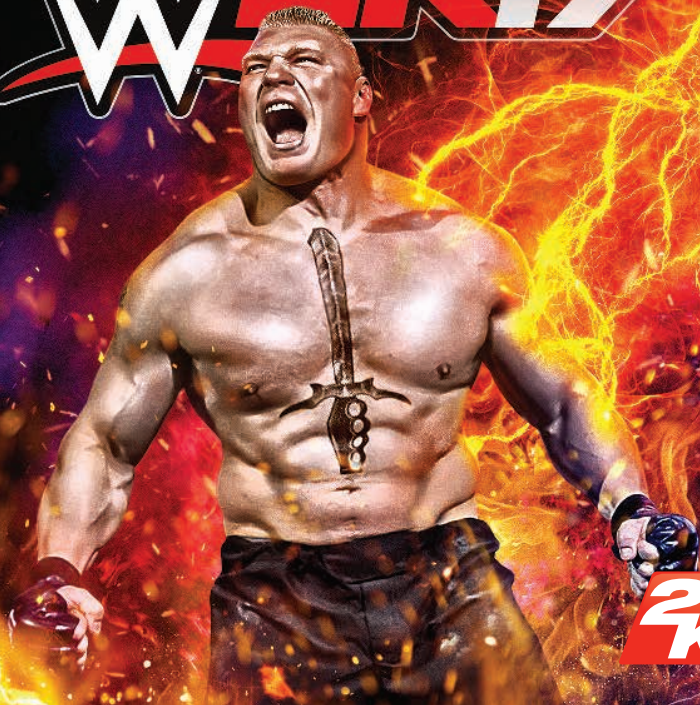


XBOX ONE

# WWE 2K17



2K



**WARNING** Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. [www.xbox.com/support](http://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:  
<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.

# 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 R to find the hot spot. The aggressor can also Strike (X) or Wrench (A) their opponent.

## GRAPPLING

### Normal Grapple:

L ↑/↓/←/→ + A

### Strong Grapple:

L ↑/↓/←/→ + hold A

### Turn Opponent Around:

R ← or →

### Snapmare to Seated Position:

R ↓

## FRONT FACELOCK

**Lock Up:** To grab an opponent in the Front Facelock press A without holding a direction on the L

### Grapple Attack:

L ↑/↓/←/→ + A

### Working Hold:

A while L is in neutral position

**Submission:** Hold A

**Strike:** X

**Drag Opponent:** Use RT and move the L in any direction

**Irish Whip:** B

**Release Front Facelock:** LB

**Limb Target:** RB + A or B or X or Y

## REPOSITION OPPONENT

Use R to reposition a downed or stunned opponent.

## DOWNED OPPONENT

**Lift Opponent:** R ↑

**Turn Opponent Over:** R ←/→

**Lift Opponent to Seated Position:** R ↓

*From Head, Side or Feet you can perform the following actions:*

**Grapple:** A

**Strong Strike:** Hold X

**Submission:** Hold A

**Limb Target:** RB + A or B or X or Y

## SUBMISSIONS

Rotate the right stick in a circular motion to move your slider around the submission mini-game.

As the defender (blue), avoid the attacker's (red) slider!

Grab the glowing orb to help put your opponent away or escape!

## SUBMISSIONS (ALT.)

An alternate submission mechanic option is also available in **WWE 2K17**. If selected, the attacker and defender must compete to rapidly press the displayed **A/B/X/Y** button during submissions.

Pay attention because the button to press will keep changing over the course of the submission attempt.

## PINFALLS

Press the **A** button when the meter lands in the target zone to escape.

If you have the Rope Break ability, and you're near the ropes, you can press **B** button when prompted to perform a manual rope break.

## Dirty Pins

If you have the Dirty Pin ability, and your opponent is lying parallel near the ropes, hold **B** to perform a dirty pin!

## REVERSALS

**RT** icon: Normal reversal. This move has a single reversal. Requires a single reversal stock.

**Green RT** icon: Minor reversal. This move has a Major reversal. Requires a single reversal stock.

**Orange RT** icon: Major reversal. Last reversal opportunity for this move. Requires two reversal stock.

*Major Reversals require more reversal stock but will temporarily weaken your opponent.*

## OPPONENT STUNNED IN THE CORNER:

**Turn Opponent Around:**

**R** ← / →

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

**R** ↑

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

## OPPONENT STUNNED AGAINST THE ROPES

**Place Opponent Stunned on Middle Rope:**

**R** ← or →

## LADDER

Run up a ladder and perform a diving attack to an opponent at ringside. To lean a ladder against the ropes move **L** towards the ropes, hold **RB**, and press **LB**.

## ROLL OUT

When you Roll Out, you will remain down at ringside while the Rollout Meter fills. Once the meter is filled, you will recover and receive a Buff. You may press **A** while the meter is orange to recover early, but you will receive a Debuff.

## TABLE

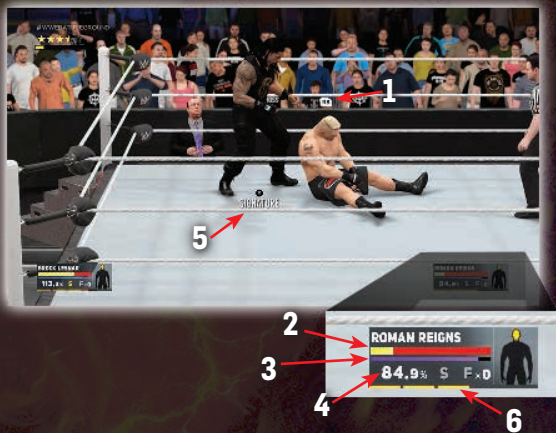
Damage your opponent using tables to fill their Table Break meter. Filling your opponent's meter unlocks Table Grapples, which can put them through a table without the use of a Table Finisher. The Table Break icon indicates when a Table Grapple can be performed by pressing **A**. If the opponent is leaning against a table propped in the corner, a Running Strike can also put them through the table.

## MANUAL TARGETING

In **WWE 2K17**, Manual Targeting is enabled by default. You can switch to another target by pressing **R**. Your new Target's name will briefly appear above your Superstar's head.



## GAME SCREEN



- 1. Reversal Prompt:** Time **RT** 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 **Y** when it appears to perform your Signature/Finisher.
- 6. Reversals:** Shows the number of reversals you have available. These will regenerate over time.

## WWE CREATIONS

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

**NEW! Custom Video:** The user can create their own videos to be used on the Titantron during an entrance.

**NEW! Custom Victory:** The user can create their own Face and Heel victory scenes for their Custom Superstar or any **WWE** Superstar.

**NEW! Highlight Reel:** During a match, the user can record any part and implement that recording into their Custom Video.

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

**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 Show:** Create your own show brand for play in Exhibition and **WWE** Universe modes.

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



CUSTOM

FACE

BODY

ATTIRE

NAME INFORMATION

PERSONAL INFORMATION



ACCEPT

HEIGHT 5'5"

WEIGHT 286 lbs

HAIR COLOR T



ATTIRE SET 1

SUBSET 1A

PRESET 1

## WWE UNIVERSE MODE

**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. Promos and run-ins are now available to the mode, giving Superstars exciting new possibilities to perform during shows. An updated interface highlights what's happening for each show, allowing players to find information about their favorite Superstars and champions. Our new show presentation creates an authentic **WWE** experience, letting you play through shows in **WWE** Universe just as you would watch them unfold on TV.



## MYCAREER MODE

An expanded MyCAREER mode lets you pursue the dream of becoming a **WWE** Superstar like never before. For the first time, you can start your Custom Superstar off on the main roster or on NXT. Delivering great matches will help you earn VC to spend on improving your skills, learning new moves, hiring managers, and other boosts. Putting on five-star matches isn't enough for winning over the **WWE** Universe, however – you will need to build your Superstar's popularity by getting strong on the mic and even through pushing your Superstar's T-shirt sales. With the new promo feature, you can hype up the arena, interrupt other Superstars' promos, or berate the crowd. Become the face or heel you've always wanted to be.



