

## WWE SuperCard – Season 4 Now Available for iOS and Android Devices

November 16, 2017 8:00 AM ET

*2K's definitive WWE collectible card-battling game unleashes three new card tiers, new Elimination Chamber mode, player vs. player leagues and unified leaderboards, significant King of the Ring improvements, open challenges, updated arenas and more*

NEW YORK--(BUSINESS WIRE)--Nov. 16, 2017-- [2K](#) today announced that [WWE® SuperCard – Season 4](#), the latest addition to the Company's action-packed collectible card-battling game, is now available as a free downloadable update on the App Store for iOS devices, including iPhone®, iPad® and iPod touch®, as well as the Google Play Store and Amazon Appstore for Android™ devices\*. Featuring 250 new cards and three new card tiers, player vs. player (PVP) leagues and leaderboard unification, a new Elimination Chamber mode, King of the Ring improvements and much more, the **WWE SuperCard** series delivers the best in competitive and engaging WWE action for iOS and Android devices while encouraging players to assemble and train their card decks, enter the virtual ring and compete for big rewards – as well as bragging rights.

This press release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20171116005052/en/>



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“WWE SuperCard – Season 4 delivers a wide range of accessible, engaging and diverse gameplay that is an ideal offering for both series newcomers and established SuperCard enthusiasts,” said Harley Howe, Co-Studio Head at Cat Daddy Games. “The release of 250 new cards, three new card tiers, new and updated game modes, PVP leagues and other features combine to make Season 4 our most extensive and gratifying release to date.”

WWE SuperCard – Season 4 includes the following features:

- **THREE NEW CARD TIERS:** WWE SuperCard – Season 4 introduces 250 new cards that feature a variety of WWE and NXT® Superstars, WWE Legends and WWE Hall of Famers, including John Cena, Roman Reigns and Stone Cold Steve Austin. In addition, three new card tiers – Beast, Monster and Titan – showcase more powerful cards, unique card frames and new WWE Superstar images. WWE SuperCard – Season 4 also marks the debut of NXT Superstars Eric Young, Adam Cole and more;
- **PLAYER VS. PLAYER (PVP) LEAGUES & MOMENTUM:** WWE SuperCard – Season 4 delivers a new unified leaderboard and league system for PVP game modes. Players earn competitive points (CP) for every match won and receive additional points based on rankings in weekly league competition. The CP can be used in the CP Store to purchase cards, cardbacks and packs. In addition, a new Momentum system enables players to get a head start on their competitors by earning Momentum during play to unlock powerful boosts for the next league in rotation;
- **NEW ELIMINATION CHAMBER GAME MODE:** A brand new mode in WWE SuperCard – Season 4, Elimination Chamber joins War (previously known as Ranked) and Royal Rumble in the PVP rotation and is the first mode in WWE SuperCard history to feature an all-female WWE Superstar deck. Players will compete in head-to-head deck elimination gameplay;

- **KING OF THE RING 2.0:** The popular mode sees a sleek overhaul for *WWE SuperCard – Season 4*, including a new bracket structure and more rewards. In addition, players will now battle in groups of eight during the 32-player tournament and earn rewards at each stage of advancement;
- **OPEN CHALLENGES:** Players can earn tickets by completing new daily and event-based challenges, with opportunities to redeem the tickets for powerful rewards;
- **NEW CARD ART & ANIMATIONS:** *WWE SuperCard – Season 4* features a new look and streamlined user interface, new animations for Money in the Bank mode and Support cards, as well as captivating environments reflective of WWE flagship programs, including Monday Night Raw®, SmackDown® Live and NXT.

*WWE SuperCard* has more than 15 million global downloads since its August 2014 debut and holds an average rating of 4.8/5 stars on the App Store, as well as a 4.3/5 rating on Google Play\*\*. Offering thousands of collectible cards in active play, *WWE SuperCard* encourages players to build teams of WWE and NXT Superstars, WWE Legends and WWE Hall of Famers, train them to full potential, battle in various match types and test their luck across a variety of match types and competitive modes. In addition, players can enhance their free-to-play experiences through purchase of individual cards, card packs and more.

Developed by Cat Daddy Games in conjunction with Visual Concepts, both 2K studios, *WWE SuperCard* is available now for download free of charge on the App Store for iOS devices, including the iPhone, iPad and iPod touch, as well as the Google Play Store and Amazon Appstore for Android devices. For more information on the *WWE SuperCard* series and 2K, visit [www.2k.com/supercard](http://www.2k.com/supercard), become a fan on [Facebook](https://www.facebook.com/2k) or follow the game on [Twitter](https://twitter.com/2k).

\* *WWE SuperCard* requires iOS 9.0 or later for iOS devices, including iPhone, iPad and iPod touch, as well as requires Android 4.2.1 and up for Android devices.

\*\* Product ratings as of November 14, 2017.

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

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## About WWE

WWE, 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 programming reaches more than 650 million homes worldwide in 20 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 now available in almost all international markets other than the People's Republic of China and embargoed 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/>.

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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* (including the risk that we are unable to attract, retain and renew subscribers); major distribution agreements; our need to continue to develop creative and

entertaining programs and events; the possibility of 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; privacy norms and regulations; a possible decline in general economic conditions and disruption in financial markets; our accounts receivable; our indebtedness; litigation; our potential failure to meet market expectations for our financial performance, which could adversely affect our stock; Vincent K. McMahon exercises control over our affairs, and his interests may conflict with the holders of our Class A common stock; a substantial number of shares 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 historical and projected 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 and are subject to change without any obligation on the part of the Company to update or revise them. Undue reliance should not be placed on these statements. For more information about risks and uncertainties associated with the Company's business, please refer to the "Management's Discussion and Analysis of Financial Condition and Results of Operations" and "Risk Factors" sections of the Company's SEC filings, including, but not limited to, our annual report on Form 10-K and quarterly reports on Form 10-Q.

### **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 two wholly-owned labels Rockstar Games and 2K. 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, highest rated\* annual sports title of this console generation. 2K is headquartered in Novato, California and is a wholly owned label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO). For more information, please visit [www.2k.com](http://www.2k.com).

\*According to 2008 - 2017 [Metacritic.com](http://www.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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Source: Take-Two Interactive

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