


XBOX 360

WWE 2K16



2K



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 WWE 2K16 online features are scheduled to be available until **May 31, 2017** though we reserve the right to modify or discontinue online features on 30-days' notice. Visit www.2k.com/serverstatus for more information.

XBOX 360 CONTROLLER



GAME CONTROLS

CHAIN GRAPPLES

Standing grapple attacks in WWE 2K16 start from one of four chain grapple states. To enter a chain grapple state, approach a non-stunned, standing opponent and press **A** while pushing **↑/↓/←/→**.

Grapple Attack (5 different kinds):

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

Change Holds: **↑/↓/←/→**

Breaking Point Submission: Hold **A**

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

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

Irish Whip: **B**

Release Chain Grapple Hold: **LB**

STUN GRAPPLES

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

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

Breaking Point Submission: Hold **A**

Turn Opponent Around: **↑/↓/←/→** or **←/→**

Snapmare to Seated Position: **↑/↓/←/→** **↓**

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

REPOSITION OPPONENT

Use **↑/↓/←/→** to reposition a downed or stunned opponent.

DOWNED OPPONENT

Lift Opponent: **↑/↓/←/→** **↑**

Turn Opponent Over: **↑/↓/←/→** **←/→**

Lift Opponent and Stand Behind Them: **↑/↓/←/→** **↓**

OPPONENT STUNNED IN THE CORNER:

Turn Opponent Around: **↑/↓/←/→** **←/→**

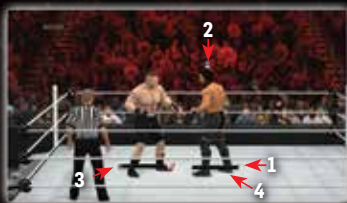
Lift and Place on Top Of Turnbuckle: **↑/↓/←/→** **↑**

Place In Tree Of Woe (Hanging Upside Down In Corner): **↑/↓/←/→** **↓**

OPPONENT STUNNED AGAINST THE ROPES:

Place Opponent On Middle Rope: **↑/↓/←/→** Any direction

GAME SCREEN



- 1. Momentum Gauge:** Build momentum by executing attacks and taunts
- 2. Reversal Prompt:** Time **RT** correctly to counter the opponent's attack
- 3. Adrenaline Meter:** When it's depleted, you momentarily lose the ability to run
- 4. Signature/Finisher:** Press **Y** when it appears to perform your Signature/Finisher

2K SHOWCASE - NEW!

2K Showcase presents a match-by-match exposition of the famed career of **WWE** Legend Stone Cold Steve Austin. Packed with hard-hitting cinematics, historic **WWE** video packages, authentic **WWE** Superstar voiceovers, and loads of unlockables, there's no shortage of content to explore. Players will experience first-hand the birth of Austin 3:16 at King of the Ring 1996 and follow Stone Cold's hellacious path to glory up through his final match at WrestleMania XIX in 2003.

Each match features optional objectives to complete to earn new Superstars, Managers, alternate attires, and more. The player can access more detail on how to complete a particular objective from the pause menu. Bonus matches featuring key events from Austin's time in WCW and ECW await those skilled enough to unlock them.



WWE CREATIONS

WWE 2K16's creation suite allows you to personalize your **WWE** experience with robust and powerful options.

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

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

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

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

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

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

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

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



WWE UNIVERSE

WWE Universe mode offers the ultimate **WWE** sandbox experience in **WWE 2K16**. Book matches, assign Superstars and Divas to shows and pay-per-views, create rivalries and alliances or watch them transpire on their own. The choices are yours to influence and control in this mode of near endless possibilities.



WWE 2K16 GAME CREDITS

YUKE'S

PRODUCER/SENIOR VICE PRESIDENT
Hiromi Furuta

SENIOR TECHNICAL DIRECTOR
Hiroyuki 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

TECHNICAL DIRECTORS
Tsukasa Kato
Hiroyuki Fukuda

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
Akitsugu Hirano

LEAD PROGRAMMERS
Ma Wenchao
Yousuke Sawada

TECHNICAL ARTIST
Jason Barnidge

PROGRAMMERS
Kazuki Iiboshi
Hidehiro Bushisue

SENIOR VP/CHIEF CREATIVE OFFICER
Norifumi Hara

ASSISTANT TECHNICAL DIRECTORS
Reiji Sato
Koji Hayashi
Junichi Taguchi
Shunsuke Hanabusa
Kenichi Yamamoto

LEAD PROGRAMMERS

Atsushi Narita
Shotaro Notsu
Takayuki Kiyohara
Masayuki Makita
Takahiro Tanaka
Takuya Suzuki
Yoshiro Aoki
Tsubasa Ando
Takuya Ishibashi

PROGRAMMERS
Hayato Ebina
Koichi Sato
Tsuyoshi Kobayashi
Emi Ishii
Kousuke Hayashi
Toshiaki Ishihara
Koji Kuri
Satoshi Inoue
Takumi Hirokawa
Hidenori Masaki
Youhei Hosokawa
Shingo Sogabe
Hiroyuki Kanda
Sotaro Arakawa
Shirou Mikata
Yusuke Kakumoto
Masanori Fukuda
Yusuke Sasai
Taichi Nagano
Takafumi Yasuda
Hideyuki Takahashi
Kazuki Omae
Takahiro Odajima
Kazuaki Konuma

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
Bryan Williams

GAME DESIGNERS
Miho Watanabe
Daisuke Ohno
Tatsuya Watanabe
Takeshi Yokogawa
Akihide Ike

SOUND DESIGNERS
Kotaro Tamura
Chan Kean Yi

SENIOR MODELING ARTIST
Nobuyuki Fukasawa

LEAD MODELING ARTISTS
Kazuhiro Saito
Akira Sasagawa
Takahiro Banba

MODELING ARTISTS

Kazuyuki Isayama
Shiho Sato
Miho Hashimoto
Jie Wei
Yuki Matsumoto
Kenji Kawabata
Yuu Hara
Masaaki Hashimoto
Takanori Akiyama
Tsuyoshi Nishimura
Tamayo Noguchi
Kyohei Hosomi
Kazuhiro Asakawa
Hiroyuki Minami
Keiko Zama
Junichi Koshino
Motoshi Hiro
Masahito Terazawa
Yuta Ichii
Christian Hagedorn
Kense Hori
Hayato Odeishi
Takumi Oniki

ASSISTANT INTERFACE ART DIRECTOR
Satoshi Kakutani

INTERFACE ARTISTS
Yuzuru Hiroki
Miho Shirota
Naomi Kaneda
Takuya Kawamorita

ASSISTANT ANIMATION DIRECTORS
Mitsuo Shimizu
Takashi Watanabe
Chizuru Ogura
Yuki Akaba

LEAD ANIMATORS
Daijuro Kakinuma
Tatsuya Maki
Takahiro Oshida
Tatsuya Shimozaki

ANIMATORS
Tsuyoshi Fukuhara
Kazuyuki Miyake
Hiroyuki Wada
Yoshiyuki Iwai
Manami One
Masaru Kishi
Naoki Ishiyama
Akie Okaji
Anjelina Quijano
David Ong
Loonie Baranco
Daniel Kitchens
Aggie Christakis
Norimitsu Takahashi
Yuji Unuma
Eri Yamamoto
Fumiaki Enomoto
Makoto Nishide
Kohei Gushiken
Koji Maruyama
Makoto Yamamoto
Akinari Izumi
Kazuya Matsuueda
Yasuhiro Kasagi
Yuya Hirota