Rivalries are now bigger and better, spanning multiple months of pay-per-views. Eclipsing your rival in the ring and on the mic will earn you great rewards. You can even face your friend's Custom Superstars as rivals through the Career Invasion feature. And, of course, The Authority will make their presence known throughout your career as well. Will you appease to get them to give you the matches you want, or will you defy them and oblige them to get in your way? And if securing the title around your waist just doesn't feel like enough, you can stake out another and become a double champion!





  
 HOME

  
 2. SURVIVE  
 TIGHT SCHEDULES

OVERALL: **66**  
 POP: 477  
 VC: 20000  
 EXHIBITION MATCHES: 1  
 FACE:

AVAILABLE:

LAST FIGHT: 11/15/18  
 SKIN: NONE  
 HOME: NONE

  
 ON TV ONLY  
 NOVA MATCH

AVAILABLE:

AVAILABLE:

AVAILABLE:

AVAILABLE:



  
 AVAILABLE:

  
 AVAILABLE:

  
 AVAILABLE:



# WWE 2K17 GAME CREDITS

## YUKE'S

**PRODUCER/SENIOR VICE PRESIDENT**  
HIROMI FURUTA

**CHIEF TECHNICAL OFFICER**  
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  
AKITSUGU HIRANO

**TECHNICAL DIRECTORS**  
TSUKASA KATO  
HIROSHI FUKUDA  
SHUNSUKE HANABUSA

**INTERFACE ART DIRECTOR**  
KAZUNARI NIKE

**SENIOR GAME DESIGN DIRECTOR**  
NAOTO UENO

**GAME DESIGN DIRECTOR**  
SHINSUKE GOTO

**ART DIRECTORS**  
KOJI MAKINO  
TAKASHI KOMIYAMA  
MASAHIRO NAKATANI  
ARI SAWADA

**R&D TEAM SENIOR TECHNICAL DIRECTORS**  
NOBUYOSHI ONO  
HIDEKI SUZUKI  
MASAMICHI TAKANO  
LEAD PROGRAMMERS  
MA WENCHAO  
YOSHIRO AOKI  
YOUSUKE SAWADA  
PROGRAMMERS  
KAZUKI IIBOSHI

**SENIOR VP/CHIEF CREATIVE OFFICER**  
NORIFUMI HARA

**ASSISTANT TECHNICAL DIRECTORS**  
REIJI SATO  
KOJI HAYASHI  
JUNICHI TAGUCHI

**LEAD PROGRAMMERS**  
SHOTARO NOTSU  
ATSUSHI NARITA  
TOSHIAKI ISHIIHARA  
MASAYUKI MAKITA  
TAKAHIRO TANAKA  
TAKUYA SUZUKI  
TSUBASA ANDO  
TAKUYA ISHIBASHI

**PROGRAMMERS**  
KOICHI SATO  
KOUSUKE HAYASHI  
MASAKI SAITO  
KOJI KURI  
EMI ISHII  
TSUYOSHI KOBAYASHI

TAKUMI HIROKAWA  
HIDENORI MASAKI  
CHIFUMI UENAKA  
RYOUEI HOSOKAWA  
SHINGO SOGABE  
YUKI AWAZU  
HAO CHENG  
KOUSUKE SAITO  
HIROSHI KANDA  
SOTARO ARAKAWA  
SHINYA UENO  
YUSUKE KAKUMOTO  
JUNYA UEDA  
HIDEHIRO BUSHISUE  
TAICHI NAGANO  
TAKAFUMI YASUDA  
YUZURU NAKAMURA  
JUNICHI OHTANI  
TENMARU TAKASAKI  
KAZUHO KANEYA  
HARUKA ISOGAI  
YUUKI NAKAJIMA

**PROGRAM ASSISTANT MANAGER**  
FUMIO YURUGI

**SYSTEM PROGRAM ASSISTANTS**  
SHINGO YONEDA  
TADASHI NAKAMURA

**ASSISTANT GAME DESIGN DIRECTORS**  
TAKURO YAMAMORI  
TAKAYOSHI AKASAKA

**LEAD GAME DESIGNERS**  
HIDEKAZU TANAKA  
KENJI NAKAMURA  
SHINICHI MIYAMOTO  
TETSUYA SETA  
BRYAN WILLIAMS

**GAME DESIGNERS**  
MIHO WATANABE  
DAISUKE OHNO  
TATSUYA WATANABE  
MAKOTO YANO  
AKIHIDE IKE  
MIKI KUROIWA

**SOUND DESIGNERS**  
KOTARO TAMURA  
CHAN KEAN YI

**SENIOR MODELING ARTIST**  
NOBUYUKI FUKASAWA

**LEAD MODELING ARTISTS**  
KAZUHIRO SAITO  
TAKAHIRO BANBA

**MODELING ARTISTS**  
KAZUYUKI ISAYAMA  
MIHO HASHIMOTO  
JIE WEI  
YUKI MATSUMOTO  
MASAKI HASHIMOTO  
TAKANORI AKIYAMA  
TAMAYO NOGUCHI  
YUKIE ABE  
MAKO SUZUKI  
SYOUEI KURIYAMA  
YUSUKE YAMAZAKI  
KYOHEI HOSOMI  
YOSUKE YAMAGUCHI  
MAYU DEGAWA  
KEIKO ZAMA  
JUNICHI KOSHINO  
MOTOSHI HIRO  
TAKAHASHI MASAYA  
ISHIMOTO SHOKO

**ASSISTANT INTERFACE ART DIRECTOR**  
SATOSHI KAKUTANI

**INTERFACE ARTISTS**

MIHO SHIROTA  
NAOMI KANEDA  
YUZURU HIROKI  
TAKUYA KAWAMORITA  
YOKO YAMANE

**ASSISTANT ANIMATION DIRECTORS**

CHIZURU OGURA  
MITSUO SHIMIZU  
TAKASHI WATANABE  
YUKI AKABA

**LEAD ANIMATORS**

DAIJIRO KAKINUMA  
TATSUYA MAKI  
TAKAHIRO OSHIDA  
TATSUYA SHIMOZAKI  
KAZUYA INOUE

**ANIMATORS**

TSUYOSHI FUKUHARA  
KAZUYUKI MIYAKE  
HIROYUKI WADA  
YOSHIYUKI Iwai  
MANAMI ONE  
NAOKI ISHIYAMA  
AKIE OKAJI  
MADOKA TAIRA  
ANJELINA QUIJANO  
DAVID ONG  
AGGIE CHRISTAKIS  
DANIEL KITCHENS  
ERIC OLIVER  
TRUNG DOAN  
MAKOTO NISHIDE  
KOEI GUSHIKEN  
NORIMITSU TAKAHASHI  
YUJI UNUMA  
TETSUSHI OKUBO  
TAKAFUMI SHIRATORI  
NAOKI SATO  
YUKI ENDO  
YOSHIYA YAMADA  
MAKOTO ISHIKAWA  
KAZUKI YAMADA  
GIICHI KINOSHITA  
SHOTARO KAWAGUCHI  
TOSHIHIKO MACHIDA  
HIROYUKI TOKUE  
MAKOTO ONUMA  
MIGAKU ARATA  
TATSUO OTAKE  
JUNKO MURATA

