XBOX 360

NBA 2K18

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

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 NBA 2K18 online features are scheduled to be available until **December 31, 2019** though we reserve the right to modify or discontinue online features on 30-days' notice.

Visit **www.nba2k.com/status** for more information.

XBOX 360 CONTROLLER

Basic Offense	Control	Basic Defense
Move Player	L	Move Player
PRO STICK™: Dribble Moves / Shooting / Passing	R	Hands Up / Shade / Contest
N/A	R	Hard / Wrap Foul
Pass Modifier	LT	Intense-D
Sprint	RT	Sprint
Call Play	LB	Double Team
Icon Pass	RB	Icon Swap
Pass / Touch Pass	A	Player Swap (closest to ball)
Pick Control	B	Take Charge
Pump Fake / Hop (tap) Shoot (press)	X	Steal
Post-Up	Y	Block / Rebound
Signature Skills HUD		Signature Skills HUD
OTFC Quick Plays		OTFC Defensive Sets
OTFC Offense Strategy		OTFC Defense Strategy
OTFC Substitutions		OTFC Substitutions
Timeout	BACK	Intentional Foul
Pause	START	Pause

ADVANCED OFFENSE

Action	Input
Positional Playcall	Tap LB, tap desired teammate's player icon, choose play from menu
Send Teammate on Cut	Tap LB, tap desired teammate's player icon, move R in direction you want him to cut
Pick Control	Hold B (length of hold determines roll or fade, press B again to slip the screen)
Bounce Pass	LT + A

Action	Input
Overhead/Lob Pass	LT + Y
Flashy Pass	LT + B
Fake Pass	X + A
Alley-Oop	LT + X (L chooses recipient, point at rim for oop-to-self)
Off-Glass Alley-Oop	LT + X, with trailing teammate
Give & Go	Press and hold A to retain control of passer, release A to pass the ball back to him
Putback Dunk or Layup	Hold X
PRO STICK™ Pass	LT + R

ADVANCED DEFENSE

Action	Input
Move	L
Fast Shuffle	LT + RT + L
Steal	Tap X
Block	Y
Rebound	Y (ball in air)
Take Charge	B
Flop	Double-tap B
Wrap Foul	Press R
Intense Defense	Hold LT
Shade Stance Change	LT + R Left / Right
Crowd Dribbler	Hold LT + Move L toward the dribbler
Hands Up	Hold R
Deny Ball	Hold R (while playing offball defense)
Double Team	LB

PRO STICK™

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

PRO STICK™: SHOOTING

Action	Input
Jump Shot	Hold R in any direction
Pump Fake	Start a jump shot, then quickly release R
Runner / Floater (driving mid-range)	Hold R away from hoop
Stepback Jumper (driving lateral)	Hold R away from hoop
Hop Gather	Tap X while driving (L determines direction of hop)
Spin Shot	Rotate R from ball hand around player's back, then hold
Half-Spin Shot	Rotate R in a quarter-circle from ball hand to hoop, then hold
Normal Layup (driving to hoop)	Hold R toward hoop
Euro Step Layup (driving to hoop)	Hold R away left/right
Hop Step Layup (driving to hoop)	RT + Hold R left/right
Reverse Layup (driving along baseline)	Hold R toward baseline
Dunks (driving to hoop)	RT + Hold R toward hoop
Mid-Air Change Shot	Start dunk/layup, R toward any direction while in air
Step Through	Pump fake, then hold R again before pump fake ends

PRO STICK™: DRIBBLING

Action	Input	Context
Triple Threat Jab Step	Tap R Left/Right/Forward	Triple Threat
Triple Threat Spinout	Rotate R	Triple Threat
Triple Threat Stepback	RT +Tap R away from hoop	Triple Threat
Stutter	RT +Tap R toward hoop	Dribbling
Hesitation (quick)	Tap R toward ball hand	Dribbling
Hesitation (escape)	RT +Tap R toward ball hand	Dribbling
In and Out	Tap R toward hoop	Dribbling

Action	Input	Context
Crossover (front)	Tap R toward off hand	Dribbling
Crossover (between legs)	Tap R between off hand and player's back	Dribbling
Behind the Back	Tap R away from hoop	Dribbling
Spin	Rotate R from ball hand around player's back, then quickly return to neutral	Dribbling
Half-Spin	Rotate R in a quarter-circle from ball hand to hoop, then quickly return to neutral	Dribbling
Stepback	RT +Tap R away from hoop	Dribbling