Takayuki Hirano
Akira Chodo
Naoki Sato
Toshiyuki Utaka
Hiroki Nishida

GAME DEVELOPMENT ASSISTANTS

Naoto Kuge
Munechika Suzuki
Junichi Hiraoka
Sayaka Morishima
Masato Nojiri

QA ASSISTANT DIRECTORS

Masaki Izuoka
Ryo Ohura

LEAD QA MANAGER

Masayuki Soneda

QA MANAGER

Mamoru Ozaki

QA ADMINISTRATORS

Rie Kikuchi
Sumie Ikeda

LEAD TESTERS

Takamasa Uchida
Kino Sakagami

TESTERS

Akimichi Nagayama
Satoko Nagamine
Fumina Kuwahara
Misato Kimizuka
Masaru Yamaguchi
Yudai Terukina
Tatsuaki Tokoda

TRANSLATION MANAGER

Derek Kessler

TRANSLATORS

Leo King
John Daniels
Taiga Koda
Mitsue Otaki

OBJECTIVE PHOTOGRAPHERS

Shun Yamaguchi
Yoko Sato

IT SUPPORT

Kentaro Seto
Koji Tomita
Kazunori Nakagawa
Syuji Matsuda

ADMINISTRATION SUPPORT

Yukinobu Kimura
Tsuneharu Sasaki
Junko Miyamoto
Satomi Takao
Natsuko Hagiwara

LEGAL DEPARTMENT

Keiko Sakaguchi
Yasuyuki Yamamoto

FINANCE DEPARTMENT

Naoki Hama
Hiroto Taniguchi

SUGARCUT,LLC.

Ryu Takada
Toshiji Hazumi
Akihisa Shiota
Yuichi Ashibe

Sadato Shinji
Kazuki Mori
Michia Shimazu
Nobuyuki Bansyo

AMZY CO., LTD.

Kazuhiro Matsuda
Kaoru Mizoguchi
Ryusuke Watanabe
Tomohiro Goto
Takahiro Hara

SOUND AMS INC.

Momo Michishita
Yasuhiro Tamaki
Tetsuya Shirakawa
Munenori Nakano
Ayumi Fujiwara
Sara Mihara
Hiroki Saito
Takahiro Suzuki
Sora Endo

LAKSHYA DIGITAL PVT. LTD

Kai Gushima
Neha Bansal
Aroonabh Borah
Gaurav Sharma
Mayank Rajpoot
Surendra Singh
Devanshu Tyagi
Mukul Negi
Bombahadur Gurung
Varish Pratap Singh
Abhas Kumar Garnaik
Varun Kumar
Sautik Chandra
Karan Verma
Surya
Saif Ahmad
Naresh Pawar
Anil Singh
Shaibal Dutta
Anirudh Bhattacharya
Lalitha Chandran
Sujanitha Shankar
Anshu Almeida

KYOS CO., LTD.

Naoko Kino

VIRTUOS LTD.

Y. Peilin
C. Nhung
H. Hashiguchi
R. Nakagawa
T. Dong
Q. Lich
M. Lingchen
Z. Yi
T. Van
H. Huan
Q. Dung

MINELoader

Xu Zhen
Wang Wei
Hu Haijiang
Zhao Yan
Li Ning
Tian Feng

SHANGHAI WINKING ENTERTAINMENT LTD.

Xi Zhang
Sonic Wang
Huanqin Hu
Ji Zhang
Zhiying Cai

Huan Qian
Yuqi Wang
Jie Gao
Lei Xu
Jiajun Zhang

ORIGINAL FORCE LTD.

Shirley Tang
Cathy Song
Irene Zhang
Susie Wang
Zhiqiang Zhang
Yong Yang
HaiBo Zhang
Longfei Li
Jian Su
Yaqi Zhao
Hao Ding
Yicai Wang
Jiaojiao Yang
Shuai Yang

LEMON SKY GAMES & ANIMATION

Wong Cheng Fei
Ken Foong
Ken Lai
Kevin Lai Han Wen
Eng Tzy Ling
Ezerina Tan Li Li
Cres Lim Pool Leng
Yow Han Yuan
Yow Han Chong
Yap Jin Yang
Keith Tai Siew Kiet
Jake Chin Tian Kiat
Yap Kah Chun
Calvin Pang Yii Haw
Keith Chia Kei Foong
Kong Pui Ling
Saxon Chong Ri Hui
Woon Kok Keong
Tamara Astari
Janice Chong Xzinhui

3D SYSTEMS / GENTLE GIANT STUDIOS

Paulie Schrier
Shun Kim
Daniel Stilley
George Georgy

FACIAL SCANNING

PIXELGUN STUDIO

Timothy Valka
Brian Freisinger
Simranjit "Sunny" Mahil
Lucy Dawson

ADDITIONAL COLLABORATION COMPANIES

DIGITAL HEARTS CO., LTD.

G-STYLE CO., LTD.
CREEK & RIVER CO., LTD.
CHARABANS, INC
IMAGINARYPOWER, INC.
ORBITALLINK INC.
VOLTA
TORISAN INC.

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

DESIGNER, 2K SHOWCASE
Jody Hicks

CO-DESIGNER, 2K SHOWCASE
Shane Kemp

DESIGNER, MYCAREER
Ramelles Ballesca

DESIGNER, WWE UNIVERSE
Cristo Kyriazis

DESIGNER
Derek Donahue

DESIGNER ASSISTANT
Laura Schlatmann

SENIOR ONLINE ENGINEER
Igor Pevac

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

AUDIO TEAM SPECIAL THANKS
Ryan Katz

CREATIVE DIRECTOR
Lynell Jinks

LEAD CHARACTER ARTIST
Jonathan Gregory

ANIMATION TEAM LEAD
Shane Kemp

LEAD ANIMATOR
Jessica Wu

ANIMATORS
Brian Rust
Darrel Christian
David J. Yuen
Emily Katske
Eric Sturgeon
George Banks
George Fleites
Hannah Addington
Jeremiah Stewart
Jun Park
Liam Murphy
Max Antinone
Preet Uppal
Robert Firestone
Ryan Walker
Tom Van Cise

MANAGER, TRANSLATION
Yuri Tanaka

TRANSLATORS
Akane Yamamoto
Anne Awaya

MUSIC AND TALENT LICENSING
Debbie Fingerman

VISUAL CONCEPTS DEVELOPMENT TEAM SPECIAL THANKS

Drew Como
Darin Ito
Nobu Taguchi
Celian Varini
Isabela Bradley
Kai Cabrera
Jack Leung
Chris Kalos
Sabine Blair
John Friar
Bruno Buzzetti
Josh Atkins
Robert Clarke
Etienne Grunenwald
Eric Massoud
Mark Hamilton
Jason Sereno
Robert Nelson

2K WWE TEAM EXTERNAL CONTRACTORS

PHOTOGRAPHER
David Knox

PHOTOGRAPHER'S ASSISTANT
Shane Bartlett

COMMENTARY WRITERS
Brian Shields, Principal, Mighty Pen & Sword, LLC
Kevin Sullivan, Speed Lemon LLC
Patrick Hegarty, Hegarty Creative Services LLC

EXTERNAL TRANSLATION SERVICES

EXTERNAL TRANSLATORS
Reiko Fujimoto
Yoshiko Fujii

DIGITAL HEARTS USA INC.
Daniel Castillo
Eric Kwan
John Yamamoto
Satomi Aihara

POLE TO WIN CO., LTD.

