

## **Come One, Come All! Carnival Games® Available Today**

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*Family friendly favorite is back and brings fun variety of co-operative and competitive games for everyone to enjoy at home or on the go this holiday season for Nintendo Switch™, Xbox One, and PlayStation® 4*

NEW YORK--(BUSINESS WIRE)--Nov. 6, 2018-- 2K today announced that [\*Carnival Games\*](#)®, the next entry in the popular franchise that has sold-in over 9.5 million units worldwide, is available today globally for Nintendo Switch™, Xbox One and PlayStation® 4 just in time for the busy holiday season. *Carnival Games* is fun for the entire family and can be played alone or with up to four players simultaneously, providing a level of excitement, accessibility and competition for everyone. The game features 20 exciting and re-imagined games in four unique alleys that can be played at home or on the go.

Like a real-life county fair, *Carnival Games* allows players of all ages and experience levels to enjoy classic games like ring toss (“Post Master”) and alley ball horse racing (“Roll-R-Derby”), as well as brand new attractions like drone racing (“Light Speed”) and cosmic bowling (“Cosmic Strike”). Four uniquely themed alleys – Jungle Lane, Saturn Station, Vulture Gulch and Nuts & Bolts – provide a different look and feel for the games within them. Players have the chance to win tickets by playing any of the 20 mini-games and redeem them to unlock new games to play, new outfits for their customizable carnival guest characters, and more.

*Carnival Games* is available today at participating digital and physical retailers worldwide on Nintendo Switch, Xbox One and PlayStation 4 for \$39.99 SRP starting today.

Based on the original Cat Daddy Games design, and developed by Mass Media Games, *Carnival Games* is rated E10+ by the ESRB. For more information on *Carnival Games*, subscribe on [YouTube](#), follow us on [Twitter](#), become a fan on [Facebook](#) and visit <http://www.2K.com/carnivalgames>.

2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ:TTWO).

### **About Take-Two Interactive Software**

Headquartered in New York City, Take-Two Interactive Software, Inc. is a leading developer, publisher and marketer of interactive entertainment for consumers around the globe. The Company develops and publishes products principally through its wholly-owned labels Rockstar Games and 2K, as well as its Private Division label and Social Point, a leading developer of mobile games. Our products are designed for console systems and personal computers, including smartphones and tablets, and are delivered through physical retail, digital download, online platforms and cloud streaming services. The Company’s common stock is publicly traded on NASDAQ under the symbol TTWO. For more corporate and product information please visit our website at <http://www.take2games.com>.

### **About 2K**

Founded in 2005, 2K develops and publishes interactive entertainment globally for console systems, handheld gaming systems and personal computers, including smartphones and tablets, which are delivered through physical retail, digital download, online platforms and cloud streaming services. 2K publishes titles in today’s most popular gaming genres, including shooters, action, role-playing, strategy, sports, casual, and family entertainment. The 2K label has some of the most talented development studios in the world today, including Firaxis Games, Visual Concepts, Hangar 13, Cat Daddy Games and 2K China. 2K’s stable of high quality titles includes the critically acclaimed BioShock®, Borderlands™, Mafia, and XCOM® franchises, the beloved Sid Meier’s Civilization series, Evolve™, Battleborn®, the popular WWE 2K franchise and NBA 2K, the highest rated\* annual sports title of this console generation.

\*According to 2008 - 2018 Metacritic.com

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### **Cautionary Note Regarding Forward-Looking Statements**

The statements contained herein which are not historical facts are considered forward-looking statements under federal securities laws and may be identified by words such as "anticipates," "believes," "estimates," "expects," "intends," "plans," "potential," "predicts," "projects," "seeks," "should," "will," or words of similar meaning and include, but are not limited to, statements regarding the outlook for the Company's future business and financial performance. Such forward-looking statements are based on the current beliefs of our management as well as assumptions made by and information currently available to them, which are subject to inherent uncertainties, risks and changes in circumstances that are difficult to predict. Actual outcomes and results may vary materially from these forward-looking statements based on a variety of risks and uncertainties including: our dependence on key management and product development personnel, our dependence on our *Grand Theft Auto* products and our ability to develop other hit titles, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, and risks associated with international operations. Other important factors and information are contained in the Company's most recent Annual Report on Form 10-K, including the risks summarized in the section entitled "Risk Factors," the Company's most recent Quarterly Report on Form 10-Q, and the Company's other periodic filings with the SEC, which can be accessed at [www.take2games.com](http://www.take2games.com). All forward-looking statements are qualified by these cautionary statements and apply only as of the date they are made. The Company undertakes no obligation to update any forward-looking statement, whether as a result of new information, future events or otherwise.

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