POST MOVES (PRESS Y TO POST UP)

Action	Input
Post Movement	Hold L
Faceup Drive (from hold)	L toward key or baseline + Y
Disengage Drive (from dribble)	L toward baseline + Y
Aggressive Backdown	RT + L toward hoop
Drive to Key	RT + L toward key
Drive to Baseline	RT + L toward baseline
Quick Spin	Rotate R to outside shoulder
Hook Drive	Rotate R to inside shoulder
Fakes	Tap R in any direction but away from hoop
Post Hop	Hold L to the left or right away from hoop, then tap X
Post Stepback	Hold L away from hoop, then tap X
Dropstep	Hold L to the left or right toward hoop, then tap X

POST SHOTS

Action	Input
Post Hook (close range)	R toward hoop
Post Fade (beyond close range)	R left or right away from hoop
Step Through Layup	Hold RT then move R left or right toward hoop
Shimmy Fade	Hold RT then move R left or right away from hoop
Pump Fake	Start a shot listed above then move R to neutral
Up & Under / Step Through	Pump fake, then R again before pump fake ends

DEFENSIVE CONTROLS

Action	Input	Context
Move	L	Any
Fast Shuffle	LT + RT + L	Any
Steal	Tap X	Any
Block	Y	Any
Rebound	Y (ball in air)	Any
Take Charge	B	Any
Flop	Double-tap B	Onball Defense
Wrap Foul	Press R	Any
Intense Defense	Hold LT	Onball Defense
Shade Stance Change	LT + R Left / Right	Onball Defense
Crowd Dribbler	Hold LT + Move L toward the dribbler	Onball Defense
Hands Up	Hold R	Onball Defense
Deny Ball	Hold R	Offball Defense
Double Team	LB	Any

KINECT VOICE COMMANDS

You can use Kinect Voice Commands to implement a variety of actions while playing.

Voice Command	Action
Always Active	
"Time Out" "Call Time Out"	Call a time out
"Switch Camera"	Move to the next camera position
"Gatorade Dunk"	Dunk the coach during applicable situations
Offense	
"Isolation" "Post play" "Pick and Roll" "Three Point"	Play types
"Quick Isolation" "Quick Iso" "Clear Out" "Pick and Roll" "Quick Post Up" "Quick Spot Up Three"	Quick play control
"Set a Screen for me" "Set a Pick for me"	Quick screen
"Shoot the Ball!" "Shoot that Shot" "Take that Shot" "Shoot that!" "Shoot it"	Call for AI shot
Defense	
"Double Team"	Call for AI double team
"Help Me"	Call for help from team
"Intentional Foul"	Call for intentional foul
"Pick up ball"	Call for nearest AI player to switch to the ball handler if he doesn't have him already
"Bring in – Bench Player Last Name/ Full Name"	Initiate a substitution with a specific player

Defense	
“Man to Man” “Zone 2-3” “Zone 3-2” “Halfcourt Press” “Fullcourt Press” “Halfcourt Trap” “Fullcourt Trap”	Call for defensive set

MyCAREER Offense	
"Alley-Oop” “Throw the Alley”	Call for alley-oop
“Pass the ball to me” “Pass me the ball” “Pass the ball to Player Last Name / Full Name / Position”	Call for pass
“Quick Isolation” “Quick Iso” “Clear Out” “Pick and Roll” “Quick Post Up” “Quick Spot Up Three”	Quick play control
“Set a Screen for me” “Set a Pick for me”	Quick screen
“Shoot the Ball!” “Shoot that Shot” “Take that Shot” “Shoot that!” “Shoot it”	Call for AI shot