**GAME DEVELOPMENT ASSISTANTS**

NAOTO KUGE  
MUNECHIKA SUZUKI  
JUNICHI HIRAKA  
SAYAKA MORISHIMA  
MASATO NOJIRI

**QA ASSISTANT DIRECTORS**

MASAKI IZUOKA  
RYO OHURA

**LEAD QA MANAGER**

MASAYUKI SONEDA

**LEAD TESTERS**

TAKAMASA UCHIDA  
KINO SAKAGAMI

**TESTERS**

YURI SHINOZUKA  
KASUMI KITAMURA  
AKIHIRO NAKAMURA  
YUMA HAMAYA  
YUGURU AKITA  
SHINNOSUKE KONTANI  
YUTA SUZUKI

**TRANSLATION MANAGER**

DEREK KESSLER

**TRANSLATORS**

LEO KING  
MITSUE OTAKI

**OBJECTIVE PHOTOGRAPHERS**

SHUN YAMAGUCHI  
YOKO SATO

**IT SUPPORTS**

KENTARO SETO  
KOJI TOMITA  
KAZUNORI NAKAGAWA  
SYUJI MATSUDAIRA

**ADMINISTRATION SUPPORTS**

YUKINOBU KIMURA  
TSUNEHARU SASAKI  
JUNKO MIYAMOTO  
SATOMI TAKAO  
NATSUKO HAGIWARA

**LEGAL DEPARTMENTS**

KEIKO SAKAGUCHI  
YASUYUKI YAMAMOTO

**FINANCE DEPARTMENTS**

NAOKI HAMA  
HIROTOMO TANIGUCHI

**SUGARCUT, LLC.**

RYU TAKADA  
TOSHIJI HAZUMI  
AKIHISA SHIOTA  
YUICHI ASHIBE  
AIKA OKADA  
NOBUYUKI BANSYO

**AMZY CO., LTD.**

KAZUHIRO MATSUDA  
KAORU MIZOBUCHI  
RYUSUKE WATANABE  
TOMOHIRO GOTO  
TAKAHIRO HARA

**SOUND AMS INC.**

MOMO MICHISHITA  
KOTARO TAMURA  
CHAN KEAN YI  
TETSUYA SHIRAKAWA  
MUNENORI NAKANO  
WOOSUK NA  
TAKAFUMI NIWANO  
MAKIO ABE  
YUTA OGASAWARA  
SAYAKA WATANABE  
ZHANG TAO  
YUICHI ISHIKAWA  
MINA YOSHIJIMA  
KAZUKI TAMURA

**STUDIOFAKE CO.,LTD.**

NORIKO ISHIMOTO  
KEIJI OKAYASU  
YU IWAWA  
ERIKA OSADA  
SOSUKE GOTO  
MAIKO MIZUSHIMA  
HARUNA KANNO  
KEI MORITA  
YUKI TOKUSE

**LAKSHYA DIGITAL PVT. LTD.**

KAI GUSHIMA  
MAYANK RAJPOOT  
KARAN VERMA  
SHASHANK SARCAR  
SHALINI MATHUR  
SURYA PASWAN  
JOGA BIR SINGH  
DEEPAK RAWAT  
HIMANSHU VARSHNEY  
MANISH MALIK  
UDAY THAKUR  
SURENDER SINGH  
NARESH PAWAR  
SANDEEP SINGH  
JAS DHIMAN  
MANISH PRASAD  
SHUBHAM  
DHARMESH SERERIYA  
RADHESHYAM  
KAUSHIK JAIN  
BRIJESH RAJPUT  
A. SENDIL KUMAR  
CHITRANG BHATI  
SAURABH BHANDARI



SAIF AHMAD  
VIKRAM HEIRANGKHONGJAM  
VARUN KUMAR  
ANIL SINGH  
ADITYA DWIVEDI  
DEVANSHU TYAGI  
MIEKO NAKAJIMA  
SUNAHO HIRAOKA  
NEHA BANSAL  
VIKRANT  
AMBU MANI  
SIDDHANT MOHAN  
LALITHA CHANDRAN  
SUJANITHA SHANKAR  
BHAVNA DHAWAN  
ANSHU ALMEIDA

#### **KYOS CO.,LTD.**

NAOKO KINO  
AYUMU MIURA

#### **VIRTUOS LTD.**

YANG PEILIN  
NGUYEN THI CAM NHUNG  
HIROYUKI HASHIGUCHI  
RYO NAKAGAWA  
TIAN DONG  
MENG LINGCHEN  
ZHANG LU  
MA ZISHAN  
LI XUEKE  
YUAN SANYUAN  
QUOC LICH  
THANH TRUC  
THIEN KIM  
DUC ANH  
MINH CONG  
HOANG KHOI  
THANH THUY

#### **FOG STUDIOS**

**CHAIRMEN & CEO**  
ED DILLE

**ACCOUNT MANAGER**  
JEREMIAH CHOW

#### **LIMITED SLIP STUDIOS, INC.**

**LEADS**  
KEVIN WRIGHT

**PRODUCTION**  
CHRIS SANTANGELO  
BRAD GARNEAU

**MODEL/TEXTURE ARTISTS**  
ALBERTO TUPINO VELEZ  
BRET CHURCH  
BUCK WALL  
CHRIS LOWREY

ERIC MAKI  
KAELIN HINNANT

#### **MINELOADER**

**DIRECTOR OF ART PRODUCTION**  
XU ZHEN

**ART PRODUCER**  
WANG WEI

**ASSOCIATE PRODUCER**  
HU HAIJIANG

**PROJECT MANAGER**  
LI NING

**ART DIRECTOR**  
LI NING  
ZHAO YAN

#### **WINKING ENTERTAINMENT**

JACK ZHAO  
SAM YU  
SUNNY ZHU

#### **ORIGINAL FORCE LTD**

**CEO**  
HARLEY ZHAO

**PRODUCER**  
SHIRLEY TANG

**PROJECT MANAGER**  
NANCY CHEN

**ASSISTANT PROJECT MANAGER**  
SHAWN WU

**ART DIRECTOR**  
CHENG LIANG

**TEAM LEAD**  
XIAODONG HAN

**PROJECT LEAD (ART)**  
YONGCHUN XIE

**PROJECT LEAD (TECH)**  
QIAN WANG

**QUANLITY CHECK (ART)**  
YANG ZHANG  
YALI GAO  
XIUJUAN KONG

**QUANLITY CHECK (TECH)**  
YUHUA WANG  
LEI LU

#### **ARTIST (ART)**

YUMING LI  
YIMING LI  
LIN XU  
PANPAN WANG  
QINGHUA GU  
XIAOLIAN LI  
QIWEI LIU  
XIAOCHAO ZHANG  
CUNZHAO CHEN  
ZHEN ZHANG  
XIAOHE SUN  
JIXIANG CHENG  
CHAOFAN ZHU  
FENG CHEN  
ZHIOJIANG GUO  
BIN CHEN  
BO WANG

**ARTIST (TECH)**  
SHUNPENG CHEN

#### **LEMON SKY GAMES & ANIMATION**

#### **3D SYSTEMS / GENTLE GIANT STUDIOS**

PAULIE SCHRIER  
SHUN KIM  
DANIEL STILLEY  
GEORGE GEORGY

#### **DIGITAL SCANNING AND RETOPOLOGY**

#### **PIXELGUN STUDIO**

**CREATIVE DIRECTOR**  
ANTON DAWSON

**EXECUTIVE PRODUCER**  
MAURICIO BAIOCCHI

**CG SUPERVISOR**  
BRIAN FREISINGER

**CG ARTISTS**  
SUNNY MAHIL  
ALISON KELLOM

#### **ADDITIONAL COLLABORATION COMPANIES**

DIGITAL HEARTS CO.,LTD.  
G-STYLE CO.,LTD.  
CREEK & RIVER CO.,LTD.  
IMAGINARYPOWER,INC.  
PEACE CO.,LTD.  
FORO GRAFICO CO.,LTD.

**CREATE VIDEO MEDIA  
PROVIDED BY POND5**

**SPECIAL THANKS**  
YUKE TANIGUCHI  
TATSUHIKO SUGIMOTO  
MASAMICHI ITO  
ALL YUKE'S STAFF

## **PUBLISHED BY 2K**

2K IS A PUBLISHING LABEL  
OF TAKE-TWO INTERACTIVE  
SOFTWARE, INC.

