Sid Meier’s Civilization® VI Now Available for Nintendo Switch

November 16, 2018 at 8:00 AM EST

Build an empire to stand the test of time through the renowned and award-winning franchise’s debut on Nintendo Switch

NEW YORK--(BUSINESS WIRE)--Nov. 16, 2018-- 2K today announced that ***Sid Meier’s Civilization® VI*** , winner of The Game Awards’ Best Strategy Game and DICE Awards’ Best Strategy Game in 2016, and the latest installment in the *Civilization* franchise, which has sold-in over 47 million units worldwide, is now available for Nintendo Switch™.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20181116005017/en/



2K today announced that Sid Meier's Civilization® VI, winner of The Game Awards' Best Strategy Game and DICE Awards' Best Strategy Game in 2016, and the latest installment in the Civilization franchise, which has sold-in over 47 million units worldwide, is now available for Nintendo Switch™. (Graphic: Business Wire)

Developed for Nintendo Switch by Aspyr Media and Firaxis Games, a 2K studio, ***Sid Meier’s Civilization VI*** offers players new ways to interact with their worlds, expand their empires across the map, advance their cultures and compete against 24 historic leaders to build the greatest civilizations the world has ever known. Along the way, cities will physically expand across the map to create new and deep strategic layers, while active research in technology and culture will unlock new potential ways to play.

Now on Nintendo Switch, the quest to victory in ***Sid Meier’s Civilization VI*** can take place wherever, whenever gamers desire – whether playing at home on TV or handheld on the go with full touchscreen support. In addition, ***Sid Meier’s Civilization VI*** for Nintendo Switch includes the latest game updates and improvements, as well as four content packs, which add new civilizations, leaders and scenarios:

- Vikings Scenario Pack;
- Poland Civilization & Scenario Pack;
- Australia Civilization & Scenario Pack;
- Persia and Macedon Civilization & Scenario Pack.

Gameplay on Nintendo Switch also enables up to four players to cooperate or compete for supremacy via local wireless network.

Sid Meier’s Civilization VI for Nintendo Switch is already receiving critical acclaim:

- *“Civilization VI is as brilliant a 4X strategy game on Switch as it is on PC... Amazing.”* – 9.4/10, IGN.com

Originally developed for Windows PC by Firaxis Games, ***Sid Meier’s Civilization VI*** was developed in collaboration with Aspyr Media to bring the beloved franchise to a new audience on Nintendo Switch.

Sid Meier’s Civilization VI is rated E10+ for Everyone 10 and up by the ESRB and is available now for Nintendo Switch and Windows PC. The game is also available for iPhone, 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, 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).

Nintendo Switch is a trademark of Nintendo.

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

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 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*

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.

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/20181116005017/en/

Source: Take-Two Interactive Software

2K
Scott Pytlik, 415-507-7944
scott.pytlik@2k.com
or
Take-Two Interactive Software, Inc.
(Corporate Press)
Alan Lewis, 646-536-2983
alan.lewis@take2games.com
or
Access Brand Communications for 2K
Josh Kaplan, 415-844-6214
joshk@accesstheagency.com