NBA 2K18 GAME CREDITS

VISUAL CONCEPTS ENTERTAINMENT INC

VIRTUOS

PRODUCER
Tang Mengjia

TECHNICAL DIRECTOR
Shi Qiang

LEAD PROGRAMMER
Phang Chingyoong

PROGRAMMER
Gong Tianyi
Xing Bo
Meng Ao

DATA MANAGER
Fang Yuqin

ART TEAM

ART DIRECTOR
Darren Baines

LEADER ARTIST
Li Xiaoyi

ENVIRONMENT ARTIST
Qiu Ziqian

QA TEAM

QA DIRECTOR
Bao Bo

QA TEAM LEADER
Xu Lichao
Gao Wenxin

QA TEAM
Wang Xuan
Zhang Yingqi
Song Yueyu

STUDIO MANAGEMENT

CEO
Gilles Langourieux

STUDIO MANAGER
Vivan Tian

GROUP DEVELOPMENT DIRECTOR
Elijah Freeman

IT SUPPORT
Zheng Rui

VISUAL CONCEPTS NOVATO

LEAD ENGINEER
Andrew Marrinson

ART DIRECTOR
Joel Friesch

ENGINEERING

AI ENGINEERS
Matt Hamre
Shawn Lee
Gordon Read
Eddie Park
Andrew Brown
Ben Hester
Karthik Krishnamurthy
David Brown

ENGINEERS
Tim Meekins
Johnnie Yang
Mark Horsley
Chris Larson
Nick Jones
Mark Roberts
Nate Bamberger
Evan Harsha
Tim Schroeder
Steven Fuller
David Copelovici
Matthias Wloka
Harlan Young
Paul Hale
Brad Jones
Barry LaVergne
Kijin Keum
Qiong Wang
Anthony Lundquist
Ian Citti
Jeff Brizzolara
Nathan DeGrand
Scott Kohn
Katherine Hayton
Kyung-Kun Ko
Wen Chi Gu
David Yu
Eleftherios Leftos Aslanoglou
Bihua Bella Qiu
Yu Gu
Arvind Gopalakrishnan
Kefei Lei
Ivan Gusev
Heem Patel
Doug Marien
Jingjing Wang
Kiran George
Kai-Chaun Hsiao
Mark Chatfield
Anish Ramaswamy
Igor Pevac
Goksu Ugur
Zongye Yang
Li Lin
Daniel Finch
John Friar
Tianyi Yang
Jacob Longazo
JD Minwong
Sagar Mistry
Alex Cordova
Dominic Nicholson
Kevin Dec
Evan Li
John Conover
Apurva Kumar
Pujan Dave
Kemi Peng
Chi-Hao Kuo

TECH GROUP

DIRECTOR OF TECHNOLOGY
Tim Walter

LEAD LIBRARY ENGINEER
Ivar Olsen

LIBRARY ENGINEERS
Boris Kazanskii
Zhe Peng
Brian Ramagli

MAYA TOOLS SOFTWARE ENGINEER
Andras Jambori

TOOLS ENGINEER
Prajwal Manjunath

BUILD TOOLS ENGINEER
Nick Contini

PRODUCTION

EXECUTIVE PRODUCER
Jeff Thomas

SENIOR PRODUCERS
Asif Chaudhri
Erick Boenisch
Felicia Steenhouse
Ben Bishop
Rob Jones

GAMEPLAY DIRECTOR
Mike Wang

PRODUCTION & DESIGN
Zach Timmerman
Jerson Sapida
Dion Peete
Jay Iwahashi
Jason Souza
Dan Indra
Joe Levesque
Abe Navarro
Jon Corl
Eric Dillard
Nino Samuel
Dan Bickley
Jesse Bean
Dave Zdyrko
Matt Underwood
Robert Nelson
Kurtis Hon
Erik O'Keady
Michael Stauffer
Scott O'Gallagher
Charles Williams
Ben Horne
Himanshu Vartak
Brett Hawkins
Shane Coffin
Peter Cornforth
Grant Wilson
Jesse Hamburger
Pierre Luc-Grenon

ART TEAM

CHARACTER LEAD
Ann Sidenblad

CHARACTER ARTIST
Evan Ahlheim
Tim Auer
Chris Darroca
Andy Foster
Winnie Hsieh
Yuki Yamamura

