



## Award-Winning XCOM®: Enemy Unknown Invades the App Store

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*Game of the Year\* strategy title now playable anywhere on your iOS device*

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NEW YORK--(BUSINESS WIRE)--Jun. 20, 2013-- 2K, 2K China and Firaxis Games announced today that the Game of the Year award-winning\* strategy title [XCOM®: Enemy Unknown](#) is now available for iPhone, iPad, and iPod touch\*\*. The iOS version delivers the full **XCOM: Enemy Unknown** experience, giving gamers the ability to defend the human race against a terrifying alien invasion anywhere they can take their iOS devices. Taking full advantage of the touch controls on the iPhone, iPad and iPod touch, players can command the XCOM project, create a fully operational base, research alien technologies and engage in strategic combat, all with the touch of a finger.



2K, 2K China and Firaxis Games announced today that the Game of the Year award-winning\* strategy title XCOM®: Enemy Unknown is now available for iPhone, iPad, and iPod touch. (Graphic: Business Wire)

“Bringing a game of **XCOM: Enemy Unknown**’s size, depth and quality to a mobile platform isn’t something you see often, but we’ve accomplished just that,” said Christoph Hartmann, president of 2K. “We’ve been very pleased with the success of **XCOM: Enemy Unknown** and we

expect that to continue as we bring the full experience to this exciting new platform.”

**XCOM: Enemy Unknown for iOS** takes the complete **XCOM** experience of the console and PC version of the game and optimizes it for the touch interface of iOS devices. **XCOM: Enemy Unknown for iOS** includes GameCenter support and utilizes iCloud functionality so players can save games across their iOS devices. Head-to-head multiplayer will be added at a later date as a free update.

“Turn-based strategy games are a natural fit for a touch interface, and **XCOM: Enemy Unknown** takes full advantage of this on iOS devices,” said Jake Solomon, lead designer of **XCOM: Enemy Unknown** at Firaxis Games. “We’re thrilled that gamers have yet another platform to play the game on, especially one that allows **XCOM: Enemy Unknown** to be played anywhere, anytime.”

Developed by the strategy experts at Firaxis Games, **XCOM: Enemy Unknown** has won more than 80 editorial awards worldwide to date. Released in October 2012 to wide critical acclaim, **XCOM: Enemy Unknown** received review scores of 9.1 out of 10 from *GameTrailers.com* and 9.5 out of 10 from *Game Informer*. In **XCOM: Enemy Unknown**, players oversee combat strategies and individual unit tactics, as well as base management and resource allocation while playing as the commander of a secret global military organization, XCOM. With equal emphasis on deep strategy and intense tactical combat, **XCOM: Enemy Unknown** allows gamers to control the fate of the human race by defending against a terrifying global alien invasion.

**XCOM: Enemy Unknown for iOS** is available now for \$19.99 from the App Store on iPhone, iPad and iPod touch or at [www.AppStore.com](http://www.AppStore.com). For the latest news and information in the world of [XCOM: Enemy Unknown](#), become a fan on [Facebook](#) and follow on [Twitter](#).

\**XCOM: Enemy Unknown* was named Game of the Year 2012 by the following outlets: [GameTrailers](#), [GiantBomb](#), [Kotaku](#), and [MTV Multiplayer](#).

\*\*Supported iOS devices for *XCOM: Enemy Unknown* include the iPad 2, iPad 3, iPad 4, iPad mini, iPhone 4S, iPhone 5 and iPod touch 5<sup>th</sup> Generation.

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, marketer and publisher of interactive entertainment for consumers around the globe. The Company develops and publishes products through its two wholly-owned labels Rockstar Games and 2K. Our products are designed for console systems, handheld gaming 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, Irrational Games, 2K Marin, 2K Australia, 2K Czech, Cat Daddy Games and 2K China. 2K’s stable of high quality titles includes the critically acclaimed *BioShock®*, *Borderlands™* and *XCOM®* franchises, the beloved *Sid Meier’s Civilization* series, the popular *WWE 2K* franchise and *NBA 2K*, the #1 rated and #1 selling basketball franchise\*\*\*. 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 - 2013 [Metacritic.com](http://www.metacritic.com) and The NPD Group estimates of U.S. retail video game sales through May 2013.

## 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 computer and video games on the market today including: the award winning *Sid Meier's Civilization® V* for the PC, as well as the critically acclaimed expansion pack, *Sid Meier's Civilization® V: Gods and Kings*, *Sid Meier's Civilization® Revolution™* for console, iPhone®, iPod touch®, iPad® and Nintendo DS, 2005 PC Game of the Year - *Sid Meier's Civilization IV®*, the expansions *Civilization IV: Warlords®*, *Civilization IV: Beyond The Sword™*, and *Civilization IV: Colonization™*, the blockbuster *Sid Meier's Civilization® III* series, *Sid Meier's Pirates!®* (PC, Xbox® and PSP® (PlayStation®Portable) system), *Sid Meier's SimGolf™* and *Sid Meier's Railroads!™*. Firaxis legacy titles include the *Sid Meier's Civil War Series!™* (*Gettysburg!*, *Antietam!*, and *South Mountain*), and the *Sid Meier's Alpha Centauri®* series. In 2005, Firaxis Games was acquired by Take-Two Interactive Software, Inc., joining its 2K publishing label. The company has just released *XCOM®: Enemy Unknown* for Windows PC, the Xbox 360® video game and entertainment system from Microsoft and PlayStation®3 computer entertainment system to much critical acclaim.

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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," "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 for current and next-generation platforms, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, our ability to raise capital if needed and risks associated with international operations. Other important factors and information are contained in the Company's Annual Report on Form 10-K for the fiscal year ended March 31, 2013, in the section entitled "Risk Factors," 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.



Photos/Multimedia Gallery Available: <http://www.businesswire.com/multimedia/home/20130620005878/en/>

Source: Take-Two Interactive

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