart

Ricardo Hernandez

Jim Schaefer

Travis Prater

Bryan Jerden

Mixers

Tom Brewer

Charles Deenen

CONCEPT ARTWORK - OPUS ARTZ

Concept Artists

Chee Ming Wong

Bjorn Hurri

Alex Heath

Daniel Matthews

Felix Bauer-Schlichtegroll

CINEMATIC PRODUCTION SERVICES - WATERPROOF STUDIOS INC.

Director of Business

Development

Carl Whiteside

Chief Technology Officer/

Chief Science Officer

Martin Kumor

Chief Financial Officer

Albert Lim

Creative Director

Ian Fenton

Director

Matt Holdenried

Studio Producer

Jo'Sun Fu

Production Coordinator

Colin Davidson

CG Supervisor

Aaron Zacher

Rigging Lead

Arron Robinson

Senior Modeler

Max Wahyudi

Modelers

Bo Yeon Kwon

Manuel Armonio

Richard Trska

Senior Animator

Blake Piebenga

Animators

Richard Gillies

Kelly Starke

Alex Ushijima

Rob Yau

Lighting Lead

Max Wahyudi

Compositing and FX Lead

Winston Fan

Compositing Artist

Guillem Rovira

Unreal Engineers

Trent Atwood

David Cheung

CINEMATIC PRODUCTION SERVICES - HALON ENTERTAINMENT LLC

Cinematic Director

Daniel D. Gregoire

Supervisor

Ryan McCoy

Engine Specialists

Jason Choi

Youna Kang

Engine TD

Casey Christopher Benn

Cinematic Animators

Igor Choromanski

Andrew Moffett

Garrett O'Neal

Todd Patterson

Andrew Rose

Ruel Smith

Randy Wilson

Timothy Xenakis

Paolo Joel Ziemba

Motion Capture Actors

Richard Dorton
Alina Andrei

Comp Artist

Bryan Locantore

Modelers

Alex Chiles
Maggie Chung
Timothy C. Graybill
Christina Hall
Brian Magner

Storyboard Artist

Vania Astari Arrifin

Concept Art

One Pixel Brush

Senior Producer

Patrice Avery

Producer

Richard Enriquez

Production Assistant

Taylor Finan

ADDITIONAL MOTION CAPTURE FACILITIES - PROFILE STUDIOS

Additional Support

Additional Animation

Scott Dossett

Additional Environment

Modeling

Gameshastra Solutions

CINEMATIC PRODUCTION SERVICES - APPLIED CINEMATICS

Mike O'Rourke
Jason Flynn

SPECIAL THANKS

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Karl Slatoff
Lainie Goldstein
Dan Emerson
Jordan Katz
David Cox
Steve Glickstein
Take-Two Sales Team
Take-Two Digital Sales Team
Take-Two Channel Marketing Team
Siobhan Boes
Hank Diamond
Alan Lewis
Daniel Einzig
Christopher Fiumano
Pedram Rahbari
Jenn Kolbe
Greg Gibson
Take-Two Legal Team
Ashish Popli
David Boutry
Juan Chavez
Rajesh Joseph
Gaurav Singh

Alexander Raney

Barry Charleton
Jessica Lewinstein
Jennifer Heinser
Jon Titus
Gail Hamrick
Tony MacNeill
Chris Bigelow
Brooke Grabrian
Katie Nelson
Chris Burton
Christina Vu
Betsy Ross
Pete Anderson
Oliver Hall
Maria Zamaniego
Nicholas Bublitz
Nicole Hillenbrand
Danielle Williams
Gwendoline Oliviero
Ariel Owens-Barham
Kyra Simon
Visual Concepts

AGENCIES

Access Communications
Freddie Georges Production Group
Kathy Lee-Fung
MODCo Media
Modus Operandi
Petro!

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GENERAL SUPPORT AND FAQs

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<http://support.2k.com/hc/en-us/articles/201335163-my2K-Frequently-Asked-Questions>

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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.

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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.

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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.

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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.