

W 2K20



Retain the software manual and the instruction manual for future reference. Read this manual for small children and use safely. 請仔細閱讀本軟件的「遊戲說明書」以及 PlayStation®4 的使用說明書內記載的注意事項，以了解如何正確使用，同時並請妥善保管這本「說明書」與「使用說明書」。特別是幼童，請與家長及監護人一同閱讀以安全使用。

Health Precautions

⚠ Warning Seizures induced by light stimulation (Photosensitive Epilepsy)

If you have an epileptic condition or have had seizures, consult your doctor prior to playing. Some individuals may experience eye soreness, altered vision, migraine, muscle twitching, convulsion, blackout, loss of awareness or disorientation when exposed to flashing or flickering lights or other light stimulation on a television screen or while playing video games. If you experience any of the above symptoms while playing, discontinue use immediately and consult your doctor.

⚠ Caution Stop playing immediately when you experience the following symptoms

In addition to the above symptoms, whilst playing if you have a headache, dizziness, nausea, fatigue, similar symptoms to motion sickness, or if you feel a discomfort or pain in any body part, such as eyes, ears, hands, arms and feet discontinue use immediately. If the condition persists, seek medical attention.

Some people may experience discomfort while watching 3D video images or playing stereoscopic 3D games.

If you experience any discomfort, you should stop watching the 3D video images or playing stereoscopic 3D games until the discomfort ends; consult a doctor if you believe necessary.

Please refer to the support page under <https://asia.playstation.com/> for the latest information.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult your doctor (such as a pediatrician or eye doctor) before allowing young children to watch 3D video images or play stereoscopic 3D games.

VR HEALTH WARNING

Some people may experience motion sickness, nausea, disorientation, blurred vision or other discomfort while viewing virtual reality content. If any of these symptoms are experienced, stop using immediately and remove the VR headset.

For the vibration function corresponded software's

If you have vibration sickness, please do not use vibration function.

Press PS button to display the menu, then you can switch on / off vibration function.

■ Play in a well-lit room and keep a safe distance from the TV screen. ■ Avoid use when tired or suffering from lack of sleep. ■ When playing, to prevent injuries, take a 15 minute break every hour. ■ Discontinue play immediately if you feel sick or otherwise uncomfortable.

健康注意事項

⚠ 警告 光線刺激引發的疾病 (光敏感性感癇)

某些人可能會因受到電視螢幕中反覆閃爍的光線以及其他的線刺激而偶爾出現眼睛疼痛、視覺異常、偏頭痛、痙攣或意識障礙 (諸如昏迷) 等症狀 (光感受性發作)。曾出現此類症狀的人，請務必事先接受醫生的診療。

⚠ 注意 此時要立即中止遊玩

除上述症狀外，當您感到頭痛、眼花擦亂、噁心想嘔吐、疲勞或類似暈車症狀時，以及當眼睛、耳朵、手臂、手腕、雙腳等身體的某些部分感到不舒服或疼痛時，請立即中止遊玩。若在中止遊玩後，症狀仍沒有減退，請接受醫生的診療。

關於 3D 影像及 3D 立體遊戲

由於每個人的影像適應力各有不同。若感覺到不舒服或無法看到立體影像時，請立刻停止使用 3D 功能。若欲了解最新情報請瀏覽以下網站。<https://asia.playstation.com/> 此外，由於兒童 (尤其是 6 歲前的幼兒) 的視覺尚處發育階段，當您的孩子在觀看 3D 影像或遊玩 3D 立體遊戲之前，請務必事先接受小兒科或眼科醫生的診療。