POLE TO WIN ASIA PTE. LTD.
Leong Fong Wai

POLE TO WIN AMERICA, INC.
Fumihiko Yamaguchi

MOTION CAPTURE TALENT SECTION
Adam Pearce
Alan Ricardez
Brandon Silvestry
Finn Bálor
Gregory Marasciulo
Hassan Hamin Assad
Kevin Owens
Kimberly Gallows
Matt Sydal
Michael Montoya
Michael Sharrer
Mike Brendli
Ryan Clark
Scott Colton
TJ Perkins
Tracy Sharrer
Trevor Mann
Tyshaun Whitson
William Spradlin

ONLINE IMPLEMENTATION SERVICES

PIXELTAMER.NET

CEO
Carsten Orthbandt

NETWORK ENGINEER
Christopher Pech

2K PUBLISHING

PRESIDENT
Christoph Hartmann

C.O.O.
David Ismailier

SVP, SPORTS DEVELOPMENT
Greg Thomas

EVP, SPORTS DEVELOPMENT
Jeff Thomas

2K CREATIVE DEVELOPMENT

VP, CREATIVE DEVELOPMENT
Josh Atkins

DIRECTOR OF CREATIVE PRODUCTION
Jack Scalici

MANAGER OF CREATIVE PRODUCTION
Josh Orellana

CREATIVE PRODUCTION COORDINATOR

Kaitlin Bleier

CREATIVE PRODUCTION ASSISTANTSWilliam Gale
Cathy Neeley
Megan Rohr**DIRECTOR OF RESEARCH AND PLANNING**

Mike Salmon

SR. MARKET RESEARCHER

David Rees

USABILITY RESEARCHER

Jordan Limor

USER TESTING ASSISTANT

Jonathan Bonillas

MOTION CAPTURE SUPERVISOR

David Washburn

MOTION CAPTURE STAGE MANAGER

Anthony Tominia

MOTION CAPTURE PRODUCTION MANAGER

Charles Ghislandi

MOTION CAPTURE MEDIA SUPERVISOR

J. Mateo Baker

3D PIPELINE TOOLS ENGINEER

Charles Harris III

PRODUCTION ASSISTANT

Colin Duffy

MOTION CAPTURE STAGE TECHNICIANEmma Castles
Jennie Antonio
Jeremy Schichtel
Christopher Barton
Alexandra Grant**MOTION CAPTURE SPECIALISTS**Jeremy Wages
Gil Espanto
Jose Gutierrez
Ryan Girard
Michelle Hill**MOTION CAPTURE AUDIO**

Andrew Hanson

DATABASE PROGRAMMER

Nicholas Longo

2K MARKETING TEAM**SVP, MARKETING**

Sarah Anderson

VP OF INTERNATIONAL MARKETING

Matthias Wehner

VP OF MARKETING

Chris Snyder

DIRECTOR OF MARKETING

Bryce Yang

PRODUCT MANAGER

Philip McDaniel

ASSOCIATE PRODUCT MANAGER

Ediz Basol

MARKETING COORDINATOR

Robert Hearon

VP OF COMMUNICATIONS, THE AMERICAS

Ryan Jones

SR. COMMUNICATIONS MANAGER

Jaime Jensen

SR. DIRECTOR, MARKETING PRODUCTION

Jackie Truong

ASSOCIATE MARKETING PRODUCTION MANAGER

Ham Nguyen

MARKETING PRODUCTION ASSISTANT

Nelson Chao

SR. GRAPHIC DESIGNER

Christopher Maas

PROJECT MANAGER

Heidi Oas

VIDEO PRODUCTION MANAGER

Kenny Crosbie

VIDEO EDITOR/MOTION GRAPHICS DESIGNERSMichael Regelean
Eric Neff**VIDEO EDITOR**

Peter Koepfen

ASSOCIATE VIDEO EDITORSDoug Tyler
Nick Pylvanainen**ART DIRECTOR**

Gabe Abarcar

WEB DIRECTOR

Nate Schaumberg

WEB DESIGNER

Keith Echevarria

WEB DEVELOPER

Alex Beuscher

WEB PRODUCER

Tiffany Nelson

CHANNEL MARKETING MANAGERSAnna Nguyen
Marc McCurdy**SR. DIRECTOR OF EVENTS**

Lesley Zinn Abarcar

EVENTS MANAGER

David Iskra

DIRECTOR, CUSTOMER SERVICE

Ima Somers

CUSTOMER SERVICE MANAGER

David Eggers

KNOWLEDGE BASE COORDINATOR

Mike Thompson

SR. MANAGER OF PARTNERSHIPS & LICENSING

Jessica Hopp

PARTNER MARKETING MANAGER

Dawn Earp

DIGITAL MARKETING COORDINATORSAshley Landry
Kelsie Lahti**MARKETING ASSISTANT**

Kenya Sancristobal

2K OPERATIONS**VP, STUDIO OPERATIONS**

Kate Kellogg

SVP, SENIOR COUNSEL

Peter Welch

SR. DIRECTOR AND COUNSEL, 2K BUSINESS AFFAIRS

Jerry Wang

COUNSEL

Justyn Sanderford

VP, PUBLISHING, OPERATIONS

Steve Lux

DIRECTOR OF OPERATIONS

Dorian Rehfield

LICENSING/OPERATIONS SPECIALIST

Xenia Mul

OPERATIONS MANAGER

Ben Kvalo

OPERATIONS COORDINATOR

Peter Driscoll

2K CORE TECH**VP, TECHNOLOGY**

Naty Hoffman

DIRECTOR OF TECHNOLOGY

Mark James

ONLINE ARCHITECT

Louis Ewens

PRINCIPAL TECHNICAL ARTIST

Jonathan Tilden

SR. R&D ENGINEER

Markus Breyer

SOFTWARE ENGINEER

Jack Liu

2K IT**DIRECTOR, 2K IT**

Rob Roudebush

IT MANAGER

Bob Jones

SR. NETWORK/SYSTEMS ENGINEER

Russell Mains

SYSTEMS ENGINEERS

Jon Heysek
Lee Ryan

SYSTEMS ADMINISTRATOR

Fernando Ramirez

JR. SYSTEMS ADMINISTRATORS

Tareq Abbassi
Scott Alexander
Davis Krieghoff

IT ANALYST

Michael Caccia

2K LAS VEGAS QUALITY ASSURANCE**SR. VICE PRESIDENT OF QUALITY ASSURANCE**

Alex Plachowski

QUALITY ASSURANCE TEST MANAGER

Jeremy Ford

QUALITY ASSURANCE TEST MANAGER - SUPPORT TEAMS

Scott Sanford

PROJECT LEAD

Shant Boyatzian

LEAD TESTERS

Chris Adams
Nathan Bell

ASSOCIATE LEAD TESTERS

Matthew Newhouse
Alexander Coffin
Jorge Corpeño
Phylícia Fletcher
Luis Nieves
Dewayne Roberto Wilbert Jr
Jordan Wineinger

SENIOR TESTERS

David Drake
Andrew Garrett
Zack Gartner
Jared Shipp
Tim Jones
Justin Wolf
Robert Klempner
Philip Lui
Robert Marrazzo
Nicole Millette
Kristine Naces
Michael Newsom
Michelle Paredes
Marcial Pasek
Bar Peretz
Jeffery Schrader
Jonathan Williams