### **VISUAL CONCEPTS DEVELOPMENT TEAM**

**PRESIDENT**  
GREG THOMAS

**EXECUTIVE PRODUCER**  
MARK LITTLE

**SENIOR PRODUCER**  
ARNAUD FREY

**PRODUCER**  
ALEXANDER JONES

**ASSOCIATE PRODUCER**  
ANDREW KRENSKY

**LICENSOR MANAGER**  
STEVE ISLAS

**PRODUCTION ASSISTANT**  
DINO ZUCCONI

**SENIOR DESIGNER**  
JASON VANDIVER

**DESIGNERS**  
CRISTO KYRIAZIS  
DAVID FRIEDLAND  
DEREK DONAHUE  
RAMELLE BALLESCA

**DESIGNER ASSISTANT**  
LAURA SCHLATMANN

**SENIOR ONLINE ENGINEER**  
IGOR PEVAC

**PRODUCTION INTERN**  
NATHAN CRAIG

**STUDIO AUDIO DIRECTOR, AUDIO**  
JOEL SIMMONS

**AUDIO DIRECTOR, SOUND/AUDIO**  
VINCE PONTARELLI

**AUDIO MANAGER, AUDIO**  
SEAN CHARLES

**LEAD SOUND/AUDIO DESIGNER**  
JOSH JONES

**AUDIO/DIALOGUE SYSTEM DESIGNER**  
BRYAN SHERRILL

**ASSOCIATE AUDIO PRODUCER**  
PATRICK JARRET

**AUDIO TECH AND  
ADDITIONAL ENGINEERING**  
DANIEL GARDOPEE  
TODD GUNNERSON

**VOICE OVER TALENT**  
JERRY "KING" LAWLER  
MICHAEL COLE  
JOHN LAYFIELD "JBL"  
TRIPLE H  
PAUL HEYMAN  
JASON ALBERT "COACH BLOOM"  
LILIAN GARCIA

**COMMENTARY WRITERS**  
BRIAN SHIELDS, PRINCIPAL, MIGHTY  
PEN & SWORD LLC  
KEVIN SULLIVAN, SPEED LEMON LLC  
PATRICK HEGARTY, HEGARTY  
CREATIVE SERVICES LLC

**SPECIAL THANKS TO**  
STEVE ISLAS  
RYAN KATZ

**CREATIVE DIRECTOR**  
LYNELLE JINKS

**LEAD CHARACTER ARTIST**  
JONATHAN GREGORY

**SENIOR CHARACTER ARTIST**  
YUKI TAKAHASHI

**ANIMATION TEAM LEAD**  
SHANE MACPHERSON

**LEAD ANIMATOR**  
JESSICA WU

**ANIMATORS**  
BRIAN RUST  
DAVID J. YUEN  
ERIC STURGEON  
GEORGE BANKS  
GEORGE FLEITES  
HANNAH MARIE ADDINGTON  
JEREMIAH STEWART

KAMRON EWING  
MATT PEPONIS  
PREET UPPAL  
RYAN WALKER  
THOMAS VAN CISE  
WESLEY TREECE

**MANAGER, TRANSLATION**  
YURI TANAKA

**TRANSLATORS**  
AKANE YAMAMOTO  
ANNE AWAYA  
TOMOMI KOSAKA

**VISUAL CONCEPTS  
DEVELOPMENT TEAM  
SPECIAL THANKS**

DREW COMO  
DARIN ITO  
NOBU TAGUCHI  
CELIAN VARINI  
JACK LEUNG  
CHRIS KALOS  
SABINE BLAIR  
JOHN FRIAR  
BRUNO BUZZETTI  
JOSH ATKINS  
ROBERT CLARKE  
ETIENNE GRUNENWALD  
ERIC MASSOUD

### **2K WWE TEAM EXTERNAL CONTRACTORS**

**PHOTOGRAPHER**  
DAVID KNOX

**PHOTOGRAPHER'S ASSISTANT**  
SHANE BARTLETT

**WRITERS**  
ANTHONY RIPO  
JEREMY BROWN  
KEVIN MARSHALL  
MICHAEL NOTARILE  
PATRICK SKELLY  
SCOTT JOHNSON

**EXTERNAL TRANSLATION SERVICES  
EXTERNAL TRANSLATORS**  
JUNKO KUSUDA  
MITSURU SAYO  
REIKO FUJIMOTO

**DIGITAL HEARTS USA INC.**  
DAIJI HAMAZAKI  
DANIEL CASTILLO  
ERIC KWAN  
JOHN YAMAMOTO  
RYO YAMAGUCHI

SATOMI AIHARA  
YOSHIKO TAKENAKA

#### **MOTION CAPTURE TALENT**

KENNY LAYNE  
BRANDON SILVESTRY  
SHAUN RICKER  
SANATANA GARRETT  
TRACY SHARRER  
MICHAEL SHARRER  
SCHUYLER ANDREWS  
MICHAEL BRENDLI  
RYAN CLARK  
THEODORE PERKINS  
TYSHAUN WHITSON  
GREG MARASCUILO  
MARTIN RUBALCABA  
JONATHAN FIGUEROA  
MICHAEL HETTINGA