VR 健康警告

有些人在觀看虛擬實境內容時，可能會產生類似暈船的感覺，或感到噁心、暈眩、視線模糊或有其他不適的症狀。若出現該等症狀，請立即停止使用並脫下 VR 頭戴裝置。

遊玩支援控制器震動動作的軟件時

若您患有震動方面的疾病，請勿使用震動功能。按住 PS 按鈕並開啟選單時，即可啟用 / 停用震動功能。

■ 遊玩時，請盡量保持房間明亮，並和螢幕保持適當距離。 ■ 當您感覺疲勞或睡眠不足時，請盡量減少遊玩。

■ 為了健康著想，每遊玩 1 小時，請約休息 15 分鐘。 ■ 若您遊玩時感覺身體出現不適，請立即中止遊玩。

Use and handling precautions

● This disc is PlayStation®4 format software. ● Do not leave disc near heat source, in a car or other places subject to high heat and humidity. ● To clean the disc, wipe the surface gently with a soft cloth. ● Handle the disc with care to avoid scratching its surface. The scratch on disc may make it unusable. ● If PlayStation®4 is connected to a Plasma TV or projection TV (except LCD screen types), you may have a burn-in image on the screen. Do not leave a still image on the TV screen for an extended period of time, as this may leave a faint image permanently on the screen. ● SIE will not be held liable for damage resulting from the misuse of discs.

使用時的注意事項

● 本軟件為 PlayStation®4 主機專用。● 請勿放置於靠近暖氣管或車內等高溫 / 潮濕的場所。● 要清潔光碟時，請使用乾淨的軟布輕柔擦拭。● 為避免光碟出現損傷，請您小心保管。● PlayStation®4 主機與電漿電視 (Plasma TV)、液晶方式以外的投影電視連接時，可能會出現影像發生失真殘影現象。尤其當長時間放置，並不斷播放靜止畫面時，更容易遭遇此類異常現象。● 因用戶之錯誤操作而導致的損傷、破損等，本公司不負任何賠償責任，敬請見諒。

PlayStation®4 System Software Update

This disc contains update data for the PlayStation®4 system software, which is required to start the game. If a screen prompting you to update the system software is displayed when you start the game, you must update before playing.

PlayStation®4 系統軟件更新

本光碟內含啟動遊戲所需的 PlayStation®4 系統軟件的更新資料。若在啟動遊戲時畫面出現需要更新系統軟件的訊息，即代表必須先執行更新，才可啟動遊戲。

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See important health and safety warnings in the system Settings menu.

GETTING STARTED

PlayStation® 4 system

Starting a game: Before use, carefully read the instructions supplied with the PlayStation®4 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Press the power button on the PlayStation®4 system to turn the system on. The power indicator blinks blue, and then turns white. Insert the **WWE 2K20** disc with the label facing up into the disc slot. The game appears in the content area of the home screen. Select the software title in the PlayStation®4 system home screen, and then press the **O** button. Refer to this manual for information on using the software.

Quitting a game: Press and hold the PS button, and then select [Close Application] on the screen that is displayed.

Returning to the home screen from a game: To return to the home screen without quitting a game, press the PS button. To resume playing the game, select it from the content area.

Removing a disc: Press the eject button after quitting the game.



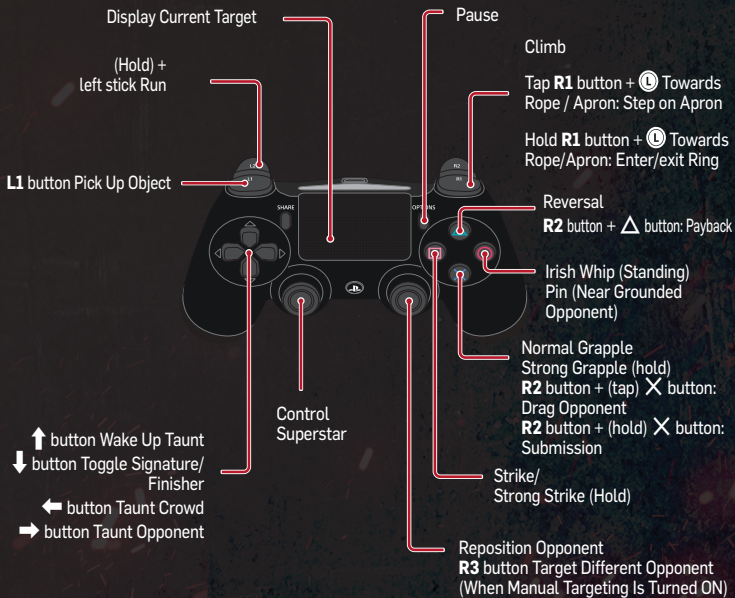
Trophies: Earn, compare and share trophies by making specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.