QUALITY ASSURANCE TESTERS

Carlos Anaya
Todd Phillips
Bojan Krkic
Kyle Bellas
Anthony Zaragoza
Eduardo Bancud
David Hoffman
Mailanee Anderson
Matt Cates
Joshua K. Collins
Hugh Cortney
Nathan Craig
Zach Griffin

Pele Henderson

David Lotruglio
Cesar Martinez
Lin Mei
Enrique Meza
Josh Ray

Erick Rogers
Marci Sousa

SPECIAL THANKS

Leslie Cullum
Alex Belk
Louis Napolitano
Joe Bettis
David Barksdale
Ashley Carey
Rachel Hajewski
Chris Jones
Kris Jolly
Juan Corral
Eric Chung
Todd Ingram

2K CHINA CHENGDU QUALITY ASSURANCE**QUALITY ASSURANCE DIRECTOR**

Zhang Xi Kun

QUALITY ASSURANCE SUPERVISOR

Steve Manners

QUALITY ASSURANCE LEAD

Gao You Ming

QUALITY ASSURANCE SENIOR TESTERS

Deng Jian
Ji Yang
Shao Bang Zhu

QUALITY ASSURANCE TESTERS

Cai Kuang Yu
Deng Chen Chao
Deng Yang
Fan Fu Qiang
Gong Yan Jia
Kong Wei Yu
Luo Yi
Wang Dan Yang
Xiang Gao Jie
Xiao Meng
Yang Ke
Zhang Jiu Si
Zhou Tao
Zhu Qiu Song

SPECIAL THANKS

Zhao Hong Wei
Hu Xiang
Xie Ya Xi
Su Wan Qing
Li Hua

2K INTERNATIONAL**GENERAL MANAGER**

Neil Ralley

INTERNATIONAL PRODUCT MANAGER

Sam Woodward

INTERNATIONAL PR MANAGER

Richie Churchill

INTERNATIONAL SOCIAL MEDIA AND CONTENT EXECUTIVE

Ibrahim Bhatti

2K INTERNATIONAL PRODUCT DEVELOPMENT**INTERNATIONAL PRODUCERS**

Lena Brenk
Sajjad Majid

HEAD OF CREATIVE SERVICES AND LOCALIZATION

Nathalie Mathews

LOCALIZATION PROJECT MANAGER

Emma Lepeut

EXTERNAL LOCALIZATION TEAMS

Around The World
Effective Media GmbH
Synthesis Iberia
Synthesis International Srl
Qloc S.A.

LOCALIZATION TOOLS AND SUPPORT

Provided By Xloc Inc.

2K INTERNATIONAL QUALITY ASSURANCE**LOCALIZATION QA MANAGER**

José Miñana

MASTERING ENGINEER

Wayne Boyce

MASTERING TECHNICIAN

Alan Vincent

LOCALIZATION QA SENIOR LEAD

Oscar Pereira

LOCALIZATION QA PROJECT LEAD

Florian Genthon

LOCALIZATION QA LEADS

Elmar Schubert
Fabrizio Mariani
Karim Cherif

ASSOCIATE LOCALIZATION QA LEAD

Cristina La Mura

SENIOR LOCALIZATION QA TECHNICIANS

Alba Loureiro
Christopher Funke
Enrico Sette
Harald Raschen
Jihye Kim
Johanna Cohen
Jose Olivares
Pierre Tissoit

LOCALIZATION QA TECHNICIANS

Christina Molin
David Swan
Dimitri Gerard
Etienne Dumont
Gabriel Uriarte
Giuliano Cataford
Iris Loison
Javier Vidal

Julien Le Tohic
Julio Calle Arpon
Luca Magni
Manuel Aguayo
Martin Schücker
Namer Merli
Nicolas Bonin
Norma Hernandez
Pablo Menéndez
Roland Habersack
Rüdiger Kolb
Samuel Franca
Seon Hee C. Anderson
Sergio Accettura
Shawn Williams-Brown
Sherif Mahdy Farrag
Stefan Rossi
Timothy Cooper

DESIGN TEAM

James Quinlan
Tom Baker

2K INTERNATIONAL TEAM

Adam Merrett
Agnès Rosique
Alan Moore
Aaron Cooper
Belinda Crowe
Ben Seccombe
Bernardo Hermoso
Carlo Volz
Caroline Rajcom
Chris Jennings
Chris White
Dan Cooke
Daniel Hill
Dennis De Bruin
Devon Stanton
Diana Freitag
Jan Sturm
Jean Paul Hardy
Jesús Sotillo
Julien Brossat
Lieke Mandemakers
Maria Martínez
Oliver Keller
Richie Churchill
Sandra Melero
Sean Phillips
Simon Turner
Stefan Eder
Tim Smith
Warner Guinée

TAKE-TWO INTERNATIONAL OPERATIONS

Anthony Dodd
Nisha Verma
Phil Anderton
Robert Willis
Denisa Polcerova

2K ASIA TEAM

ASIA SR. PUBLISHING DIRECTOR

Jason Wong

ASIA SR. MARKETING MANAGER

Diana Tan

ASIA MARKETING MANAGER

Daniel Tan

JAPAN MARKETING MANAGER

Maho Sawashima

PRODUCT EXECUTIVE

Rohan Ishwari
Sharon Lim

LOCALIZATION MANAGER

Yosuke Yano

LOCALIZATION COORDINATOR

Pierre Guijarro

LOCALIZATION ASSISTANT

Yasutaka Arita

TAKE-TWO ASIA OPERATIONS

Eileen Chong
Veronica Khuan
Chermine Tan
Takako Davis
Ryoko Hayashi

TAKE-TWO ASIA BUSINESS DEVELOPMENT

Erik Ford
Syn Chua
Ellen Hsu
Kelvin Ahn
Paul Adachi
Fumiko Okura
Hidekatsu Tani
Fred Johnson
Julius Chen
Ken Tilakaratra
Albert Hoolsema

VOICE OVER TALENTS

Jerry "King" Lawler
Michael Cole
JBL
Jim Ross
Triple H
Jason Albert
Renee Young
Steven Westdahl
Lillian Garcia

SPECIAL THANKS

Strauss Zelnick
Karl Slatoff
Lainie Goldstein
Seth Krauss
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
Justyn Sanderford
Jonathan Washburn
David Boutry
Barry Charleton
Juan Chavez
Rajesh Joseph
Gaurav Singh
Gail Hamrick
Tony Macneill
Christina Vu
Sotika Nou
Chris Bigelow
Brooke Grabrian
Katie Nelson

Chris Burton
Aly Fidiham-Smith
Betsy Ross
Oliver Hall
Gwendoline Oliviero

WORLD WRESTLING ENTERTAINMENT

EVP OF CONSUMER PRODUCTS

Casey Collins

VP OF INTERACTIVE LICENSING

Ed Kiang

DIRECTOR OF GAMES

David Woldman

SR. BRAND EQUITY ANALYST

Ashley Zuzik

INTERACTIVE PRODUCT COORDINATOR

Ignacio Borbolla

POST AUDIO MIXERS

Chris Argento
Tim Roche
Chuck Cavanaugh
Ray Jackson
Peter Buccellato
James Widman

VP OF PRODUCTION STRATEGY

Mark Hamilton

SENIOR PRODUCERS

Mike Calabrese
Jason Gomez

CREATIVE DIRECTORS

Dan Pucherelli
Rob Cinguina

MANAGING PRODUCER

Chris Lawler

ASSOCIATE PRODUCERS

Kaitlin HARRIGAN
Matt Braine
Christin Mone
Paul Erlick
Mike Spasiuk
David Vega
Alex Pierce
Ed Smyth
Dan Glowacki
Steve Conoscenti