**UXMAGICIANS INC.**  
**EXECUTIVE CREATIVE DIRECTOR**  
ALFONZO "ZO" BURTON

**CREATIVE DIRECTOR**  
JOZIAS DAWSON

**SENIOR UI/UX DESIGNER**  
KRISTIAN AKERSTROM

#### **ONLINE IMPLEMENTATION SERVICES**

#### **PIXELTAMER.NET**

**CEO**  
CARSTEN ORTHBANDT

**NETWORK ENGINEER**  
CHRISTOPH PECH

#### **2K PUBLISHING**

**PRESIDENT**  
CHRISTOPH HARTMANN

**C.O.O.**  
DAVID ISMAILER

**PRESIDENT, SPORTS DEVELOPMENT**  
GREG THOMAS

**EVP, SPORTS DEVELOPMENT**  
JEFF THOMAS

#### **2K CREATIVE DEVELOPMENT**

**VP, CREATIVE DEVELOPMENT**  
JOSH ATKINS

**CREATIVE DIRECTOR**  
ERIC SIMONICH

**SR. DIRECTOR OF CREATIVE PRODUCTION**  
JACK SCALICI

**SR. MANAGER OF CREATIVE PRODUCTION**  
JOSH ORELLANA

**CREATIVE PRODUCTION ASSISTANT**  
CATHY NEELEY

**DIRECTOR OF RESEARCH AND PLANNING**  
MIKE SALMON

**SR. MARKET RESEARCHER**  
DAVID REES

**USER TESTING MANAGER**  
FRANCESCA REYES

**USER RESEARCHER**  
JONATHAN BONILLAS

**MOTION CAPTURE SUPERVISOR**  
DAVID WASHBURN

**MOTION CAPTURE PRODUCTION ASSISTANT**  
MARILYN ESCOBAR

**MOTION CAPTURE STAGE MANAGER**  
ANTHONY TOMINIA

**MOTION CAPTURE MEDIA SUPERVISOR**  
J. MATEO BAKER

**MOTION CAPTURE ASSISTANT DIRECTOR**  
JENNIE ANTONIO

**MOTION CAPTURE STAGE TECHNICIANS**  
EMMA CASTLES  
JEREMY SCHICHEL  
ALEXANDRA GRANT  
CHRISTOPHER BARTON

**MOTION CAPTURE PRODUCTION MANAGER**  
CHARLES GHISLANDI

**MOTION CAPTURE SPECIALISTS**  
RYAN GIRARD  
MICHELLE HILL  
JOSE GUTIERREZ  
GIL ESPANTO  
JEREMY WAGES

**MOTION CAPTURE TECHNICAL MANAGER**  
NATEON AJELLO

**MOTION CAPTURE PIPELINE ENGINEER**  
CHARLES "AUGGIE" HARRIS III

**MOTION CAPTURE AUDIO ASSISTANT**  
ANDREW HANSON

**MOTION CAPTURE CAMERA OPERATORS**  
ALAN RICARDEZ  
MIKE MONTOYA  
CONOR VICKERS  
CODY FLOWERS  
BRIAN BISBY

#### **2K CORE TECH**

**VP, TECHNOLOGY**  
MARK JAMES

**DIRECTOR OF ENGINEERING**  
DAVID R. SULLIVAN

**OPERATIONS MANAGER, CORE TECH**  
PETER DRISCOLL

**SR. ONLINE ARCHITECT**  
LOUIS EWENS

**PRINCIPAL TECHNICAL ARTIST**  
JONATHAN TILDEN

**SENIOR TECHNICAL ARTIST**  
KRIS DEMARTINI

**SENIOR SOFTWARE ENGINEER**  
MITCHELL FISHER

**SOFTWARE ENGINEERS**  
JACK LIU  
JASON HOWARD

#### **2K MARKETING**

**SVP, MARKETING**  
SARAH ANDERSON

**VP OF INTERNATIONAL MARKETING**  
MATTHIAS WEHNER

**VP OF MARKETING**  
CHRIS SNYDER

**DIRECTOR OF MARKETING**  
BRYCE YANG

**PRODUCT MANAGER**  
EDIZ BASOL



**COMMUNITY MANAGER**  
BRYAN VORE

**MARKETING COORDINATOR**  
ROBERT HEARON

**VP OF COMMUNICATIONS,  
THE AMERICAS**  
RYAN JONES

**SR. COMMUNICATIONS MANAGER**  
JAIME JENSEN

**COMMUNICATIONS COORDINATOR**  
ERICA HEBERT

**SR. DIRECTOR,  
MARKETING PRODUCTION**  
JACKIE TRUONG

**MANAGER, MARKETING PRODUCTION**  
HAM NGUYEN

**MARKETING PRODUCTION  
ASSISTANT**  
NELSON CHAO

**PROJECT MANAGER**  
HEIDI OAS

**SR. GRAPHIC DESIGNER**  
CHRISTOPHER MAAS

**DIRECTOR, VIDEO PRODUCTION**  
KENNY CROSBIE

**VIDEO EDITOR/MOTION  
GRAPHICS DESIGNERS**  
MICHAEL REGELEAN  
ERIC NEFF

**VIDEO EDITOR**  
PETER KOEPPEN

**ASSOCIATE VIDEO EDITORS**  
DOUG TYLER  
NICK PYLVANAINEN

**ART DIRECTOR, WEB**  
GÁBE ÁBARCAR

**WEB DIRECTOR**  
NATE SCHAUMBERG

**SR. WEB DESIGNER**  
KEITH ECHEVARRIA

**SR. WEB DEVELOPER**  
ALEX BEUSCHER

**WEB DEVELOPER**  
GRYPHON MYERS

**WEB PRODUCER**  
TIFFANY NELSON

**CHANNEL MARKETING MANAGERS**  
ANNA NGUYEN  
MARC MCCURDY

**PARTNER MARKETING SPECIALIST**  
KELSIE LAHTI

**DIRECTOR, PARTNERSHIPS  
& LICENSING**  
JESSICA HOPP

**MANAGER, PARTNERSHIPS  
& LICENSING**  
RYAN AYALDE

**ASSOCIATE MANAGER,  
PARTNERSHIPS & LICENSING**  
ASHLEY LANDRY

**INTERNATIONAL PROJECT MANAGER**  
BEN KVALO

**SR. DIRECTOR OF EVENTS**  
LESLIE ZINN ABARCAR

**EVENTS MANAGER**  
DAVID ISKRA

**DIRECTOR, CUSTOMER SERVICE**  
IMA SOMERS

**CUSTOMER SERVICE MANAGER**  
DAVID EGGERS

**CUSTOMER SERVICE COORDINATOR**  
JAMIE NEVES

**CUSTOMER SERVICE LEAD**  
CRYSTAL PITTMAN

**SENIOR CUSTOMER  
SERVICE ASSOCIATES**  
ALICIA NIELSEN  
RYOSUKE KUROSAWA

**KNOWLEDGE BASE COORDINATOR**  
MIKE THOMPSON

## **2K OPERATIONS**

**SVP, SR.COUNSEL**  
PETER WELCH

**COUNSEL**  
JUSTYN SANDERFORD  
AARON EPSTEIN

**VP, PUBLISHING, OPERATIONS**  
STEVE LUX

**DIRECTOR OF LABEL OPERATIONS**  
RACHEL DIPAOALA

**DIRECTOR OF ANALYTICS**  
MEHMET TURAN

**SR. DATA ANALYST**  
ADAM DOBRIN

**SR. ANALYST**  
TUOMO NIKULAINEN

**DIRECTOR OF OPERATIONS**  
DORIAN REHFELD

**PARTNER MARKETING MANAGER**  
DAWN EARP

**LICENSING/OPERATIONS SPECIALIST**  
XENIA MUL

**OPERATIONS COORDINATOR**  
AARON HISCOX

## **2K IT & ONLINE OPERATIONS**

**SENIOR DIRECTOR, 2K IT**  
ROB ROUDEBUSH

**SR. IT MANAGER**  
BOB JONES

**SR. NETWORK MANAGER**  
RUSSELL MAINS

**SR. SYSTEMS ENGINEER**  
JON HEYSEK

**ONLINE SYSTEMS ENGINEERS**  
ANDREW BASTIEN  
JOSEPH DAVILA  
SCOTT DARONE  
TIM LYNCH  
GRZEGORZ DZIEN  
PETER PRIBYLINEC  
PETER FIALA

**NOC MANAGER**  
VACLAV DOLEZAL

**SECURITY SYSTEMS ENGINEER**  
LEE RYAN

**NETWORK ENGINEER**  
DON CLAYBROOK

**SYSTEMS ADMINISTRATORS**  
FERNANDO RAMIREZ  
TAREQ ABBASSI  
SCOTT ALEXANDER  
DAVIS KRIEGHOFF

**IT ANALYST**  
MICHAEL CACCIA

## **2K QUALITY ASSURANCE**

**SR. VICE PRESIDENT  
OF QUALITY ASSURANCE**  
ALEX PLACHOWSKI

**QUALITY ASSURANCE  
TEST MANAGER**  
JEREMY FORD

**QUALITY ASSURANCE TEST  
MANAGER - SUPPORT TEAMS**  
SCOTT SANFORD

**QUALITY ASSURANCE  
SENIOR LEAD - SUPPORT TEAMS**  
JOSH LAGERSON

**PROJECT ASSOCIATE LEAD**  
MATT NEWHOUSE

**LEAD TESTERS - SUPPORT TEAM**  
CHRIS ADAMS  
NATHAN BELL

**ASSOCIATE LEAD TESTERS**  
JOSHUA COLLINS  
ZACK GARTNER  
JARED SHIPPS  
JORDAN WINEINGER

**SENIOR TESTERS**  
CARLOS ANAYA  
ASHLEY CAREY  
JR. DABINETT  
DAVID DRAKE  
SHAYLEA GALLAGHER  
ANDREW GARRETT  
JUSTIN HANDLEY  
GREG JEFFERSON  
ADAM JUNIOR  
ROBERT KLEMPNER  
KRISTINE NACES  
MICHELLE PAREDES  
JONATHAN VILLARIASA  
JUSTIN WOLF

**QUALITY ASSURANCE TESTERS**  
MATTHEW ABOG  
JOEL APOSTOL  
CHARLENE ARTUZ  
STEVEN BARLING  
AMANDA BASSETT  
SIMEON BLUE-CLOUTIER  
TIFFANY CHUNG  
LOUIS DELGADO  
HUGO DOMINGUEZ  
JON EISNAUGLE  
CAMERON FIELDER  
BRYAN FRITZ

DEMETRI GHAENI  
DEREK HAYES  
SETH KENT  
ETHAN LEE  
ZACHARY LITTLE  
VANCE LUCIDO  
JEN LUNDERS  
JAE MAIDMAN  
SACHA MOCTEZUMA  
SABRINA NEAL  
CORY NELSON  
BRANDON OWEN  
TODD PHILLIPS  
DOUGLAS REILLY  
LAUREN RISVOLD  
DONNIE SANCHEZ  
DEVAN SERRATO  
JAMES VARGA  
SHAVAWN WASHINGTON  
ALEXIS WHITE  
ROB WILLIAMS

**SPECIAL THANKS**  
LESLIE CULLUM  
ALEX BELK  
LOUIS NAPOLITANO  
JOE BETTIS  
DAVID BARKSDALE  
RACHEL MCGREW  
CHRIS JONES  
KRIS JOLLY  
JUAN CORRAL  
CAM STEED  
TRAVIS ALLEN  
CANDICE JAVELLONAR  
JEREMY RICHARDS

