

## WWE® Superstars Hand-Pick the Hits as WWE® 2K19 Executive Soundtrack Producers; Now Streaming on Apple Music

September 18, 2018 10:00 AM ET

*Exclusive commentary available on UpUpDownDown™ featuring WWE Superstars The New Day® and Elias™ alongside hip-hop powerhouse Wale*

NEW YORK--(BUSINESS WIRE)--Sep. 18, 2018-- 2K today announced in-game soundtrack details for [WWE® 2K19](#), the forthcoming release in the flagship WWE video game franchise. The soundtrack was exclusively revealed yesterday by WWE Superstars The New Day® and Elias™ – along with global hip-hop magnate and WWE superfan Wale on *UpUpDownDown™*, WWE Superstar Xavier Woods®' preeminent gaming YouTube channel. Executive produced and personally curated by several WWE Superstars as a special gift to the WWE Universe, **WWE 2K19's** soundtrack features 12 unique songs across hip-hop, hard rock, heavy metal and alternative/indie rock that represent many of the Superstars' favorites when preparing for a match, on the road, in the gym or relaxing at home. In addition, Apple Music will serve as the premier streaming provider for the **WWE 2K19** in-game soundtrack, with the collection of hand-picked Superstar hits available now for streaming at [apple.co/wwe2k19](http://apple.co/wwe2k19).

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20180918005033/en/>



The soundtrack was exclusively revealed yesterday by WWE Superstars The New Day® and Elias™ - along with global hip-hop magnate and WWE superfan Wale on *UpUpDownDown™*, WWE Superstar Xavier Woods®' preeminent gaming YouTube channel. Executive produced and personally curated by several WWE Superstars as a special gift to the WWE Universe, WWE 2K19's soundtrack features 12 unique songs across hip-hop, hard rock, heavy metal and alternative/indie rock that represent many of the Superstars' favorites when preparing for a match, on the road, in the gym or relaxing at home. (Photo: Business Wire)

The **WWE 2K19** in-game soundtrack will include the following artists and songs – as selected by WWE Superstars:

- Eminem – “*Survival*”;
    - Selected by **WWE 2K19** cover Superstar AJ Styles™;
  - Fall Out Boy – “*Champion*”;
    - Selected by WWE Superstar Alexa Bliss®;
  - Metallica – “*Spit Out the Bone*”;
    - Selected by WWE Superstar Triple H®;
  - Migos – “*Work Hard*”;
    - Selected by WWE Superstar Samoa Joe™;
  - Offset and Metro Boomin – “*Ric Flair Drip*”;
    - Selected by WWE Hall of Famer Ric Flair® and WWE Superstar Charlotte Flair®;
  - Post Malone feat. 21 Savage – “*rockstar*”;
    - Selected by WWE Superstar Elias;
  - Rancid – “*The 11<sup>th</sup> Hour*”;
    - Selected by WWE Superstar Sami Zayn®;
  - Shinedown – “*DEVIL*”;
    - Selected by WWE Superstar Baron Corbin®;
  - Slipknot – “*Override*”;
    - Selected by WWE Superstar Seth Rollins®;
  - Wale – “*Ungrateful & Thankful*”;
    - Selected by WWE Superstars The New Day.
- AWOLNATION – “*Passion*”;
  - Selected by WWE Superstar Daniel Bryan®;
  - Bullet for My Valentine – “*Skin*”;
  - Selected by WWE Superstar The Miz®;

“The synergy between WWE, music, entertainment and the WWE Universe is a very powerful one, and our ability to be part of that equation is very meaningful to us,” said Chris Snyder, Vice President of Marketing for 2K. “Working with the WWE Superstars on their selections, as well as having the involvement of a true WWE enthusiast and artist of Wale’s caliber and popularity, adds an important layer of authenticity and reliability to everything we have to offer through **WWE 2K19** this year.”

“It was such a great experience partnering with the **WWE 2K** team to show my support for their new release. Video games and WWE are both such a big part of my daily life, so this was the perfect fit for me,” said Wale. “I can’t wait for everyone to hear “*Ungrateful & Thankful*” on the **WWE 2K19** soundtrack and shout out to my good friends in The New Day for making it their selection.”

“The **WWE 2K** soundtracks have featured some incredible executive producers in recent years, including Sean ‘Diddy’ Combs a.k.a. Puff Daddy and Dwayne ‘The Rock’ Johnson,” said Neil Lawi, Senior Vice President and General Manager, WWE Music Group. “With music very much at the heart and soul of our business, empowering our WWE Superstars to share some of their favorite songs for **WWE 2K19** is a unique way for us to further connect with our global audience.”