PRODUCTION ASSISTANTS

Dave Walsh
Jose Moreno
Maria Abreu
Christian Silva
Kevin Sutton
Tim Dayton
Dennis Skartsilas
Garrett Beltis
Rachel Verrier
Matt Stansfield
Kristin Greco

SENIOR DIRECTOR, EDITING

Slim Simon

VICE PRESIDENT, PRODUCTION AND GRAPHICS

Chris Siciliano

SENIOR DIRECTOR, 3D

Kevin Callahan

DIRECTOR, 2D

Dan Ormsby

LEAD 3D DESIGNERS

Daniel Cerasale

Jacques Broquard

SR. 3D GRAPHIC DESIGNERS

Matt Thurber

Sean Thorpe

3D GRAPHIC DESIGNERS

Mathew Gleason

Gibney Patterson

LEAD 2D DESIGNERS

Soyon Yun

SJ Deluise

SENIOR 2D GRAPHIC DESIGNERS

Dionisios Efkarpidis

Matthew Swinford

Mike Kinney

2D GRAPHIC DESIGNERS

Sean Matos

Derek Ragos

Paul Robinson

Gaetan Desimone

Corey Petrin

VICE PRESIDENT, INTELLECTUAL PROPERTY

Lauren A. Dienes-Middlen

DIRECTOR OF PHOTOGRAPHY

Frank Vitucci

SENIOR PHOTO EDITOR

Jamie Nelson

PHOTO EDITOR

Melissa Halladay

ASSOCIATE PHOTO ARCHIVISTS

Joshua Tottenham

JD Sestito

CREATIVE DIRECTOR

John F Jones II

CREATIVE DIRECTOR GLOBAL LICENSING

Joe Giorno

PRODUCTION DIRECTOR

Liz Montgomery

SENIOR VICE PRESIDENT, CREATIVE SERVICES

Stan Stanski

VP, TALENT OPERATIONS

Mark Carrano

MUSIC**WWE 2K16 SOUNDTRACK MUSIC****A LITTLE MORE**

PERFORMED BY MACHINE GUN KELLY FEATURING VICTORIA MONET

WRITTEN BY RICHARD COLSON BAKER, THOMAS LEE BROWN, THOMAS WESLEY LUMPKINS, AND VICTORIA MCCANTS

PUBLISHED BY FOR CASIE PUBLISHING, LLC (BMI) ADMINISTERED BY SONGS OF KOBALT MUSIC PUBLISHING; EMI APRIL MUSIC INC.

(ASCAP); DARKCHILD SONGS (ASCAP); TBHITS (ASCAP); MAGIC SOUL MUSIC (ASCAP); VICTORIA MCCANTS MUSIC PUBLISHING (ASCAP).

DEEP SIX

PERFORMED BY MARILYN MANSON WRITTEN BY TYLER LEE BATES AND BRIAN HUGH WARNER

PUBLISHED BY FIGS, D MUSIC (BMI) C/O THE BICYCLE MUSIC COMPANY ON BEHALF OF SONGS OF GOLGOTHA (BMI) AND BOX CUTTER MUSIC (BMI)

COURTESY OF LOMA VISTA RECORDINGS BY ARRANGEMENT WITH CONCORD MUSIC GROUP, INC.

HEAVYDIRTYSOUL

PERFORMED BY TWENTY ONE PILOTS WRITTEN BY TYLER JOSEPH

PUBLISHED BY WARNER-TAMERLANE PUBLISHING CORP. (BMI) ON BEHALF OF ITSELF AND STRYKER JOSEPH MUSIC

COURTESY OF ATLANTIC RECORDING CORP.

BY ARRANGEMENT WITH WARNER MUSIC GROUP VIDEO GAME LICENSING (P) 2015 FUELED BY RAMEN LLC

HEAVY IS THE HEAD

PERFORMED BY ZAC BROWN BAND FEATURING CHRIS CORNELL

WRITTEN BY ZAC BROWN, JIMMY DE MARTINI, WYATT DURRETTE, JOHN DRISKELL HOPKINS, NIKO MOON AND JAMES DARRELL SCOTT

PUBLISHED BY BRIGHTER SHADE PUBLISHING (BMI); I IMAGINE MUSIC (ASCAP); DAY FOR THE DEAD PUBLISHING (SESAC); SOUTHERN GROUNDED (SESAC); ISLAND SOUTH MUSIC/ROSEST MUSIC (SESAC); JIMMY DEMARTINI PUBLISHING (BMI).

COURTESY OF UNIVERSAL REPUBLIC NASHVILLE RECORDS UNDER LICENSE FROM UNIVERSAL MUSIC ENTERPRISES

HELLO WORLD

PERFORMED BY KID INK WRITTEN BY RINALDO CERRI, BRIAN COLLINS, GEORGES FRANCOIS LOUIS GRANIER, JOE KHAJADOURIAN, ALEX SCHWARTZ PUBLISHED BY WB MUSIC CORP. (ASCAP) ON BEHALF OF ARTIST PUBLISHING GROUP WEST, SCHWEEZY BEATS AND PANIC ATTACK PUBLISHING; ALUMNI INK PUBLISHING (ASCAP); SONY/ATV MUSIC PUBLISHING (ASCAP); CHICAGO 2000 DU GROUPE CRC

(SACEM)*.

"HELLO WORLD" INTERPOLATES SWEET MELODIE WRITTEN BY RINALDO CERRI (SACEM) AND GEORGES GRANIER (SACEM), PUBLISHED BY CHICAGO 2000 DU GROUPE CRC (SACEM).

COURTESY OF THA ALUMNI MUSIC GROUP/88 CLASSIC/RCA RECORDS BY ARRANGEMENT WITH SONY MUSIC ENTERTAINMENT

IT'S TRICKY

PERFORMED BY RUN-DMC WRITTEN BY JASON WILLIAM MIZELL, DARRYL MATTHEWS MCDANIELS, JOSEPH WARD SIMMONS AND RICK RUBIN PUBLISHED BY UNIVERSAL MUSIC CORP. (ASCAP) ON BEHALF OF PROTOONS, INC.

COURTESY OF RCA RECORDS, A UNIT OF SONY MUSIC ENTERTAINMENT BY ARRANGEMENT WITH SONY MUSIC LICENSING

REBEL YELL

PERFORMED BY BILLY IDOL WRITTEN BY BILLY IDOL AND STEVE STEVENS

PUBLISHED BY BMG MONARCH (ASCAP), BONEIDOL MUSIC (ASCAP) AND WB MUSIC CORP (ASCAP) COURTESY OF CAPITOL RECORDS UNDER LICENSE FROM UNIVERSAL MUSIC ENTERPRISES

REVOLUTION (FEAT. FAUSTIX & IMANOS AND KAI)

PERFORMED BY DIPL0 WRITTEN BY ALESSIA PATRIZIA DEGASPERIS, MORTEN BRANGSTRUP OLSEN, THOMAS WESLEY PENTZ AND HUSSAIN SOMANI

PUBLISHED BY I LIKE TURTLES MUSIC (ASCAP); SONGS OF SMP (ASCAP); DISCO WAX PUBLISHING (KODA); HUSSAIN SOMANI (BMI) COURTESY OF MAD DECENT

