

2K Grows NBA® Video Game Portfolio as Publisher of NBA 2K Playgrounds 2

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*Partnership between 2K and Saber Interactive expands 2K's basketball offerings;
Two-on-two arcade-action to be released this fall*

NEW YORK--(BUSINESS WIRE)--Jul. 24, 2018-- **2K** today announced that they will publish the next great arcade-action sports game from developer Saber Interactive - **NBA 2K Playgrounds 2**. This over-the-top, two-on-two basketball experience will complement the best-selling **NBA 2K** simulation franchise and expand 2K's footprint in the basketball video game space.

"The original *NBA Playgrounds* was a fantastic throwback to the glory days of arcade-action sports," said Greg Thomas, President, Visual Concepts. "The new **NBA 2K Playgrounds 2** will step up this energy and attitude big time – with a bit of added **NBA 2K** flair – giving fans of both franchises an exciting new way to game with friends around the world."

"No one is more committed to bringing fans a great basketball experience than 2K. We can't wait to share more on how we're teaming up to make **NBA 2K Playgrounds 2**'s incredible arcade action bigger and better than ever for players," said Saber CEO Matt Karch.

NBA 2K Playgrounds 2 will be released in fall 2018 on the Xbox One, PlayStation®4 computer entertainment system, Nintendo Switch™ and Windows PC.

For the latest updates on **NBA 2K Playgrounds 2**, visit playgroundsgame.com, and follow the series on [Facebook](#), [Twitter](#) and [Instagram](#).

NBA 2K Playgrounds 2 is not yet rated.

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

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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 new 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

About Saber Interactive

Based in the U.S., Russia, and Spain, Saber Interactive is an independent developer whose credits include *Quake Champions*, *Halo: Combat Evolved Anniversary*, *Halo: Master Chief Collection*, and others. Saber's *NBA Playgrounds* is one of the best-selling digital console titles of 2017. The company has multiple development studios across the world making great games and bringing fun interactive experiences to life.

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.

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