



## Got Next! NBA® 2K Partners with #1 NBA Draft Pick Zion Williamson

July 30, 2019

*New Orleans Pelicans Superstar Becomes the “Next” Great Talent to Join the 2K Roster*

NEW YORK--(BUSINESS WIRE)--Jul. 30, 2019--

2K today announced that Zion Williamson, the first overall selection in the 2019 NBA Draft, has officially signed a multiyear partnership with *NBA 2K*. The agreement will include Williamson’s integration into various game initiatives, consumer events, brand creative, and social activations. Williamson, who is the highest-rated rookie in *NBA 2K* since 2011, will make his video game debut in [NBA® 2K20](#) when it launches on September 6, 2019.

“I’m excited to officially join Team 2K and be a part of this global phenomenon, where people around the world can play as me. I’m ready to put my imprint on basketball culture and be a part of the team that represents what’s next in the sport.”

Williamson joins an elite group of NBA athletes that have represented *NBA 2K* over the past two decades alongside Kevin Durant, Stephen Curry, James Harden, Shaquille O’Neal, LeBron James, Giannis Antetokounmpo, and *NBA 2K20* cover stars Anthony Davis and Dwyane Wade.

“Zion represents the best of the NBA’s up and coming talent and we are excited to welcome him to Team 2K,” said Jason Argent, Senior Vice President of Basketball Operations at NBA 2K. “For more than 20 years, *NBA 2K* has identified and worked with the best basketball talent in the world. It’s been incredible to witness what Zion can do on the court and we’re excited to grow with him throughout his career.”

Fans will be able to play as Zion Williamson for the first time when *NBA 2K20* is released worldwide on September 6, 2019.

Developed by Visual Concepts, *NBA 2K20* is E for Everyone by the ESRB. For more information on *NBA 2K20*, please visit <https://nba.2k.com/2k20/>.

Follow [NBA 2K](#) on [Instagram](#), [Twitter](#), [YouTube](#), and [Facebook](#) for the latest *NBA 2K20* news.

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

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### 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 Visual Concepts, Firaxis Games, Hangar 13, Cat Daddy Games and newly formed, to-be-named studio in Silicon Valley. 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™ and Battleborn®; the popular WWE® 2K franchise and NBA® 2K, the highest rated\* annual sports title of this console generation.

\*According to 2008 - 2019 Metacritic.com

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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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