ADDITIONAL CHARACTER ART
Matt Fagan

3D SCANNING TECHNICIAN
Chris O'Neill

TECHNICAL ART LEAD
Stewart Graff

TECHNICAL ART
Joe Hultgen
Bugi Kaigwa
Roger Ridley
Emre Yilmaz
Tenghao Wang

ADDITIONAL TECHNICAL ART
Crysta Frost

ENVIRONMENT LEAD
John Lee

ENVIRONMENT ARTIST
Tim Doonan
Tim Loucks
Ray Wong
Alfonso Villar

LIGHTING LEAD
Joe Clark

LIGHTING ARTIST
Randy Cooper

ANIMATION DIRECTOR
Roy Tse

LEAD GAMEPLAY ANIMATOR
Elias ELI Figueroa

PERFORMANCE TECHNICAL LEAD
Derek Kurimoto

GAMEPLAY TECHNICAL LEAD
Jamie Wicks

ANIMATOR
Eric Perrier
Wilster Phung

ADDITIONAL ANIMATION
Robert Firestone
Sam Yazaji

PERFORMANCE CAMERA
Jonathan Lyons

ADDITIONAL PERFORMANCE CAMERA
Justin Mettam

PERFORMANCE FACIAL LEAD
Joel Flory

PERFORMANCE FACIAL ANIMATION
Alex Bittner
Jean Lin
Rhea Shetty

ADDITIONAL FACIAL ANIMATION
Tim Waddy

UI ART DIRECTOR
Herman Fok

UI ART LEAD
Justin Cook

UI VISUAL DESIGN
Zhen Xiong Tan
Anthony Yau

USER INTERFACE
Albert Carmona
Andrew Michael Chin
Blake Landry
David Lee
Jared Rubio Delamora
Jeffrey Davis
Myra Shadle
Quinn Kaneko
Rob Simmons

SPECIAL THANKS
Matt Chalwell
Chris O'Neil

STUDIO ART DIRECTOR
Matt Crysdale
Anton Dawson

ART PRODUCER
Karen Huang
Stephanie Gene Morgan
Corie Zhang

FACE CAPTURE
Pixelgun Studio

SPECIAL THANKS
2K Mocap
Matt Chalwell
Miquel Carrasquillo
Scape Martinez
Lee Olsen
Tony Reynolds
Virtuos
XPEC Art Center

VC AUDIO TEAM

AUDIO DIRECTOR
Joel Simmons

SR. AUDIO ENGINEER & AUDIO TOOLS
Daniel Gardopee

SR. AUDIO ENGINEERS
Todd Gunnerson
Randy Rivas

AUDIO ENGINEER
James Yanisko

SCRIPT WRITERS
Tor Unsworth
Rhys Jones

ADDITIONAL AUDIO
John Crysdale

AUDIO ASSISTANT
Mason Thomas

ADDITIONAL AUDIO PRODUCTION SUPPORT
Brian Buel

ADDITIONAL AUDIO POST
Casey Cameron
Paul Courselle

ADDITIONAL SCRIPT WRITING
Kevin Asseo
Sean Sullivan
Dan Schultz

BROADCAST TEAM & VOICE TALENT

PLAY-BY-PLAY ANNOUNCER
Kevin Harlan

COLOR ANALYSTS
Greg Anthony
Brent Barry
Doris Burke
Clark Kellogg
Steve Smith
Chris Webber

SPECIAL GUEST
Kobe Bryant
Kevin Garnett

SIDELINE REPORTER
David Aldridge

STUDIO HOST
Ernie Johnson

STUDIO ANALYST
Shaquille O'Neal
Kenny Smith

PA ANNOUNCER
Peter Barto

PROMO ANNOUNCER
Jay Styne
Jimmy Hodson

SPANISH ANNOUNCERS
Sixto Miguel Serrano
Antoni Daimiel
Jorge Quiroga

2K SPORTS THEME MUSIC

"THE CONTEST" AND "NETWORK SPORTS TONIGHT"
Written Engineered and Produced by Bill Kole

"THE COMEBACK" "THE RIVALRY" AND "THE BREAKDOWN"
Written by Joel Simmons
Engineered and Produced by Bill Kole

2K THEMES PERFORMED BY COSMOSQUAD

ARENA ORGAN BEATS MUSIC & ADDITIONAL IN-GAME MUSIC
Casey Cameron

STUDIO SHOW MUSIC
Cody Mills

BEAT MACHINE MUSIC
Gramoscope Music

NATIONAL ANTHEM VOCALIST
Linda Lind

ADDITIONAL CAPTURE SUPPORT
Christopher Jones

PLAYER CHATTER
Derek Breakfield
Michael Patterson
Gleb Kaminer
Marlon Cowart
Devin Glischinski
PJ King
Christian Nielson-Buckholdt
Dorian Lockett
Eric Larsen
Jacob Battersby Gordon
Donell Dshone Johnson Jr.