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

Please note that WWE 2K20 online features are scheduled to be available until **May 31, 2021** though we reserve the right to modify or discontinue online features without notice.

CONTROLLER LAYOUT



GAME CONTROLS

BASIC ATTACKS

Normal Grapple: Tap **X** button

Strong Grapple: Hold **X** button

Normal Strike: Tap **□** button

Strong Strike: Hold **□** button

DIVING ATTACKS

Climb to the Top Rope by running to the corner with **L2** button, or by holding **R1** button. Climb to the Middle Rope by pressing **R1** button.

When in position, press or hold **□** button to dive.

SPRINGBOARD ATTACKS

While standing in the ring or on the apron, springboards can be performed to attack standing or grounded opponents in the ring or at ringside. You must have the Springboard Diver Skill equipped, and a Springboard move assigned in Move-Set.

Springboard: Hold left stick towards the Ropes and Hold **□** button.

SPECIAL ATTACKS

Signature / Finisher: **□** button + **X** button

OMG: **△** button + **○** button

REVERSALS

At the start of an opponent's attack, press **△** button when prompted to perform a reversal and gain the advantage. This consumes a Reversal Stock.

PINFALL

Press **○** button when your opponent is grounded to pin them.

To escape a pin, press **X** button when the meter lands on the target zone.

SUBMISSION

Submission Mini-Game: Move your slider with right stick. If the attacker can overlap their slider with the defender's for long enough, the defender will tap out.

An alternate "button mash" mini-game can be enabled in the Gameplay Options menu. This mini-game is won by rapidly pressing the prompted button as fast as possible.

Hold both **R2** button and **X** button to lock your opponent in a Submission hold.

LIMB TARGET

Use Limb Targets to attack a specific body part on your opponent.

Ground: Hold **R2** button and press **□** button while standing at your opponent's head, arm, or legs.

Front Facelock: Grab your opponent in Front Facelock with right stick UP. Hold **R2** button and left stick up/down/left/right to select a limb, and press **□** button.

DRAGGING

Drag your opponent by holding **R2** button and tapping **X** button. Release with **L1** button.

When dragging a Standing opponent, you can perform an environmental attack by pressing **□** button as you approach the Corner, Ropes, or other objects.

To escape from Drag, rapidly press **○** button.

CARRY

Lift a Standing opponent into Carry by holding **R2** button and pressing right stick up/left/right/down.

Grapple: **X** button

Environmental Attack: Press **□** button while approaching the corner, ropes, or other object.

Switch Position: right stick up/left/right/down.

STANDING RE-POSITIONS

Front Facelock: right stick up

Flip Over: right stick left/right

Lift to Seated: right stick down

GROUND RE-POSITIONS

Lift to Standing: right stick up

Flip Over: right stick left/right

Lift to Seated: right stick down

CORNER RE-POSITIONS

Lift onto Turnbuckle: right stick up

Turn Around: right stick left/right

Tree of Woe: right stick down

ROPE RE-POSITIONS

Middle Rope: right stick left/right

CHAIN WRESTLING

Chain Wrestling occurs at the beginning of One on One and Tag Team matches if both superstars attempt to grapple at the same time. You can also trigger Chain Wrestling by holding **R2** button and pressing **□** button.

When you Lock Up in Chain Wrestling, try to gain the upper hand by choosing a chain hold (**□** button, **△** button, **○** button). While in a chain hold, use the right stick to find the hot spot. The aggressor can also Strike (**□** button) or Wrench (**X** button) their opponent.