## **2K CHINA CHENGDU QUALITY ASSURANCE**

**QUALITY ASSURANCE DIRECTOR**  
ZHANG XI KUN

**QUALITY ASSURANCE SUPERVISOR**  
STEVE MANNERS

**QUALITY ASSURANCE LEAD**  
HUANG CHENG

**QUALITY ASSURANCE  
SENIOR TESTERS**  
DENG JIAN

**QUALITY ASSURANCE TESTERS**  
LU YI  
ZHUO YU  
WANG PENG TAO  
ZHANG YI HAO  
ZHANG XIAO PENG  
GE XING  
WANG YING  
SONG QIAN

FAN HAO RAN  
WU JIANG QIAO

**SPECIAL THANKS**  
ZHAO HONG WEI  
HU XIANG  
XIE YA XI  
SU WAN QING  
LI HUA  
ZHANG PEI

## **2K INTERNATIONAL**

**VP. PUBLISHING OPERATIONS**  
MURRAY PANNELL

**INTERNATIONAL MARKETING  
& COMMUNICATIONS DIRECTOR**  
JON ROOKE

**HEAD OF INTERNATIONAL  
PRODUCT MARKETING**  
DAVID HALSE

**INTERNATIONAL PRODUCT MANAGER**  
AURELIEN PALLEGAMAGE

**INTERNATIONAL PRODUCT MANAGER**  
NICOLAS STEMELEN

**SNR INTERNATIONAL PR MANAGER**  
WOUTER VAN VUGT

**INTERNATIONAL PR MANAGER**  
ROISIN DOYLE

**INTERNATIONAL COMMUNITY  
& SOCIAL MANAGER**  
IBRAHIM BHATTI

**INTERNATIONAL TERRITORY  
MANAGER**  
WARNER GUINÉE

## **2K INTERNATIONAL PRODUCT DEVELOPMENT**

**LOCALIZATION & CREATIVE  
SERVICES MANAGER**  
NATHALIE MATHEWS

**LEAD PROJECT MANAGER**  
EMMA LEPEUT

**DESIGN TEAM**  
TOM BAKER  
JAMES QUINLAN  
JAMES CROCKER

**EXTERNAL LOCALIZATION GROUP**  
SYNTHESIS

**SPECIAL THANKS**  
SAJJAD MAJID

**2K INTERNATIONAL**  
**QUALITY ASSURANCE**

**LOCALISATION QA MANAGER**  
JOSÉ MINANA

**MASTERING ENGINEER**  
WAYNE BOYCE

**MASTERING TECHNICIAN**  
ALAN VINCENT

**LOCALISATION QA SENIOR LEAD**  
OSCAR PEREIRA

**LOCALISATION QA PROJECT LEAD**  
FLORIAN GENTHON

**LOCALISATION QA LEADS**  
ALBA LOUREIRO  
ELMAR SCHUBERT  
JOSE OLIVARES

**ASSOCIATE LOCALISATION QA LEADS**  
CRISTINA LA MURA

**SENIOR LOCALISATION QA**  
**TECHNICIANS**  
CHRISTOPHER FUNKE  
ENRICO SETTE  
HARALD RASCHEN  
JOHANNA COHEN  
SERGIO ACCETTURA

**LOCALIZATION QA TECHNICIANS**  
BENNY JOHNSON  
CLEMENT MOSCA  
DANIEL IM  
DAVID SUNG  
DIMITRI GERARD  
ERNESTO RODRIGUEZ CRUZ  
ETIENNE DUMONT  
GABRIEL URIARTE  
GIAN MARCO ROMANO  
GULNARA BIXBY  
IRIS LOISON  
JAVIER VIDAL  
JULIO CALLE ARPON  
LUCA MAGNI  
MANUEL AGUAYO  
MARTIN SCHUCKER  
MATTEO LANTERI  
NAMER MERLI  
NICOLAS BONIN  
NORIKO STATION  
PABLO MENELENDEZ  
PATRICIA RAMON  
ROLAND HABERSACK  
SAMUEL FRANÇA

SEGN HEE C. ANDERSON  
SHAWN WILLIAMS-BROWN  
SHERIF MAHDY FARRAG  
STEFAN ROSSI  
STEFANIE SCHWAMBERGER  
TIMOTHY COOPER  
TONI LÓPEZ  
YURY FESECHKHA

**2K INTERNATIONAL TEAM**  
AGNES ROSIQUE  
ALAN MOORE  
BEN LAWRENCE  
BEN SECCOMBE  
BERNARDO HERMOSO  
CARLO VOJZ  
DAN COOKE  
DIANA FREITAG  
DOMINIQUE CONNOLLY  
JAN STURM  
JEAN PAUL HARDY  
JESÚS SOTILLO  
LIEKE MANDEMAKERS  
MATT ROCHE  
NATALIE GAUSDEN  
OLIVIER TROIT  
RICHIE CHURCHILL  
SANDRA MELERO  
SIMON TURNER  
STEFAN EDER

**TAKE-TWO INTERNATIONAL**  
**OPERATIONS**  
ANTHONY DODD  
MARTIN ALWAYS  
NISHA VERMA  
PHIL ANDERTON  
DENISA POLCEROVA  
ROBERT WILLIS

**2K ASIA TEAM**

**GENERAL MANAGER, ASIA**  
JASON WONG

**ASIA MARKETING DIRECTOR**  
DIANA TAN

**ASIA MARKETING MANAGER**  
DANIEL TAN

**SR. PRODUCT EXECUTIVE**  
ROHAN ISHWARLAL

**PRODUCT EXECUTIVE**  
SHARON LIM

**SENIOR BRAND MANAGER**  
JASON DOU

**JAPAN MARKETING MANAGER**  
MAHO SAWASHIMA

**KOREA MARKETING MANAGER**  
DINA CHUNG

**SENIOR LOCALIZATION MANAGER**  
YOSUKE YANO

**LOCALIZATION COORDINATOR**  
PIERRE GUIJARRO

**LOCALIZATION ASSISTANT**  
YUSAKU MINAMISAWA

**TAKE-TWO ASIA OPERATIONS**  
EILEEN CHONG  
VERONICA KHUAN  
CHERMINÉ TAN  
TAKAKO DAVIS  
RYOKO HAYASHI

**TAKE-TWO ASIA**  
**BUSINESS DEVELOPMENT**  
ERIK FORD  
SYN CHUA  
ELLEN HSU  
KELVIN AHN  
PAUL ADACHI  
FUMIKO OKURA  
HIDEKATSU TANI  
AIKI KIHARA  
FRED JOHNSON  
KEN TILAKARATNA  
ANNA CHOI  
JOOKYOUNG HYUN  
CYNTHIA LEE  
ZACHARY ZAINUDDIN

**SPECIAL THANKS**  
STRAUSS ZELNICK  
KARL SLATOFF  
LAINIE GOLDSTEIN  
DAN EMERSON  
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  
PEDRAM RAHBARI  
JENN KOLBE  
2K IS TEAM  
GREG GIBSON  
TAKE-TWO LEGAL TEAM  
DAVID BOUTRY  
JUAN CHAVEZ  
RAJESH JOSEPH  
GAURAV SINGH  
ALEXANDER RANEY  
BARRY CHARLTON



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  
ASHISH POPLI  
WALLACE ELTUS

## WORLD WRESTLING ENTERTAINMENT

**VP OF CONSUMER PRODUCTS**  
CASEY COLLINS

**VP OF INTERACTIVE LICENSING**  
ED KIANG

**DIRECTOR OF GAMES**  
DAVID WOLDMAN

**GLOBAL BRAND  
ASSURANCE MANAGER**  
ASHLEY ZUZIK

**SENIOR VICE PRESIDENT,  
PRODUCTION**  
CHRIS KAISER

**POST AUDIO MIXERS**  
CHRIS ARGENTO  
TIM ROCHE  
CHUCK CAVANAUGH  
RAY JACKSON  
PETER BUCCELLATO  
JAMES WIDMAN  
JUSTIN MATLEY