CROWD CHATTER
Ben Anderson
Scott Darone
Marion Dreo
William Gale
Michael Howard
Anaoshak Khavarian
Kelsie Lahti
Ashley Landry
Wilster Phung
Adrianne Pugh
Jonathan Smith
Charles Williams
Niko Ackerman
Steven Baston
Marcus Boddy
Vincent Byrne Davis
Philip Floyd
Ben Hader
Daryll Jones
Khaleisheia Jones
Jesse Langland
Rolan Jed Negranza
Hana Ohira
Danielle Strickland
Joshua Cervantes
Reinard Coloma
Christopher Nichols
Jaymi Valdes
Rebecca Friedman
Daniel Stafford
Megan Knapp

2K

PRESIDENT
David Ismailer

SVP SPORTS OPERATIONS
Jason Argent

PRESIDENT SPORTS DEVELOPMENT
Greg 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 ASSISTANTS
William Gale
Cathy Neeley
Megan Rohr

SR. MARKET RESEARCHER
David Rees

USER TESTING MANAGER
Francesca Reyes

USER RESEARCHER
Jonathan Bonillas

2K MARKETING TEAM

VP OF MARKETING
Alfie Brody

DIRECTOR OF MARKETING
Mike Rhinehart

SR. BRAND MANAGERS
Andrew Blumberg
William Inglis

VP OF COMMUNICATIONS, THE AMERICAS
Ryan Jones

SR. COMMUNICATIONS MANAGER
Ryan Peters

SR. DIRECTOR MARKETING PRODUCTION
Jackie Truong

PROJECT MANAGER
Heidi Oas

MANAGER MARKETING PRODUCTION
Ham Nguyen

PRODUCTION DESIGNER
Nelson Chao

SR. GRAPHIC DESIGNER
Christopher Maas

GRAPHIC DESIGNER
Chris Cratty

DIRECTOR VIDEO PRODUCTION
Kenny Crosbie

VIDEO EDITOR / MOTION GRAPHIC DESIGNERS
Michael Regelean
Eric Neff

VIDEO EDITOR
Shane McDonald

ASSOCIATE VIDEO PRODUCTION MANAGER
Nick Pylvanainen

ART DIRECTOR, WEB
Gabe Abarcar

WEB DIRECTOR
Nate Schaumberg

SR. WEB DESIGNER
Keith Echevarria

WEB DEVELOPER
Gryphon Myers

WEB PRODUCER
Tiffany Nelson

SR. CHANNEL MARKETING MANAGER
Anna Nguyen

CHANNEL MARKETING MANAGER
Marc McCurdy

PARTNER MARKETING SPECIALIST
Kelsie Lahti

SR. DIRECTOR OF EVENTS
Lesley Zinn Abarcar

DIRECTOR DIGITAL MARKETING
Ronnie Singh

SOCIAL MEDIA MANAGER
Chris Manning

ASSOCIATE MANAGER
Michael Howard

MARKETING ASSISTANT
Jessica Perez

SR. DIRECTOR PARTNERSHIPS & LICENSING
Jessica Hopp

MANAGER PARTNERSHIPS & LICENSING
Greg Brownstein

ASSOCIATE MANAGER PARTNERSHIPS & LICENSING
Ashley Landry

ASSOCIATE MANAGER PARTNERSHIPS
Aaron Hiscox

EVENTS MANAGER
David Iskra

DIRECTOR CUSTOMER SERVICE
Ima Somers

CUSTOMER SERVICE MANAGER
David Eggers

KNOWLEDGE BASE COORDINATOR
Mike Thompson

CUSTOMER SERVICE LEAD
Crystal Pittman

SENIOR CUSTOMER SERVICE ASSOCIATE
Alicia Nielsen

SERVICE ASSOCIATES
Ryosuke Kurosawa

2K OPERATIONS

SVP, SR. COUNSEL
Peter Welch

COUNSEL
Justyn Sanderford
Aaron Epstein

VP, PUBLISHING OPERATIONS
Steve Lux

DIRECTOR OF ANALYTICS
Mehmet Turan

SR. DATA ANALYST
Adam Dobrin

SR. ANALYST
Tuomo Nikulainen

DIRECTOR OF OPERATIONS