LADDER

Pick Up: **L1** button

Set Up: **X** button

Climb: **R1** button

Lean on Corner/Ropes: left stick + Hold **X** button

Push Over: **○** button

Rotate: Hold **L1** button + right stick left/right

TABLE

Pick Up: **L1** button

Set Up: **X** button

Lean on Corner: left stick + Hold **X** button

Lay Opponent On Top: right stick UP when opponent is leaning on table

MANUAL TARGETING

In **WWE 2K20**, Manual Targeting is enabled by default. Press **R3** button to switch to another target. Your new target's name will briefly appear above your head. You can check your current target any time by pressing Touchpad.

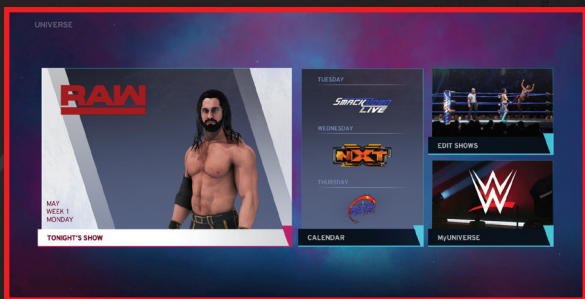
GAME SCREEN



- 1. Reversal Prompt:** Time Δ button correctly to counter the opponent's attack
- 2. Payback:** As you receive damage, Level 1 Payback (yellow) will fill. Level 2 Payback (red) starts to fill once Level 1 is ready. Perform Payback abilities with **R2** button + Δ button.
- 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 \square button + \times button when it appears to perform your Signature/Finisher.
- 6. Reversals:** Shows the number of reversals you have available.
- 7. Health Meter:** Track your health as you take damage from your opponent.

WWE UNIVERSE

WWE Universe offers the ultimate **WWE** sandbox experience in **WWE 2K20**. 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.

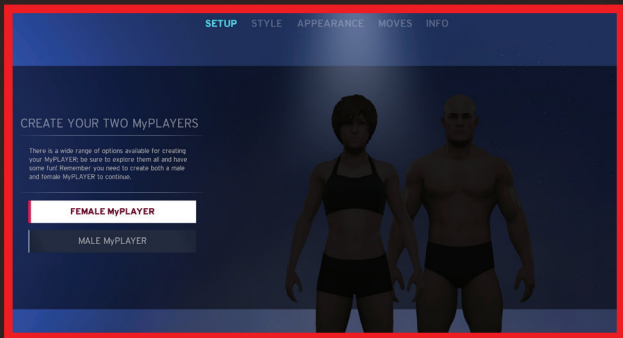


MyPLAYER

MyPLAYER is your portal to several exciting modes in WWE 2K20.

- MyCAREER
- Road to Glory
- MyPLAYER Towers

For the first time, MyCAREER will follow the stories of both a Female and Male MyPLAYER. Customize your dynamic duo and strengthen them up, by taking them online in ROAD TO GLORY or challenging Superstars and Legends in all new MyPLAYER TOWERS.



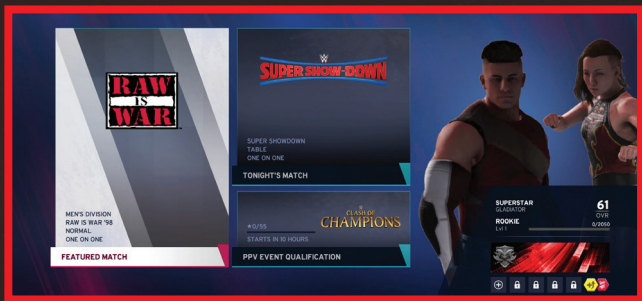
MyCAREER MODE

For the first time ever, create both a female and male MyPLAYER and take them through **MyCAREER**. Follow "Red" and "Tre" as they pursue their dreams together, attempting to achieve their ultimate goal of getting inducted into the WWE Hall of Fame.



ROAD TO GLORY

ROAD TO GLORY is a completely online experience where MyPLAYERS from all over the world battle against each other. Play daily in your favorite match types to gain boosts, Superstar parts, and VC! Increase your level, then customize your MyPLAYER to gain the advantage over others. See if you have what it takes to secure your entry into real-life PPV Events and challenge your favorite WWE Superstars to earn the special reward.



