Sid Meier's Civilization® VI: Rise and Fall Available Now

February 8, 2018 at 10:00 AM EST

Expansion adds new leaders, civilizations, units, wonders and all-new gameplay features creating the deepest Civilization experience to date

Join the conversation on Twitter using the hashtag #OneMoreTurn

NEW YORK--(BUSINESS WIRE)--Feb. 8, 2018-- 2K and Firaxis Games today announced that ***Sid Meier's Civilization® VI: Rise and Fall***, the expansion pack for the 2016 award-winning strategy title, is now available for Windows PC.

This press release features multimedia. View the full release here: http://www.businesswire.com/news/home/20180208005038/en/

Civilization VI: Rise and Fall builds upon the critically-acclaimed gameplay experience of ***Civilization VI*** giving players new choices, strategies, and challenges as they guide a civilization through the ages. The expansion introduces new Golden Ages and Dark Ages, a new city Loyalty system, and Governors who can be stationed in players' cities. ***Civilization VI: Rise and Fall*** also adds nine new leaders and eight new civilizations, including returning fan favorites Shaka leading the Zulu and Genghis Khan leading Mongolia, alongside newcomers in a ***Civilization*** game for the first time such as Queen Seondeok leading Korea and Robert the Bruce leading Scotland.

"Firaxis Games has an impressive track record of delivering innovative and extensive expansions that dramatically impact the player experience while adding robust replay value," said Matt Gorman, VP of Marketing at 2K. "***Civilization VI: Rise and Fall*** is no exception, offering new narratives and upgraded gameplay systems that will challenge players throughout their journey."

"***Rise and Fall*** *expands the foundation of* ***Civilization VI****, adding exciting new ways to reinvent human history," said Anton Strenger, Lead Designer at Firaxis Games. "Whether you're discovering the new Golden and Dark Ages, fostering the loyalty of your cites, or meeting heroic new leaders for the first time,* ***Rise and Fall*** *offers players exponential opportunities as they guide a civilization through the ages."*

Key features for ***Sid Meier's Civilization VI: Rise and Fall*** *include:*

- **GREAT AGES:** As your civilization ebbs and flows, and you reach milestone Historic Moments, you will experience Dark Ages or Golden Ages, each providing specific challenges or bonuses based on your actions in-game. Rise triumphantly from a Dark Age, and your next Golden Age will be even stronger – a Heroic Age.
- **LOYALTY:** Cities now have individual Loyalty to your leadership – let it fall too low, and face the potential to lose your city to its own independence. One civilization's loss can be your gain as you inspire Loyalty among Free Cities throughout the map and further expand your borders.
- **GOVERNORS:** Recruit, appoint, and upgrade powerful characters with unique specialization bonuses and promotion trees to customize your cities, and reinforce Loyalty.
- **ENHANCED ALLIANCES**: An enhanced alliances system allows players to form different types of alliances and build bonuses over time.
- **EMERGENCIES:** When a civilization grows too powerful, other civilizations can join a pact against the threatening civilization and earn rewards, or penalties, when the Emergency ends.
- **TIMELINE:** Review your civilization's history at any time with the new Timeline feature, a visual journey through the Historic Moments that you encountered on your path to victory.
- **NEW LEADERS AND CIVS:** Nine leaders and eight new civilizations are introduced. Each brings unique bonuses and gameplay, as well as a total of eight unique units, two unique buildings, four unique improvements, and two unique districts.
- **NEW GLOBAL CONTENT:** Eight new world wonders, seven natural wonders, four new units, two new tile improvements, two new districts, fourteen new buildings, and three new resources have been added.
- **IMPROVED GAMEPLAY SYSTEMS:** The Government system has been enhanced with new Policies and additional improvements have been made to existing systems.

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 by Aspyr. ***Sid Meier's Civilization® VI: Rise and Fall*** is available now for Windows PC, and will be available soon for iPad, Mac and Linux by Aspyr.

For more information on ***Sid Meier's Civilization® VI,*** visit www.civilization.com, become a fan on Facebook, follow ***Civilization*** on Twitter and Instagram and subscribe on YouTube.

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. In addition, Take-Two owns 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 - 2017 Metacritic.com*

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 the recently released Sid Meier's Civilization VI, for Windows PC, Sid Meier's Civilization: Beyond Earth™ for Windows PC, the expansion pack Sid Meier's Civilization: Beyond Earth – Rising Tide 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 expansion pack XCOM: Enemy Within for Windows PC, the Xbox 360 video game and entertainment system from Microsoft, PlayStation3 computer entertainment system, and Apple iOS. 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.

All trademarks and copyrights contained herein are the property of their respective holders.

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: http://www.businesswire.com/news/home/20180208005038/en/

Source: Take-Two Interactive

2K
Richie Churchill, 415-209-8186
Richie.Churchill@2k.com
or
Take-Two Interactive Software, Inc.
Alan Lewis, 646-536-2983
(Corporate Press),
alan.lewis@take2games.com
or
Access Emanate Communications for 2K
Josh Kaplan, 415-844-6214
jkaplan@access-emanate.com