SOMETHING TO BELIEVE IN

PERFORMED BY FASHAWN FEATURING NAS AND ALOE BLACC WRITTEN BY SANTIAGO LEYVA, ALOE BLACC, NASIR JONES, MARCELLOUS DEMITRIUS BERRY AND RASHID HADEE

PUBLISHED BY WB MUSIC CORP (ASCAP) ON BEHALF OF ITSELF AND ALOE BLACC PUBLISHING (ASCAP); SHIELDS AVE (ASCAP); UNIVERSAL MUSIC - Z SONGS (BMI) ON BEHALF OF ITSELF AND SUN SHINING, INC. COURTESY OF MASS APPEAL RECORDS

TILL IT'S GONE (DAN HEATH REMIX)

PERFORMED BY YELAWOLF WRITTEN BY MICHAEL ATHA, WILLIAM BOOKER WASHINGTON, MATT HAYES AND MICHAEL D HARTNETT

PUBLISHED BY BMG BUMBLEBEE (BMI); ARCHIBALD HIGHWATER (BMI), BMG CICADA (SESAC); MY INHERITANCE (SESAC); MIKE HARTNETT MUSIC PUBLISHING (BMI) SONGS OF KOBALT MUSIC PUBLISHING; MILK MONEY CONSULTING, INC.

COURTESY OF INTERSCOPE RECORDS UNDER LICENSE FROM UNIVERSAL MUSIC ENTERPRISES

TRANSMISSION

PERFORMED BY ZEDD FEATURING LOGIC AND X AMBASSADORS
WRITTEN BY ROBERT HALL, ANTON ZASLAVSKI, SAMUEL NELSON HARRIS, TIM JAMES AND ANTONINA ARMATO
PUBLISHED BY WARNER-TAMERLANE PUBLISHING CORP. (BMI) OBO ITSELF AND THREE OH ONE PRODUCTIONS; AKASHIC FIELD MUSIC (BMI), ANTONINA SONGS (ASCAP); SONGS MP (BMI); ZEDD MUSIC EMPIRE (ASCAP); ADMINISTERED BY KOBALT MUSIC PUBLISHING AMERICA, INC.
COURTESY OF INTERSCOPE RECORDS UNDER LICENSE FROM UNIVERSAL MUSIC ENTERPRISES
LOGIC APPEARS COURTESY OF DEF JAM RECORDINGS

YOUTH GONE WILD

PERFORMED BY SKID ROW
WRITTEN BY DAVID MICHAEL SABO AND RACHEL BOLAN SOUTHWORTH
PUBLISHED BY NEW JERSEY UNDERGROUND MUSIC (ASCAP) AND WORDTKS MUSIC (ASCAP)
COURTESY OF ATLANTIC RECORDING CORP.
BY ARRANGEMENT WITH WARNER MUSIC GROUP VIDEO GAME LICENSING
(P) 1989 ATLANTIC RECORDING CORP.

ENTRANCE THEMES

WWE SUPERSTAR AND DIVA ENTRANCE THEMES COMPOSED BY JIM JOHNSTON, PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI), COURTESY OF WWE MUSIC GROUP, EXCEPT AS NOTED BELOW:

#GIRLBYE

CFOS
A WWE AND WIND-UP SONGS PRODUCTION

#MMMMGORGEIOUS

CFOS
A WWE AND WIND-UP SONGS PRODUCTION

AMAZING

CFOS
A WWE AND WIND-UP SONGS PRODUCTION

AVE SATANUS

WRITTEN BY CHRIS PAYNE
PUBLISHED BY BRUTON APM (ASCAP)
COURTESY OF APM MUSIC

BEAUTIFUL LIFE

CFOS
A WWE AND WIND-UP SONGS PRODUCTION

BREAK AWAY

CFOS
A WWE AND WIND-UP SONGS PRODUCTION

BREAK IT DOWN (FEAT. CHRIS WARREN)

WRITTEN AND PERFORMED BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE

MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

BREAK ORBIT

CFOS
A WWE AND WIND-UP SONGS PRODUCTION

CATCH YOUR BREATH

CFOS
A WWE AND WIND-UP SONGS PRODUCTION
COOL, COCKY, BAD
WRITTEN AND PERFORMED BY JIMMY HART AND JOHN J. MAGUIRE
PUBLISHED BY BMG SILVER SONGS (SESAC) O/B/O PILEDRIVER MUSIC (SESAC)
COURTESY OF WWE MUSIC GROUP

CRANK IT UP

PERFORMED BY BRAND NEW SIN
WRITTEN BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

CRAZED

WRITTEN AND PERFORMED BY D. TODD SORENSEN
COURTESY OF WARNER CHAPPELL PRODUCTION MUSIC O/B/O NON-STOP MUSIC
PUBLISHED BY NON-STOP OUTRAGEOUS PUBLISHING (ASCAP)

EYES POPPED OUT

WRITTEN AND PERFORMED BY CRISTOPHER GOULSTONE
PUBLISHED BY CARBERT MUSIC INC (BMI)
COURTESY OF APM MUSIC

GLASS SHATTERS

PERFORMED BY DISTURBED
WRITTEN BY JIM JOHNSTON, DAN DONEGAN, DAVID MICHAEL DRAIMAN, STEVE KMAK, MICHAEL WENGER
PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI) AND BMG GOLD SONGS O/B/O SCREECH MUSIC (ASCAP)
COURTESY OF WARNER BROS. RECORDS BY ARRANGEMENT WITH WARNER MUSIC GROUP VIDEO GAME LICENSING
(P) 2001 GIANT RECORDS

HELLFIRE

CFOS
A WWE AND WIND-UP SONGS PRODUCTION

HERE TO SHOW THE WORLD

PERFORMED BY DOWNSTAIT
WRITTEN BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

HITMAN

WRITTEN AND PERFORMED BY JIMMY HART AND JOHN J. MAGUIRE
PUBLISHED BY BMG SILVER SONGS O/B/O PILEDRIVER MUSIC (SESAC)

I CAME TO PLAY

PERFORMED BY DOWNSTAIT
WRITTEN BY JIM JOHNSTON

PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

I WALK ALONE

PERFORMED BY SALIVA
WRITTEN BY JIM JOHNSTON, CHRISTOPHER JON D'ABALDO, DAVID A. NOVOTNY, JOSEPH SCOTT SAPPINGTON, PAUL ALLEN CROSBY, AND WAYNE A. SWINNY
PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI); BMG GOLD SONGS (ASCAP) O/B/O SCREECH MUSIC (ASCAP)
COURTESY OF WWE MUSIC GROUP

JUST CLOSE YOUR EYES

PERFORMED BY STORY OF THE YEAR
WRITTEN BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

KING OF KINGS

PERFORMED BY MOTÖRHEAD
WRITTEN BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

LIVE IN FEAR

WRITTEN AND PERFORMED BY MARK CROZER
PUBLISHED BY BMG GOLD SONGS (ASCAP) O/B/O SCREECH MUSIC (ASCAP)
COURTESY OF WWE MUSIC GROUP

LUCHA LUCHA

CFOS
A WWE AND WIND-UP SONGS PRODUCTION

MAKING MOVES

PERFORMED BY SUGAR TONGUE SLIM
WRITTEN BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM SONGS (BMI) O/B/O STEPHANIE MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