WWE TOWERS

In this mode, players choose WWE Superstars or their MyPLAYERS to compete against a string of WWE Superstar opponents. Each Tower features its own unique theme and is filled by a roster of WWE Superstars across a variety of challenging matches, including different win conditions and fun stipulations.

Tower Types

Gauntlet Tower

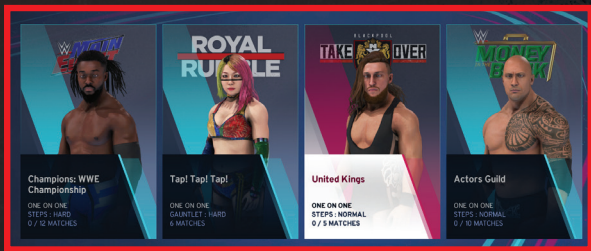
In a Gauntlet Tower, players need to complete the Gauntlet entirely in one session. Quitting early or losing a match resets progress back to zero.

Steps Tower

In a Steps Tower, players climb their way through a Tower – one match at a time and at their own pace.

2K Central Towers

In 2K Central Towers, players choose a WWE Superstar to compete against a wide range of WWE Superstar opponents across a number of challenging Towers. Each Tower has a unique theme focused on showcasing the Roster it includes or pays homage to a specific Match Type.



MyPLAYER Towers

In MyPLAYER Towers, players will use their MyPLAYERS to battle through Towers crafted to challenge both new and experienced players: In addition to a set of permanent Towers, players will find unique Daily, Weekly and even PPV-based Towers. Every single day, a new Tower will appear for players to take on, while every week, there will be a new weekly Tower that is a bit longer than the Daily Tower, so be sure to start early; Stars earned from these Towers count toward all PPV event and Road to Glory qualifications, so it's a good idea to tackle these as often as possible; Finally, PPV Towers are active alongside WWE's PPV schedule. To qualify for these Towers, players will need to meet a specific star requirement. Completing PPV Towers will unlock exclusive Superstar Parts for MyPLAYERS.

SHOWCASE: THE FOUR HORSEWOMEN

Showcase returns, this time **WWE 2K20** is focusing on the **FOUR HORSEWOMEN**! Relive the incredible stories of **THE FOUR HORSEWOMEN**, as told through their words. You'll play and experience some of the most memorable matches from Becky Lynch, Charlotte Flair, Bayley and Sasha Banks careers in this years showcase.

PAYBACK

There are two that can be allocated to a superstar. Level 1 abilities are weaker and can be earned more frequently than level 2 abilities. Using a Payback ability will reset all Payback meters. Some Level 2 abilities have restrictions on the number of times they can be used in a match, or cannot be used in certain match types. Payback abilities can be customized before entering a match

Types of Payback

Level 1



Possum – Play possum and catch your opponent off guard with a pin or attack. Hold **R2** button to enter a possum state while supine, leaning against the ropes or cornered. Press **O** button while supine and holding possum to perform a pin. Press **△** button while holding possum to perform an attack.



Speed Buff – This buff enhances your speed and agility. Additionally it improves the rate at which you regenerate Stamina and Reversals. To activate – hold **R2** button and press **△** button.



Fists of Fury – This increases your striking power attributes! It also gives you a minor speed boost & improves striking reversals. To activate, hold **R2** button and press **△** button.



Instant Recovery – Use this ability to instantly recover. This includes a minor speed buff. Hold **R2** button and press **△** button.



Auto-Reverse – Use this ability to automatically perform a Minor Reversal. You cannot use this ability to perform Major Reversals or reverse Signature and Finisher attacks. This does not consume a Reversal stock. Hold **R2** button and **△** button to reverse the next attack.



Reversal – Earn a Reversal. To activate, hold **R2** button and press **△** button.

Level 2



Finisher – Earn a Finisher. To activate, hold **R2** button and press **△** button.



Resiliency – Escape a pin, submission, or elimination mini-game with ease. Press **△** button during the mini-game to escape.