**VP OF BRANDING & DEVELOPMENT**  
ROB CINGUINA

**SENIOR PRODUCERS**  
MIKE CALABRESE  
MICHAEL BEARD  
MARK POMARICO

**MANAGING PRODUCER**  
CHRIS LAWLER  
GAVIN O'SHEA

**SENIOR ASSOCIATE PRODUCER**  
ALEX PIERCE

**PRODUCER**  
PAUL VERBITSKY

**ASSOCIATE PRODUCERS**  
KEVIN SUTTON

**PRODUCTION ASSISTANTS**  
ALLAURA PAGONO  
MATHEW MILLER  
MICHAEL SHUPP  
TIMOTHY DAYTON  
MEGAN FLOYD  
JOSE MORENO JR  
DAVID WALSH  
RACHEL VERRIER

**EDITING**  
KEN BERCHEM  
KEVIN MATTICE  
MIKE LEE  
SLIM SIMON

**VICE PRESIDENT,  
PRODUCTION AND GRAPHICS**  
CHRIS SICILIANO

**SENIOR DIRECTOR, 3D**  
KEVIN CALLAHAN

**SENIOR DIRECTOR, 2D**  
DAN ORMSBY

**BROADCAST MEDIA MANAGER**  
ERIC MASSOUD  
MATTHEW BRUCATO  
KEITH HANSEN  
CHRIS GIANNINI  
BRENDEN KELLEHER  
JOE MARTINDALE

**PRODUCTION COORDINATOR**  
AMANDA WICKHAM  
LEE MAURO

**PRODUCTION MANAGER**  
SUSAN SCHULTZ

**ART DIRECTORS**  
SOYON YUN  
SJ DELUISE

**2D SENIOR GRAPHIC DESIGNERS**  
DIONISIOS EFKARPIDIS  
MIKE KINNEY

**2D GRAPHIC DESIGNER 2**  
SEAN MATOS  
PAUL ROBINSON  
GAETAN DESIMONE  
COREY PETRINI

**2D GRAPHIC DESIGNER 1**  
DEREK RAGOS

**2D JUNIOR GRAPHIC DESIGNER**  
AVERY SUTTON

**VICE PRESIDENT,  
INTELLECTUAL PROPERTY**  
LAUREN A. DIENES-MIDDLEN

**DIRECTOR OF PHOTOGRAPHY**  
FRANK VITUCCI

**ASSOCIATE PHOTO ARCHIVISTS**  
JOSHUA TOTTENHAM  
JD SESTITO

**JUNIOR COPYWRITER**  
STEVE URENA

**CREATIVE DIRECTOR**  
JOHN F JONES II

**CREATIVE DIRECTOR  
GLOBAL LICENSING**  
JOE GIORNO

**SENIOR VICE PRESIDENT,  
CREATIVE SERVICES**  
STAN STANSKI

**VP, TALENT OPERATIONS**  
MARK CARRANO

## MUSIC

**EXECUTIVE SOUNDTRACK PRODUCER**  
SEAN "DIDDY" COMBS AKA PUFF  
DADDY IN CONJUNCTION WITH  
REVOLT MEDIA  
& TV LLC AND BAD BOY  
ENTERTAINMENT LLC

MUSIC CREDITS AVAILABLE AT  
[HTTPS://WWW.2K.COM/WW2K17/](https://www.2k.com/ww2k17/)  
CREDITS

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.

# 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](http://www.take2games.com/eula) (the "Website"). Your continued use of the Software after a revised Agreement has been posted constitutes your acceptance of its terms.

THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), PACKAGING, AND OTHER WRITTEN FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS.

THE SOFTWARE IS LICENSED, NOT SOLD. BY OPENING, DOWNLOADING, INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE, AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT WITH THE UNITED STATES COMPANY TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR"), AS WELL AS THE PRIVACY POLICY LOCATED AT [www.take2games.com/privacy](http://www.take2games.com/privacy) AND TERMS OF SERVICE LOCATED AT [www.take2games.com/legal](http://www.take2games.com/legal).

PLEASE READ THIS AGREEMENT CAREFULLY. IF YOU DO NOT AGREE TO ALL THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO OPEN, DOWNLOAD, INSTALL, COPY, OR USE THE SOFTWARE.

## LICENSE

Subject to this Agreement and its terms and conditions, Licensor hereby grants you a nonexclusive, non-transferable, limited, and revocable right and license to use one copy of the Software for your personal, non-commercial use for gameplay on a single Game Platform (e.g. computer, mobile device, or gaming console) unless otherwise expressly specified in the Software documentation. Your license rights are subject to your compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or the termination of this Agreement (see below).

The Software is licensed, not sold, to you, and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. Licensor retains all right, title, and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by U.S. copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced, or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any persons copying, reproducing, or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the U.S. or their local country. Be advised that U.S. copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted under this Agreement are reserved by Licensor and, as applicable, its licensors.

## LICENSE CONDITIONS

You agree not to:

commercially exploit the Software;

distribute, lease, license, sell, rent, convert into convertible currency, or otherwise transfer or assign the Software, or any copies of the Software, including but not limited to Virtual Goods or Virtual Currency (defined below) without the express prior written consent of Licensor or as expressly set forth in this Agreement;

make a copy of the Software or any part thereof (other than as set forth herein);

make a copy of the Software available on a network for use or download by multiple users;

except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer or gaming unit at the same time;

copy the Software onto a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently);

use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate license agreement to make the Software available for commercial use;

reverse engineer, decompile, disassemble, display, perform, prepare derivative works based on, or otherwise modify the Software, in whole or in part;

remove or modify any proprietary notices, marks, or labels contained on or within the Software;

restrict or inhibit any other user from using and enjoying any online features of the Software;

cheat or utilize any unauthorized robot, spider, or other program in connection with any online features of the Software;

violate any terms, policies, licenses, or code of conduct for any online features of the Software; or

transport, export, or re-export (directly or indirectly) into any country forbidden to receive the Software by any U.S. export laws or regulations or U.S. economic



sanctions or otherwise violate any laws or regulations, or the laws of the country in which the Software was obtained, which may be amended from time to time.

**ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DIGITAL COPIES:** Software download, redemption of a unique serial code, registration of the Software, membership in a third-party service and/or membership in a Licensor service (including acceptance of related terms and policies) may be required to activate the Software, access digital copies of the Software, or access certain un-lockable, downloadable, online, or other special content, services, and/or functions (collectively, "Special Features"). Access to Special Features is limited to a single User Account (as defined below) per serial code and access to Special Features cannot be transferred, sold, leased, licensed, rented, converted into convertible virtual currency, or re-registered by another user unless otherwise expressly specified. The provisions of this paragraph supersede any other term in this Agreement.

**TRANSFER OF PRE-RECORDED COPY LICENSE:** You may transfer the entire physical copy of pre-recorded Software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any portion or component of the Software or accompanying documentation, and the recipient agrees to the terms of this Agreement. Transfer of the pre-recorded copy license may require you to take specific steps, as set forth in the Software documentation. You may not transfer, sell, lease, license, rent, or convert into convertible virtual currency any Virtual Currency or Virtual Goods except as expressly set forth in this Agreement or with Licensor's prior written consent. Special Features, including content otherwise unavailable without a single-use serial code, are not transferrable 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 non-exclusive, non-transferable, non-sub-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 and in what manner in which VC is credited and debited from your User Account in connection with your purchase of VC or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

**USING VIRTUAL CURRENCY AND VIRTUAL GOODS:** All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. The authorized uses and purposes of VC and VG may change at any time. Your available VC and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand against and withdrawal from your available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and/or VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software: For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account, regardless of whether or not authorized by you. You must notify Licensor immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at [www.take2games.com/support](http://www.take2games.com/support).

**NON-REDEEMABLE:** VC and VG may only be redeemed for in-game goods and services. You may not sell, lease, license, or rent VC or VG, convert them into convertible VC. VC and VG may only be redeemed for in-game goods or services and are not redeemable for any sum of money or monetary value or other goods from Licensor or any other person or entity at any time, except as expressly provided herein or otherwise required by applicable law. VC and VG have no cash value, and neither Licensor nor any other person or entity has any obligation to exchange your VC or VG for anything of value, including, but not limited to, real currency.