METALINGUS

PERFORMED BY ALTER BRIDGE
WRITTEN BY MARK TREMONTI, THOMAS PHILLIPS, BRIAN MARSHALL AND MYLES KENNEDY
PUBLISHED BY RESERVOIR 416 (BMI) O/B/O ITSELF, MARK TREMONTI MUSIC, OPEN WATER MUSIC, BASS GROOVE MUSIC, AND SIGGY PIGGY MUSIC
COURTESY OF THE BICYCLE MUSIC COMPANY

NOBLE OCCASION

WRITTEN AND PERFORMED BY STEVE HODGES
COURTESY OF 5 ALARM MUSIC
PUBLISHED BY OCEAN RIDGE MUSIC 1 (SOCAN) / CYPRESS CREEK MUSIC (ASCAP)

OPENING CEREMONY

WRITTEN BY DAUM GERHARD, HEINZ NEU
PUBLISHED BY SONOTON APM (BMI)
COURTESY OF APM MUSIC

PATRIOT

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

RAP SHEET

WRITTEN BY RENE DE WAELE, DIDIER
GILBERT LEGLISE
COURTESY OF APM MUSIC

REAL DEAL

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

REBEL SON

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

REBELLION

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

REBORN

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

RETALIATION

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

RETRO DRUMROLL

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

RIGHT HERE, RIGHT NOW

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

ROLLIN'

PERFORMED BY LIMP BIZKIT
WRITTEN BY SAMUEL ROBERT
RIVERS, CLIFFORD SMITH,
KASSEEM DEAN, EARL SIMMONS,
LEOR DIMANT, JOHN EVERETT
OTTO, REGGIE NOBLE, WILLIAM
FREDERICK DURST, WESLEY LOUDEN
BORLAND
PUBLISHED BY UNIVERSAL MUSIC
Z-SONGS (BMI), LETHAL DOSE MUSIC
(BMI), BIG BIZKIT MUSIC (ASCAP),
SWIZZ BEATZ (ASCAP), UNIVERSAL
MUSIC Z-TUNES LLC (ASCAP),
UNIVERSAL MUSIC CORPORATION
(ASCAP) COURTESY OF INTERSCOPE
RECORDS

RULE BRITANNIA

WRITTEN BY DE WILDE, GRAHAM
FRANCIS DE WILDE (PRS) (C)
PUBLISHED BY KPM APM (ASCAP)
COURTESY OF APM MUSIC

RUSH OF POWER

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

SATAN'S SISTER

WRITTEN AND PERFORMED BY
CHRISTOPHER GOULSTONE
PUBLISHED BY SOHO PRODUCTION
MUSIC USA (BMI)
COURTESY OF APM MUSIC

SAWFT IS A SIN (FEAT. ENZO AMORE)

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

SCATTERED

WRITTEN BY CHRIS MANY AND
GEOFF LEVIN
PUBLISHED BY ZFC MUSIC (ASCAP)
COURTESY OF FIRSTCOM MUSIC

SEXY BOY (FEAT. SHAWN MICHAELS)

WRITTEN AND PERFORMED BY
JIMMY HART AND JOHN J. MAGUIRE
PUBLISHED BY BMG SILVER SONGS
(SESAC) O/B/O PILEDRIVER MUSIC
(SESAC) COURTESY OF WWE MUSIC
GROUP

SHOOT FOR THE STARS

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

SKANK

WRITTEN AND PERFORMED BY
WILLIAM ALLAN BOOKHEIM
PUBLISHED BY BRIAN-PAUL
PUBLISHING COURTESY OF
AIRCRAFT MUSIC LIBRARY

SLAMMER

WRITTEN AND PERFORMED BY D.
TODD SORENSEN
COURTESY OF WARNER CHAPPELL
PRODUCTION MUSIC O/B/O NON-
STOP MUSIC
PUBLISHED BY NON-STOP
OUTRAGEOUS PUBLISHING (ASCAP)

SO CLOSE NOW

PERFORMED BY DAVID DALLAS
WRITTEN BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

SOME BODIES GONNA GET IT

WRITTEN BY JIM JOHNSTON,
JORDAN HOUSTON AND PAUL D.
BEAUREGARD
PERFORMED BY THREE 6 MAFIA
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI) AND
TEFNOISE PUBLISHING LLC (BMI)
C/O BMG RIGHTS MANAGEMENT
(US) LLC
COURTESY OF COLUMBIA
RECORDS, A UNIT OF SONY MUSIC
ENTERTAINMENT
BY ARRANGEMENT WITH SONY
MUSIC LICENSING

STARS IN THE NIGHT

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

STING THEME

WRITTEN AND PERFORMED BY
JIMMY HART AND HOWARD HELM
PUBLISHED BY RET MUSIC, INC.
(ASCAP)

SUPERHUMAN

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

SWISS MADE

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

TERMINATOR 2 JUDGMENT DAY MAIN THEME

COMPOSED BY BRAD FIEDEL (ASCAP)
1991 © 1 P STUDIOCANAL (CAROLCO)

THE GAME

PERFORMED BY MOTÖRHEAD
WRITTEN BY JIM JOHNSTON
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

THE GRAND OPENING

WRITTEN BY RALF WEIGAND
PUBLISHED BY SONOTON APM (BMI)
COURTESY OF APM MUSIC

THE SECOND COMING

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

THE TIME IS NOW

PERFORMED BY JOHN CENA & THA
TRADEMARK
WRITTEN BY JOHN CENA, MARC
JOSEPH PREDKA, BOBBY RUSSELL
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI);
BMG GOLD SONGS (ASCAP) O/B/O
PREDKA MUSIC PUBLISHING
(ASCAP) AND PIX-RUSS MUSIC
(ASCAP)
COURTESY OF WWE MUSIC GROUP

TIME TO RISE

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

TIME TO ROCK & ROLL (FEAT. LIL KIM)

WRITTEN AND PERFORMED BY JIM
JOHNSTON
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

TOKIWAKITA (TIME HAS COME)

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

TURBO CHARGED

WRITTEN BY PETER HINTON (PRS)
PUBLISHED BY ZFC MUSIC (ASCAP)
COURTESY OF FIRSTCOM MUSIC

VAU DE VIRE

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

VOICES (FEAT. RICH LUZZI OF REV THEORY)

WRITTEN AND PERFORMED BY JIM
JOHNSTON
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

WHAT'S UP?

PERFORMED BY R-TRUTH
WRITTEN BY RON KILLINGS
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

WHOLE LOTTA GROOVE

WRITTEN BY OLIVER MAUNICK
(SACEM)
PUBLISHED BY FIRSTCOM
MUSIC O/B/O MUSIQUE CINEMA
TELEVISION SARL (SACEM)
COURTESY OF FIRSTCOM MUSIC
WORLDS APART
CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

YOU CAN LOOK (BUT YOU CAN'T TOUCH) (FEAT. KIM SOZZI)

WRITTEN AND PERFORMED BY JIM
JOHNSTON
PUBLISHED BY BMG PLATINUM
SONGS (BMI) O/B/O STEPHANIE
MUSIC PUBLISHING, INC. (BMI)
COURTESY OF WWE MUSIC GROUP

ВНИМАНИЕ! (ROAR OF THE LION)

CFOS
A WWE AND WIND-UP SONGS
PRODUCTION

ADDITIONAL MUSIC

THE FOLLOWING SONGS ARE
COURTESY OF APM MUSIC.

