

2K Announces Sid Meier's Civilization® VI for Nintendo Switch

September 13, 2018 6:46 PM ET

The full Civilization VI experience comes to a home console for the first time

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NEW YORK--(BUSINESS WIRE)--Sep. 13, 2018-- [2K](#) and [Firaxis Games](#) today announced that *Sid Meier's Civilization® VI*, winner of The Game Awards' Best Strategy Game, DICE Awards' Best Strategy Game and latest entry in the prestigious *Civilization* franchise, is coming to Nintendo Switch™ on November 16, 2018. Additionally, 2K and Firaxis Games have partnered with Aspyr Media to bring *Civilization VI* to Nintendo Switch and ensure the experience meets the same high standards of the beloved series.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20180913005109/en/>



2K and Firaxis Games today announced that Sid Meier's Civilization® VI, winner of The Game Awards' Best Strategy Game, DICE Awards' Best Strategy Game and latest entry in the prestigious Civilization franchise, is coming to Nintendo Switch™ on November 16, 2018. (Graphic: Business Wire)

Originally created by legendary game designer, Sid Meier, *Civilization* is a turn-based strategy game in which you build an empire to stand the test of time. Explore a new land, research technology, conquer your enemies, and go head-to-head with history's most renowned leaders as you attempt to build the greatest civilization the world has ever known.

Now on Nintendo Switch, the quest to victory in *Civilization VI* can take place wherever and whenever players want.

Key features for *Sid Meier's Civilization VI* on Nintendo Switch include:

- **PLAY YOUR WAY:** The path to victory is the one you determine. Become the most scientifically advanced civilization, dominate through sheer military power, or become the foremost destination for the cultural arts.
- **THE WORLD'S GREATEST LEADERS:** Play as one of 24 different leaders from various countries around the world and throughout history. Build an empire of lucrative trade routes with Cleopatra of Egypt, flex the military might of your legions with Trajan of Rome, or develop a powerhouse of culture with Hojo Tokimune of Japan. Each of the leaders can be played any way you prefer, with unique abilities, units, and infrastructure in their quest for victory.
- **EXPANSIVE EMPIRES:** See the marvels of your empire spread across the map. Settle in uncharted lands, improve your surroundings, build new districts, and see your cities – and your civilization – prosper.
- **ACTIVE RESEARCH:** Unlock boosts that speed your civilization's progress through history. To advance more quickly, use your units to actively explore, develop your environment, and discover new cultures.
- **DYNAMIC DIPLOMACY:** Interactions with other civilizations change over the course of the game, from primitive first interactions where conflict is a fact of life, to late game alliances and negotiations.
- **EXCITING AND UNIQUE SCENARIOS:** *Civilization VI* for Nintendo Switch includes four playable scenarios, each with a different setting and style of gameplay inspired by history. Be part of the colonization of Australia in “Outback Tycoon”, defend Poland from invaders in “Jadwiga's Legacy”, choose a Viking leader to plunder Europe in “Vikings, Raiders, and Traders!”, or conquer the known world in the “Conquests of Alexander.”
- **COOPERATIVE AND COMPETITIVE MULTIPLAYER:** Up to 4 players can cooperate or compete for supremacy via a wireless LAN.

Sid Meier's Civilization® VI will be available on Nintendo Switch on November 16, 2018. *Sid Meier's Civilization® VI* is rated E10+ for Everyone 10 and up by the ESRB, and is available now on Windows PC. *Sid Meier's Civilization® VI* is also available on iPad, Mac and Linux from Aspyr Media.

For more information on *Sid Meier's Civilization® VI*, visit www.civilization.com, become a fan on [Facebook](https://www.facebook.com/civilization), follow *Civilization* on [Twitter](https://twitter.com/civilization) and [Instagram](https://www.instagram.com/civilization) and subscribe on [YouTube](https://www.youtube.com/c/civilization).

Firaxis Games is a 2K studio. 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 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*

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About Firaxis Games

Firaxis Games™ is one of the world's premier game development studios, and home of legendary designer Sid Meier. Firaxis has developed some of the most successful and award-winning PC and video games on the market today, including the award-winning Sid Meier's Civilization® series, featuring Sid Meier's Civilization VI, for Windows PC, the expansion pack Sid Meier's Civilization VI: Rise and Fall, for Windows PC, Sid Meier's Civilization V for Windows PC, as well as the critically acclaimed expansion packs, Sid Meier's Civilization V: Brave New World and Sid Meier's Civilization V: Gods and Kings for Windows PC. Firaxis also released the 2012 Game of the Year award-winning XCOM®: Enemy Unknown for Windows PC, the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system, and Apple iOS, along with the critically acclaimed sequel XCOM 2 and the expansion pack XCOM 2: War of the Chosen for Windows PC, the PlayStation®4 computer entertainment system and Xbox One. Firaxis Games is owned by Take-Two Interactive Software, Inc., and is part of its 2K publishing label. For more information about Firaxis and its games can be found at www.firaxis.com.

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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. 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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