Adrenaline Buff – Provides a modest boost to Adrenaline, allowing you to lift more weight while simultaneously increasing the amount of Momentum earned for performing lifting grapples. To activate hold **R2** button and press **△** button.



Tank Buff – Greatly increases Defense while simultaneously reducing your overall mobility. To activate hold **R2** button and press **△** button.



Low Blow – Slow your opponent down with a Low Blow. Be careful to not get yourself disqualified! Start the Dirty Move timer with **R2** button + **△** button. During this timer, press **R2** button + **△** button when prompted to perform a Low Blow.



Poison Mist – Spray Poison Mist in your opponent's eyes. Be careful not to get yourself disqualified. Start the Dirty Move timer with **R2** button + **△** button. During this timer, press **R2** button + **△** button when prompted to perform a Poison Mist.



Power of the Punch – Hit your opponent with brass knuckles. Be careful not to get yourself disqualified. Start the Dirty Move timer with **R2** button + **△** button. During this timer, press **R2** button + **△** button when prompted to perform Power of the Punch.



Run-In – Summon an ally down to ringside to help turn the tide. This ability is only valid in most 1 on 1 matches. To activate hold **R2** button and press **△** button while in a downed state inside the ring.



Move Thief – Use your opponents own move-set to finish them off. How humiliating! To activate press **R2** button + **△** button.



Blackout – Teleport behind your opponent to gain an advantage. Only valid in 1 vs 1 matches. To activate press **R2** button + **△** button while both superstars are inside the ring.



Fortify - Summon a steel shell that makes you nearly invincible while increasing your weight and damage. To activate Fortify, hold **R2** button and press **△** button.



Beast Mode - Become a Beast. While active, enhances your grapple speed and damage. Press **R2** button + **△** button to activate.



Charged Fury - Deal big damage with a single punch. The longer the strike is charged, the more damage is dealt. Press **R2** button + **△** button to start the Charged Fury timer. Hold **□** button to charge. Press **□** button to Attack your opponent.



Electrifying - Use this ability to earn yourself a lot of momentum with very little effort. Press **R2** button + **△** button to activate the Electrifying ability. While charging, press the left stick **L3** button to stop charging. Electrifying can be re-activated as long as the timer has not expired.



Rush - Trigger an unstoppable charge attack. Success attacks steal a finisher. Press **R2** button + **△** button to activate. While active, hold **L2** button to charge at your opponents.

WWE CREATIONS

Custom Money in the Bank: The user can create their own Money in the Bank to be cashed in on any **WWE** Championship.

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

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

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 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!

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- 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 Blu-ray Disc (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;
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- 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.

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USER CREATED CONTENT: The Software may allow you to create content, including, but not limited to, a gameplay map, scenario, screenshot, car design, character, 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 through 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-sublicensable, 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.

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EARNING & PURCHASING VIRTUAL CURRENCY & 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

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BALANCE CALCULATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensor reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensor further reserves the right, in its sole discretion, to determine the amount of and manner in which VC is credited and debited from your User Account in connection with your purchase of VG or for other purposes. While Licensor strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensor's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensor that such calculation was or is intentionally incorrect.

USING VIRTUAL CURRENCY AND VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensor, in its sole discretion, may limit use of VC and/or VG to a single game. VC and/or VG may never be used in connection with an agreement with other individuals to wager any money or other thing of value. 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.

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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.

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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.

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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

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For the purposes of all data privacy issues, including the collection, use, disclosure, and transfer of your personal information and other information, the Privacy Policy located at www.take2games.com/privacy, as amended from time to time, takes precedence over any other statement in this Agreement.

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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

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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 and liable to Licensor and any and all of its affiliates, officers, directors, and employees for 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.

BINDING INDIVIDUAL ARBITRATION - PLEASE READ THIS SECTION CAREFULLY. IT MAY SIGNIFICANTLY ALTER YOUR RIGHTS, INCLUDING YOUR RIGHT TO FILE A LAWSUIT IN COURT.

