

2K Announces Carnival Games® for Nintendo Switch™

June 28, 2018 10:00 AM ET

Come one, come all! Whether you're at home or on the go, Carnival Games® brings 20 exciting family friendly games to the Nintendo Switch for the first time on November 6, 2018

NEW YORK--(BUSINESS WIRE)--Jun. 28, 2018-- 2K today announced **Carnival Games®**, the next entry in the popular franchise that has sold-in over 9.5 million units worldwide, is coming to Nintendo Switch™ for the first time on November 6, 2018. Built from the ground up for Nintendo Switch, **Carnival Games** is fun for the entire family and can be played alone or with up to four players simultaneously, leveraging the unique accessibility of the console's Joy-Con controllers. The game features 20 exciting and re-imagined games in four unique alleys that can be played at home or on the go, alone or with family and friends.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20180628005117/en/>



2K today announced Carnival Games®, the next entry in the popular franchise that has sold-in over 9.5 million units worldwide, is coming to Nintendo Switch™ for the first time on November 6, 2018. (Photo: Business Wire)

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 games and redeem them for new games and outfits for their customizable carnival guest characters.

Carnival Games will be available on Nintendo Switch for \$39.99 on November 6, 2018. 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 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*

All trademarks and copyrights contained herein are the property of their respective holders. Nintendo Switch is a trademark of Nintendo.

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. 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/20180628005117/en/>

Source: Take-Two Interactive

2K

Scott Pytlik, 415-507-7944

scott.pytlik@2k.com

or

Access Brand Communications for 2K

Kim Taylor, 415-844-6289

kimt@accesstheagency.com

or

Take-Two Interactive Software, Inc.

Alan Lewis, 646-536-2983

alan.lewis@take2games.com