**NO REFUND:** All purchases of VC and VG are final and under no circumstances will such purchases be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensor has the absolute right to manage, regulate, control, modify, suspend, and/or eliminate such VC and/or VG as it sees fit in its sole discretion, and Licensor shall have no liability to you or anyone else for the exercise of such rights.

**NO TRANSFERS:** Any transferring, trading, selling, or exchanging of any VC or VG to anyone, other than in game play using the Software as expressly authorized by Licensor ("Unauthorized Transactions"), including, but not limited to, among other users of the Software, is not sanctioned by Licensor and is strictly forbidden. Licensor reserves the right, in its sole discretion, to terminate, suspend, or modify your User Account and your VC and VG and terminate this Agreement if you engage in, assist in, or request any Unauthorized Transactions. All users who participate in such activities do so at their own risk and hereby agree to indemnify and hold harmless Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents from all damages, losses and expenses arising directly or indirectly from such actions. You acknowledge that Licensor may request that the applicable Application Store stop, suspend, terminate, discontinue, or reverse any Unauthorized Transaction, regardless of when such Unauthorized Transaction occurred (or has yet to occur) when it suspects or has evidence of fraud, violations of this Agreement, violations of any applicable law or regulation, or any intentional act designed to interfere or that otherwise has the effect of or may have the effect of intervening in any way with the operation of the Software. If we believe or have any reason to suspect that you have engaged in an Unauthorized Transaction, you further agree that Licensor may, in its sole discretion, restrict your access to your available VC and VG in your User Account or terminate or suspend your User Account and your rights to any VC, VG, and other items associated with your User Account.

**LOCATION:** VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location.



## SOFTWARE STORE TERMS

This Agreement and the provision of the Software through any Software Store (including the purchase of VC or VG) is subject to the additional terms and conditions set forth on or in or required by the applicable Software Store and all such applicable terms and conditions are incorporated herein by this reference. Licensor is not responsible or liable to you for any credit card or bank-related charges or other charges or fees related to your purchase transactions within the Software or through a Software Store. All such transactions are administered by the Software Store, not Licensor. Licensor expressly disclaims any liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through such Software Store.

This Agreement is solely between you and Licensor, and not with any Software Store. You acknowledge that the Software Store has no obligation to furnish any maintenance or support services to you in connection with the Software. Except for the foregoing, to the maximum extent permitted by applicable law, the Software Store will have no other warranty obligation whatsoever with respect to the Software. Any claim in connection with the Software related to product liability, a failure to conform to applicable legal or regulatory requirements, claims under consumer protection or similar legislation or intellectual property infringement are governed by this Agreement, and the Software Store is not responsible for such claims. You must comply with the Software Store Terms of Service and any other Software Store applicable rules or policies. The license to the Software is a non-transferable license to use the Software only on an applicable device that you own or control.

You represent that you are not located in any U.S.-embargoed countries or other geographical areas or on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's list or Entity List. The Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

## INFORMATION COLLECTION & USAGE

By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, vendors, and business partners, and to certain other third parties, such as governmental authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created content or displaying your scores, ranking, achievements, and other gameplay data on websites and other platforms; (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from time to time. If you do not want your information used or shared in this manner, then you should not use the Software.

For the purposes 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](http://www.take2games.com/privacy), as amended from time to time, takes precedence over any other statement in this Agreement.

## WARRANTY

**LIMITED WARRANTY:** Licensor warrants to you (if you are the initial and original purchaser of the Software but not if you obtain the pre-recorded Software and accompanying documentation as a transfer from the original purchaser) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that the Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit for which it has been published. However, due to variations in hardware, software, internet connections, and individual usage, Licensor does not warrant the performance of the Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free; or that the Software will be compatible with third-party software or hardware or that any errors in the Software will be corrected. No oral or written advice provided by Licensor or any authorized representative shall create a warranty. Because some jurisdictions do not allow the exclusion of or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose, or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

## INDEMNITY

You agree to indemnify, defend, and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents harmless from all damages, losses, and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.



IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THE SOFTWARE, INCLUDING, BUT NOT LIMITED TO, DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION, AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, OR LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY, OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

IN NO EVENT SHALL LICENSOR'S AGGREGATE LIABILITY FOR ANY AND ALL CLAIMS HEREUNDER BY YOU, REGARDLESS OF THE FORM OF ACTION, EVER EXCEED THE GREATER OF THE FEES PAID BY YOU TO LICENSOR FOR THE PRECEDING TWELVE (12) MONTH PERIOD FOR ANYTHING RELATING TO THE SOFTWARE OR US\$200, WHICHEVER IS GREATER.

BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, DEATH, OR PERSONAL INJURY RESULTING FROM NEGLIGENCE, FRAUD, OR WILLFUL MISCONDUCT, THESE LIMITATIONS AND/OR EXCLUSIONS AND ANY EXCLUSION OR LIMITATION OTHERWISE RESULTING FROM THE ABOVE INDEMNITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

WE DO NOT AND CANNOT CONTROL THE FLOW OF DATA TO OR FROM OUR NETWORK AND OTHER PORTIONS OF THE INTERNET, WIRELESS NETWORKS, OR OTHER THIRD-PARTY NETWORKS. SUCH FLOW DEPENDS IN LARGE PART ON THE PERFORMANCE OF THE INTERNET AND WIRELESS SERVICES PROVIDED OR CONTROLLED BY THIRD PARTIES. AT TIMES, ACTIONS OR INACTIONS OF SUCH THIRD PARTIES MAY IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF. WE CANNOT GUARANTEE THAT SUCH EVENTS WILL NOT OCCUR. ACCORDINGLY, WE DISCLAIM ANY AND ALL LIABILITY RESULTING FROM OR RELATED TO THIRD-PARTY ACTIONS OR INACTIONS THAT IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE USE OF THE SOFTWARE AND RELATED SERVICES AND PRODUCTS.

#### **TERMINATION**

This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor ceases to operate the Software servers (for games exclusively operated online), if Licensor determines or believes your use of the Software involves or may involve fraud or money laundering or any other illicit activity, or upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Conditions above. You may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access or use the Software using the method set forth in the Terms of Service or (ii) destroying and/or deleting any and all copies of all Software in your possession, custody, or control. Deleting the Software from your Game Platform will not delete the information associated with your User Account, including any VC and VG associated with your User Account. If you reinstall the Software using the same User Account, then you may still have access to your prior User Account information, including any VC and VG associated with your User Account. However except as otherwise prohibited by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and/or VG associated with your User Account will also be deleted, and you will no longer be available for use the Software or any VC or VG associated with your User Account. If this Agreement terminates due to your violation of this Agreement, Licensor may prohibit you from re-registering or re-accessing the Software. Upon any termination of this Agreement, you must destroy or return the physical copy of Software to Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control, including from any client server, computer, gaming unit, or mobile device on which it has been installed. Upon termination of this Agreement, your rights to use the Software, including any VC or VG associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

#### **U.S. GOVERNMENT RESTRICTED RIGHTS**

The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software". Use, duplication, or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Licensor at the location listed below.

#### **EQUITABLE REMEDIES**

You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

#### **TAXES AND EXPENSES**

You shall be responsible for and shall pay and shall indemnify and hold harmless Licensor and any and all of its affiliates, officers, directors, and employees against all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide

copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

#### **TERMS OF SERVICE**

All access to and use of the Software is subject to this Agreement, the applicable Software documentation, Licensor's Terms of Service, and Licensor's Privacy Policy, and all terms and conditions of the Terms of Service are hereby incorporated into this Agreement by this reference. These agreements represent the complete agreement between you and Licensor relating to use of the Software and related services and products and supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

#### **MISCELLANEOUS**

If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

#### **GOVERNING LAW**

This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for actions related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). You and Licensor consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. You and Licensor agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement.

**IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012.**

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

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

© 2005-2016 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. © 2016 WWE. All Rights Reserved. All other trademarks, logos and copyrights are the property of their respective owners.



**REVOLT**