1. This binding individual arbitration section will not apply to the extent prohibited by the laws of your country of residence.
2. You and the Company agree that should any dispute, claim, or controversy arise between us regarding any Company products or services (hereafter a "Dispute"), whether based in contract, statute, regulation, ordinance, tort (including fraud, misrepresentation, fraudulent inducement, or negligence), or any other legal or equitable theory, except for those matters listed in the Exclusions From Arbitration paragraph below, and expressly including the validity, enforceability, or scope of this 'BINDING INDIVIDUAL ARBITRATION' section (with the exception of the enforceability of the Class Action Waiver clause below), shall be submitted to binding arbitration, as described below, rather than being resolved in court. The term "Dispute" is to be given the broadest possible meaning that will be enforced and includes, for example, all matters arising under this Agreement, the Privacy Policy, the Terms of Service, or any other agreement with the Company. You understand that there is no judge or jury in arbitration and that court review of an arbitration award is limited.
3. Exclusions From Arbitration. You and the Company agree that any claim filed by You or the Company in small claims court on an individual basis are not subject to the arbitration terms contained in this Section. In addition, the Company or You shall have the right to seek an injunction against you in court in order to preserve the status quo while an arbitration proceeds.
4. Class Action Waiver. THE ARBITRATION PROCEEDINGS DESCRIBED HEREIN WILL BE CONDUCTED ON AN INDIVIDUAL BASIS ONLY. Neither You nor the Company shall be entitled to join or consolidate disputes by or against other individuals or entities, or to arbitrate any dispute in a representative capacity, including, without limitation, as a representative member of a class or in a private attorney general capacity, in connection with any Dispute. Further, unless both You and the Company agree, the arbitrator may not consolidate more than one person's claim. The arbitrator may award any individual relief or individual remedies that are permitted by applicable law, but to the maximum extent permitted by applicable law, may not award relief against the Company respecting any person other than You.
5. Right to Opt Out of Binding Arbitration. IF YOU WISH TO OPT OUT OF THIS BINDING INDIVIDUAL ARBITRATION REQUIREMENT, YOU MUST NOTIFY US IN WRITING WITHIN 30 DAYS OF THE DATE THAT YOU ACCEPT THIS AGREEMENT BUT ARE OPTING OUT OF BINDING INDIVIDUAL ARBITRATION, UNLESS A LONGER PERIOD IS REQUIRED BY APPLICABLE LAW. Your written notification must be mailed to TAKE TWO INTERACTIVE SOFTWARE, LEGAL DEPARTMENT, ATTN: ARBITRATION OPT OUT, 110 West 44th Street, New York, New York, 10036. Your notice must include (1) your full name; (2) your mailing address; (3) your Social Club online ID, if you have one; and (4) a clear statement that you do not wish to resolve disputes with the Company through arbitration. You are responsible for ensuring the Company's receipt of your opt-out notice, and you therefore may wish to send a notice by means that provide a written receipt.
6. Notice of Dispute. If you have a Dispute with the Company, you must send written notice to TAKE TWO INTERACTIVE SOFTWARE, LEGAL DEPARTMENT, ATTN: ARBITRATION OF DISPUTE, 110 West 44th Street, New York, New York, 10036, in order to give the Company the opportunity to resolve the dispute informally through negotiation. Notice must be provided within two (2) years of the Dispute having arisen, but in no event after the date on which the initiation of legal proceedings would have been barred under the applicable statute of limitations. The failure to provide timely notice shall bar all claims. If the Company has

a dispute with You, the Company will provide notice to the address it has on file for you, if possible. You and the Company agree to negotiate the Dispute in good faith for no less than 30 days after notice of the Dispute is provided. If the Dispute is not resolved within 30 days after receipt of notice of the Dispute, the Company or You may pursue the claim in arbitration as provided in this section.