Dorian Rehfield

LICENSING/OPERATIONS SPECIALIST
Xenia Mul

2K IT

SR. DIRECTOR 2K IT
Rob Roudebush

TECHNICAL DIRECTOR
Russell Mains

SR. IT MANAGER
Bob Jones

SR. ENGINEERING MANAGER
Jon Heysek

SR. NOC MANAGER
Vaclav Dolezal

SR. IT MANAGER
Lee Ryan

ONLINE MANAGER
Scott Darone

NETWORK ENGINEER
Don Claybrook

SYSTEMS ENGINEERS
Joseph Davila
Manish Patel
Petr Fiala
Peter Pribylinec
Radek Trojan

SYSTEMS ADMINISTRATORS
Fernando Ramirez
Tareq Abbassi
Scott Alexander
Davis Krieghoff
Joseph Thompson

IT SUPPORT SPECIALIST
Christopher Smith

IT ANALYST
Michael Caccia

2K INTERNATIONAL

VP PUBLISHING & OPERATIONS
Murray Pannell

SENIOR DIRECTOR INTERNATIONAL MARKETING AND COMMUNICATIONS
Jon Rooke

HEAD OF INTERNATIONAL PRODUCT MARKETING
David Halse

SENIOR INTERNATIONAL BRAND MANAGER
Aurelien PalleGamage

JR. INTERNATIONAL BRAND MANAGER
James Dodd

HEAD OF INTERNATIONAL COMMUNICATIONS
Wouter van Vugt

INTERNATIONAL COMMUNICATIONS MANAGER
Amy White

INTERNATIONAL COMMUNITY & SOCIAL MANAGER
Roy Boateng

HEAD OF INTERNATIONAL TERRITORY AND EXPORT MARKETING
Warner Guinee

SPECIAL THANKS
Dan Warren

2K INTERNATIONAL PRODUCT DEVELOPMENT

INTERNATIONAL PRODUCERS
Mark Ward
Jean-Sebastien Ferey

DIRECTOR OF CREATIVE SERVICES & LOCALIZATION
Nathalie Mathews

LEAD PROJECT MANAGER
Emma Lepeut

LOCALISATION PROJECT MANAGER
Alessandro Irranca

SR. DESIGN MANAGER
Tom Baker

GRAPHIC DESIGNER
James Quinlan

EXTERNAL LOCALIZATION TEAMS
Around the Word
Robert Bock
Synthesis Iberia
Synthesis International srl

2K INTERNATIONAL TERRITORY MARKETING AND COMMUNICATIONS

2K INTERNATIONAL TEAM
Aaron Cooper
Agnes Rosique
Alison Gram
Anne Speth
Ben Seccombe
Belinda Crow
Carlo Volz
Carlos Villasante
Caroline Rajcom
Charlye Grafton-Chuck
Dave Blank
Dennis de Bruin
Diane Heinzelmann
Francois Bouvard
Gemma Woolnough
Jan Sturm
Jean-Paul Hardy
Julien Brossat
Lieke Mandermakers
Maria Martinez
Roger Langford
Sandra Mauri
Sandra Melero
Sean Phillips
Simon Turner
Stefan Eder
Yoona Kim
Zaida Gomez

INTERNATIONAL OPERATIONS
Anthony Dodd
Nisha Verma
Phil Anderton

2K ASIA

GENERAL MANAGER, ASIA
Jason Wong

MARKETING DIRECTOR, ASIA
Diana Tan

ASIA SR. MARKETING MANAGER
Daniel Tan

JAPAN MARKETING MANAGER
Maho Sawashima

CHINA MARKETING MANAGER
Calvin Shen

KOREA MARKETING MANAGER
Dina Chung

SR. PRODUCT EXECUTIVE
Rohan Ishwarlal

SR. PRODUCT EXECUTIVE
Alicia Ng

JAPAN MARKETING ASSISTANT
Yukiko Hanzawa

SR. LOCALIZATION MANAGER
Yosuke Yano

LOCALIZATION COORDINATORS
Pierre Guijarro

LOCALIZATION COORDINATORS
Mao Iwai

TAKE-TWO ASIA OPERATIONS
Eileen Chong
Veronica Khuan
Chermine Tan
Takako Davis
Ryoko Hayashi