Developed collaboratively by Yuke’s and Visual Concepts, a 2K studio, **WWE 2K19** is rated “T” for Teen by the ESRB. **WWE 2K19** is currently scheduled for worldwide release on October 9, 2018 for the PlayStation®4 computer entertainment system, Xbox One family of devices including the Xbox One X and Windows PC. Players who purchase the **WWE 2K19 Wooooo! Edition** at participating retailers will receive **Early Access** to their game copies and in-game bonuses beginning four days early on October 5, 2018 for the PS4™ system and Xbox One. In addition, players who purchase the **WWE 2K19 Deluxe Edition**, available in both physical and digital varieties at participating retailers, will also receive **Early Access** to their game copies and in-game bonuses – including all **Wooooo! Edition** digital content – beginning four days early on October 5, 2018 for the PS4™ system, Xbox One and Windows PC. For more information on **WWE 2K19** and 2K, visit [wwe.2k.com](http://wwe.2k.com), become a fan on [Facebook](https://www.facebook.com/wwe2k19), follow the game on [Twitter](https://twitter.com/wwe2k19) and [Instagram](https://www.instagram.com/wwe2k19) using the hashtags #WWE2K19 and #NeverSayNever or subscribe on [YouTube](https://www.youtube.com/wwe2k19). For more information on the **WWE 2K19 Million Dollar Challenge**, please visit [wwe.2k.com/milliondollarchallenge/rules](http://wwe.2k.com/milliondollarchallenge/rules).

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

All trademarks and copyrights contained herein are the property of their respective holders.

## About WWE

[WWE](http://wwe.com), a publicly traded company (NYSE: WWE), is an integrated media organization and recognized leader in global entertainment. The company consists of a portfolio of businesses that create and deliver original content 52 weeks a year to a global audience. WWE is committed to family friendly entertainment on its television programming, pay-per-view, digital media and publishing platforms. WWE’s TV-PG, family-friendly can be seen in more than 800 million homes worldwide in 25 languages. WWE Network, the first-ever 24/7 over-the-top premium network that includes all live pay-per-views, scheduled programming and a massive video-on-demand library, is currently available in more than 180 countries. The company is headquartered in Stamford, Conn., with offices in New York, Los Angeles, London, Mexico City, Mumbai, Shanghai, Singapore, Dubai, Munich and Tokyo.

Additional information on WWE (NYSE: WWE) can be found at [wwe.com](http://wwe.com) and [corporate.wwe.com](http://corporate.wwe.com). For information on our global activities, go to <http://www.wwe.com/worldwide/>.

Trademarks: All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos and copyrights are the exclusive property of WWE and its subsidiaries. All other trademarks, logos and copyrights are the property of their respective owners.

Forward-Looking Statements: This press release contains forward-looking statements pursuant to the safe harbor provisions of the Securities Litigation Reform Act of 1995, which are subject to various risks and uncertainties. These

risks and uncertainties include, without limitation, risks relating to: WWE Network; major distribution agreements; our need to continue to develop creative and entertaining programs and events; a decline in the popularity of our brand of sports entertainment; the continued importance of key performers and the services of Vincent K. McMahon; possible adverse changes in the regulatory atmosphere and related private sector initiatives; the highly competitive, rapidly changing and increasingly fragmented nature of the markets in which we operate and greater financial resources or marketplace presence of many of our competitors; uncertainties associated with international markets; our difficulty or inability to promote and conduct our live events and/or other businesses if we do not comply with applicable regulations; our dependence on our intellectual property rights, our need to protect those rights, and the risks of our infringement of others' intellectual property rights; the complexity of our rights agreements across distribution mechanisms and geographical areas; potential substantial liability in the event of accidents or injuries occurring during our physically demanding events including, without limitation, claims relating to CTE; large public events as well as travel to and from such events; our feature film business; our expansion into new or complementary businesses and/or strategic investments; our computer systems and online operations; a possible decline in general economic conditions and disruption in financial markets; our accounts receivable; our revolving credit facility; litigation; our potential failure to meet market expectations for our financial performance, which could adversely affect our stock; Vincent K. McMahon exercising control over our affairs, and his interests may conflict with the holders of our Class A common stock; a substantial number of shares which are eligible for sale by the McMahons and the sale, or the perception of possible sales, of those shares could lower our stock price; and the relatively small public "float" of our Class A common stock. In addition, our dividend is dependent on a number of factors, including, among other things, our liquidity and cash flow, strategic plan (including alternative uses of capital), our financial results and condition, contractual and legal restrictions on the payment of dividends (including under our revolving credit facility), general economic and competitive conditions and such other factors as our Board of Directors may consider relevant. Forward-looking statements made by the Company speak only as of the date made, are subject to change without any obligation on the part of the Company to update or revise them, and undue reliance should not be placed on these statements.

### **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](http://www.metacritic.com)*

### **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 <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.

View source version on businesswire.com: <https://www.businesswire.com/news/home/20180918005033/en/>

Source: Take-Two Interactive

**2K**

Jaime Jensen, 415-507-7910

[jaime.jensen@2k.com](mailto:jaime.jensen@2k.com)

or

Corporate Press:

**Take-Two Interactive Software, Inc.**

Alan Lewis, 646-536-2983

[alan.lewis@take2games.com](mailto:alan.lewis@take2games.com)

or

**FINN Partners for 2K**

Nathan Rillo, 310-552-4145

[nathan.rillo@finnpartners.com](mailto:nathan.rillo@finnpartners.com)

or

**WWE**

Mark Vasquez, 203-352-1521

[mark.vasquez@wwecorp.com](mailto:mark.vasquez@wwecorp.com)