7. **Arbitration Rules and Procedures.** Arbitration shall be subject to the U.S. Federal Arbitration Act and Federal arbitration law, and shall be conducted by Judicial Arbitration Mediation Services, Inc. ("JAMS") pursuant to the JAMS Streamlined Arbitration Rules and Procedures effective July 1, 2014 (the "JAMS Rules"), as modified by this agreement to arbitrate. The JAMS Rules, including instructions for initiating an arbitration, are available on its website at <http://www.jamsadr.com/rules-streamlined-arbitration>. The Company will pay its arbitration costs as required by the JAMS Rules and, in the event that you are able to demonstrate that the costs of arbitration will be prohibitive as compared to the costs of litigation, the Company will pay as much of your arbitration filing and hearing fees as the arbitrator deems necessary to prevent the arbitration from being cost-prohibitive as compared to the cost of litigation. Each side shall pay his, her, or its own attorneys' fees and costs unless the claim(s) at issue permit the prevailing party to be paid its fees and/or litigation costs, in which case the arbitrator shall award fees or costs as required by the applicable law.
8. **Location of Arbitration.** At Your option, if an in-person hearing is required under the JAMS Rules, the hearing will occur either in New York County, New York, or in the United States county in which You reside.
9. **Decision of the Arbitrator.** Any decision or award by the arbitrator shall be final and binding on the parties. Unless otherwise agreed, any decision or award shall set forth the factual and legal basis for the award. The arbitrator shall be permitted to award only those remedies in law or equity which are requested by the parties and which the arbitrator determines are supported by credible relevant evidence. Any decision or award may be enforced as a final judgment by any court of competent jurisdiction. If either party unsuccessfully challenges the validity of an award, the unsuccessful party shall pay the opposing party's costs and attorneys' fees associated with the challenge.
10. **Continuation in Effect.** This Binding Individual Arbitration section survives any termination of this Agreement or the provision of services to You by the Company.
11. **Ability to Change Terms and Conditions Inapplicable.** Although the Company may revise its End User License Agreement, Privacy Policy, Terms and Conditions, or other agreements at its discretion, the Company does not have the right to alter this agreement to arbitrate or the rules specified herein with respect to any Dispute once that Dispute has accrued.
12. **Severability.** If any part of this arbitration provision is deemed invalid, unenforceable, or illegal, then the balance of this arbitration provision shall remain in effect and be construed in accordance with its terms as if the invalid, unenforceable, or illegal provision had not been included. The sole exception to this is the class action waiver provision. If the prohibition on the arbitration proceeding on a class basis is found to be invalid, unenforceable, or illegal, then the entirety of this arbitration agreement shall be null and void and the Dispute shall proceed in court under applicable class action rules and procedures. If, for any reason, a claim proceeds in court rather than in arbitration, the dispute shall be exclusively brought in state or federal court in New York County, New York. Suits brought in state court may be removed to federal court by either party if permissible by law.

GOVERNING LAW

This Agreement is entered into in the State of New York and shall be governed by, and construed in accordance with, the laws of the State of New York, exclusive of its choice of law rules. For any disputes not subject to binding individual arbitration, you and the Company agree to submit to the exclusive jurisdiction of the state and federal courts in New York County, New York, and to waive any jurisdictional, venue, or inconvenient forum objections to such courts (but without affecting either party's rights to remove a case to federal court if permissible). This paragraph will be interpreted as broadly as applicable law permits. For example, if you are a resident of a European Union member state, you will benefit from any mandatory provisions of consumer protection law in the member state in which you are resident, and you can bring legal proceedings in relation to this Agreement in the courts of the member state in which you are resident. You agree that any violation by You of this Agreement, the Privacy Policy, the Terms of Service, or any other agreement with the Company, shall constitute an affirmative defense (whether characterized as arising at law or equity) against any claim you might assert against the Company relating to its software or services. 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. The Company has the right to prosecute civil claims against you for any violation of its End User License Agreement, the Terms of Service, the Privacy Policy, or any other governing terms and conditions related to its software and services, whether for breach of contract, violation of common law rights, or violation of any applicable state or federal statute.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS AGREEMENT, YOU MAY CONTACT US IN WRITING AT: TAKE-TWO INTERACTIVE SOFTWARE, INC., 110 W 44th Street, New York, NY 10036 UNITED STATES OF AMERICA.

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

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