TAKE-TWO ASIA BUSINESS DEVELOPMENT
Erik Ford
Syn Chua
Paul Adachi
Fumiko Okura
Hidekatsu Tani
Aiki Kihara
Ken Tilakaratna
Anna Choi
Cynthia Lee
Hyun Jookyoung

2K QUALITY ASSURANCE

SR. VICE PRESIDENT OF QUALITY ASSURANCE
Alex Plachowski

QUALITY ASSURANCE TEST MANAGER
Jeremy Ford

QUALITY ASSURANCE LEAD TESTER
Luis Nieves

2K CHENGDU QUALITY ASSURANCE

QUALITY ASSURANCE DIRECTOR
Zhang Xi Kun

QUALITY ASSURANCE TEST MANAGER
Steve Manners

PROJECT QA LEAD
Gao You Ming

ASSOCIATE LEAD QA TESTER
Wang Yi Min

QA TESTER
Charlene Artuz
Chen Ji Zhou
Chen Si Yu
Chen Tai Ji
Fan Fu Qiang
Jia Jun Yu
Tian Meng Qi
Wan Yue
Wu Di
Xu Rui
Yang Wen Jing
Zhang Yin Xue
Zhang Yong Bin
Zhou Dan

LOCALISATION QA MANAGER
Du Jing

LOCALISATION QA PROJECT LEAD
Zhu Jian

LOCALISATION LEAD QA TESTER
Chu Jin Dan
Shigekazu Tsuuchi

LOCALISATION SENIOR QA TESTER
Qin Qi
Kan Liang
Cho Hyunmin

LOCALISATION QA TESTER
Zhao Yu
Wang Ce
Tan Liu Yang
Bai Xue
Tang Shu
Jin Xiong Jie
Hu Meng Meng
Li Ling Li
Chen Xue Mei
Zhao Jin Yi
Ou Xu
Wang Rui
Guo Xi
Jia Kang
Dai Fang Jie
Huang Hai

SPECIAL THANKS
Zhao Hong Wei
Hu Xiang
Wang Peng
Xie Ya Xi
Su Wan Qing
Wang He Fei
Li Hua
Zhang Pei

2K QUALITY ASSURANCE SUPPORT AND SUBMISSIONS

DIRECTOR
Scott Sanford

LEAD QA TESTER
Chris Adams
Nathan Bell
Ashley Carey

ASSOCIATE LEAD QA TESTER
Jordan Wineinger
Joshua Collins
Zack Gartner
Michelle Paredes

SENIOR QA TESTER
Andrew Garrett
Bryan Fritz
Hugo Dominguez
Robert Klempner

QA TESTER
Jasun Graf
Bryce Fernandez
Douglas Reilly
Julian Molina
David Dalie
Charles Golangco
Josh Hull
Alexandro Calderon
Zachary Little
Sommer Sherfey

2K INTERNATIONAL QUALITY ASSURANCE

LOCALIZATION QA MANAGER
Jose Minana

MASTERING ENGINEER
Wayne Boyce

MASTERING TECHNICIAN
Alan Vincent

LOCALIZATION QA SENIOR LEAD
Oscar Pereira

LOCALIZATION QA LEAD
Elmar Schubert
Florian Genthon
Jose Olivares
Sergio Accettura

SENIOR LOCALIZATION QA TECHNICIAN
Christopher Funke
Harald Raschen
Pablo Menendez

LOCALISATION QA TECHNICIAN
Antoine Grelin
Benny Johnson
Clement Mosca
Daniel Im
David Sung
Dimitri Gerard
Dmitry Kuzmin
Ernesto Rodriguez Cruz
Etienne Dumont
Frederic Crehin
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Gian Marco Romano
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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.

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You shall be responsible for and shall pay and shall indemnify and hold harmless Licensor and any and all of its affiliates, officers, directors, and employees against all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under the this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefrom.

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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.

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