A PERFECT STORM
ACT OF WAR
ADVANCING DISCOVERY
AETEMA (NO RISE)
AGENT 54
AND NOW WAR
ANNIHILATION
ANOTHER TRAGIC STORY
ANTIOCHUS (PERCUSSION MIX)
ARCTURUS CALLS
AS ONE
AVALANCHE
BAREKNUCKLED
BATTLE ACTION
BATTLE FOR IMMORTALITY
BATTLE PULSE
BIG MUSCLE
BLOOD OF THE HYDRA
BORN A HERO
BREAKAWAY
BROKEN SYNTAX
BUILDING ACTION
BULLFIGHT
CAME TO PLAY
CATACLYSM
CELLO ENCHANTMENT
CHANT ARCHAIOS
CIRCUS MAXIMUS
COLD SWEAT
CRUSADER
DAY OF JUDGMENT
DEATH MARCH FANTASY G
DESTINED FOR VICTORY
DETERMINED
DIRT
DONE AND DUSTED
DRIVER
END OF THE RAINBOW
ENTER THE COMBAT
EPIC POWERS
EPICENTRE (BED VERSION)

ERA
EVE OF BATTLE
EXTERMINATE
EXTREME BRUTALITY
FEVER PITCH
FIGHT TO THE DEATH
FORTITUDE
FRENCH NATIONAL ANTHEM
FULL ARMOR FULL FORCE
FUNERAL MARCH
GORILLA
GREAT CHAMPIONS
GRIND LOW
HAIL TO THE CHIEF
HAMMER
HEART OF DARKNESS
HELL'S ARMY
HEROIC MODERN TRAILER
HIDE OUT
HOPE WILL RISE
HUMOURS OF GLEN DART
HYBRID SCORE
IN THE LIGHT
INTO THE VOID
JUBLATION
LEGENDS REMEMBERED
LEGION OF FIRE
LOADED
MILITARY X
MISTER UNSTOPPABLE
MORTAL VENDETTA
MY MONEY
MYSTERIOUS FORCE
NASTY GIRL
OCTANE HIGH
OTHER WORLDS
OUTBREAK
PACECAR
PARANOID SUICIDE
PHANTOM
PIZZA DANCE
POMPOSER EMPFANG
PURE COURAGE
PUSHING THE CHAINS
RISE OF THE DRAGON
ROCKSTEP
ROUGH TIME
RULE BRITANNIA
SALVATION
SAMURAI SIGH
SCAPE SHIFT
SCARS AND BRUISES
SCION
SILENCE
STAR TRIPPER
STORM MACHINE
SWITCHED OFF BACH
TAMURE
THIS ENDS NOW
TOO TOUGH TO DIE
U.S.A.
VELVET KISS
WAR MONGER
WRATH

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/usa/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 MANUALS, 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 LICENSEE TO YOU. BY INSTALLING, USING, OR OTHERWISE ACCESSING 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. ("LICENSEE"), AS WELL AS THE PRIVACY POLICY LOCATED AT www.take2games.com/privacy AND TERMS OF SERVICE LOCATED AT 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, Licensee 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 (i.e. a 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, music, 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 to you by 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 third parties to use) 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; reuse equipment, disassemble, 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 limit any other user from using or enjoying any part of the Software; cheat or utilize any unauthorized third party "spider" or other program in connection with any online features of the Software; violate any terms, policies, licenses, or codes 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 the 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 on-line, downloadable, on-line, 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

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 content 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 transferable 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 you. The Software is intended for private use only. NOTWITHSTANDING THE FOREGOING, YOU MAY NOT TRANSFER ANY PRE-RELEASED COPIES OF THE SOFTWARE.

TECHNICAL PROTECTIONS: The Software may include measures to restrict 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 circumvent or bypass such access control measures. Licensor may not grant access to the Software or any portion of the Software to any third party without Licensor's prior written consent. You may not use the Software to 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 support 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, art design, item, or video of your game play. In exchange for use of the Software and for the extent that you benefit from the use of the Software, you agree to grant Licensor an exclusive, non-assignable, revocable, and irrevocable license to use, reproduce, distribute, and otherwise create, sell, license, lease, rent, and/or otherwise 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/or 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 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 includes virtual play items, including Virtual Currency and Virtual Goods, the following additional terms and conditions apply:

VIRTUAL CURRENCY & VIRTUAL GOODS: The Software may enable users to use its fictional virtual currency as a medium of exchange exclusively within the Software ("Virtual Currency" or "VC") and (i) 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 nonexclusive, non-transferable, non-sublicensable, limited right and license to use 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 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 issue VC or VG with or without a purchase price.

EARNINGS & PURCHASING 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 Agreements. Licensor may, at its sole discretion, modify or terminate the purchase of VC and VG, and Licensor may, at its sole discretion, modify or terminate any promotions may be made or discontinued by Licensor at any time without notice to you. Upon completing an authorized purchase of VC from an authorized Software 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 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. 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 and/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.

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 Licensor may restrict the applicable Application Store store, suspend, terminate, deactivate, 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 interfering 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 any Software Store 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 states that you are solely responsible for all transactions in or through such Software Store. Licensor is not liable for any such transactions and does not warrant the performance of the Software or your purchase of the Software Store. You do not have an obligation to furnish any maintenance or support services to you in connection with the Software. Except for the foregoing, 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 may 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 understand that you are not located in any U.S.-embodied countries or U.S.-embodied countries 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 other third parties, such as governmental authorities, in the United States and other countries, and (ii) the collection, use, and disclosure of your personal information that may have lower standards of privacy protection. (a) 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; (b) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (c) in 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 and/or shared in this manner, then you should not use the Software. 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.

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 was 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. For any copy of the Software, you warrant that you are not using the Software during the warranty period. 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, misreatment, 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 in using the Software pursuant to the terms of this 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 YOU PAID FOR USE OF THE SOFTWARE. IN NO EVENT SHALL LICENSOR'S AGGREGATE LIABILITY FOR ANY AND ALL CLAIMS HEREUNDER (BY YOU OR OTHERWISE) BE MORE THAN THE ACTUAL PRICE YOU PAID FOR USE OF THE SOFTWARE. EXCEPT FOR THE FEES PAID BY YOU TO LICENSOR FOR THE PRECEDING TWELVE (12) MONTH PERIOD FOR ANYTHING RELATING TO THE SOFTWARE OR LICENSED, WHOEVER IS GREATER: (A) 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 DESCRIBED IN THIS FROM THE ABOVE SHALL NOT APPLY TO YOU OR YOUR PROPERTY 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 STATUTORY 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 OUR SERVERS, APPLICATIONS, AND SERVICES WILL BE AVAILABLE TO YOU AT ALL TIMES, AND THAT OUR SERVICES WILL BE AVAILABLE TO YOU AT ALL TIMES. YOU AGREE TO WAIVE ANY RIGHTS 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 (or 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 provided by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and VG associated with your User Account will also be deleted, and you will no longer be available to 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 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 any 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.

GOVERNMENT RESTRICTIONS: The Software and its associated materials are provided as "General Use Software" and are not intended for use by the U.S. Government or "restricted computer software." Use, duplication, or disclosure by the U.S. Government or U.S. Government contractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.277-7013 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 or other security, to a 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 not limited to your connection with your activities hereunder, if any, by your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will do so 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 related 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 of 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, New York, USA). You and Licensor consent to the 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, New York, USA). 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.

© 2005-2015 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, logos, wrestling moves, trademarks, logos and copyrights are the exclusive property of WWE and its subsidiaries. © 2015 WWE. All Rights Reserved. The ESRB rating icons are registered trademarks of the Entertainment Software Association. All other trademarks are property of their respective owners. All rights reserved. v6