XCOM®: Chimera Squad Coming to Windows PC on April 24, 2020

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*2K and Firaxis to deliver all-new, standalone XCOM game set five years after XCOM 2, with special limited-time introductory pricing of $9.99**

NEW YORK--(BUSINESS WIRE)--Apr. 14, 2020-- 2K today announced that ***XCOM®: Chimera Squad***, an all- new standalone title in the award-winning, turn-based, *XCOM* tactical series, is currently scheduled to release digitally for Windows PC on April 24, 2020, with a special limited-time introductory price of $9.99.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20200414005259/en/

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Set five years after the events of *XCOM 2*, humans, hybrids and aliens are now working together to forge a civilization of cooperation and co-existence. However, not all of Earth's inhabitants support the interspecies alliance. City 31, a model of peace in a post-invasion world, is opposed by mysterious groups whose agendas threaten to shatter this delicate interspecies alliance. Chimera Squad, an elite force of human, hybrid and alien agents, must work together to destroy the underground threats driving the city toward chaos.

"We're inspired by our passionate community and excited by the opportunity to create a dynamic, innovative, and unique *XCOM* experience for both fans of our games and new players in ***XCOM: Chimera Squad***," said Steve Martin, President at Firaxis Games.

"With ***XCOM: Chimera Squad***, we felt there were exciting gameplay opportunities yet to be discovered within the *XCOM* universe," said Mark Nauta, Lead Designer at Firaxis Games. "Gameplay like Breach Mode, interleaved turn order, and the introduction of agents as fully fleshed-out characters will revolutionize how the game plays while still retaining the combat experience that makes the *XCOM* series so loved by gaming communities around the world."

XCOM: Chimera Squad includes the following features:

- **Unique Alien and Human Agents**: Each of the 11 agents have their own distinct personality and tactical abilities, including species-specific attacks like the Viper's tongue pull;
- **Specialized and Complementary Classes**: Execute devastating combos by teaming the right agents and utilizing cooperative actions. The difference between mission success and failure can depend wholly on team composition;
- **Re-Envisioned Tactical Combat**: Missions are structured as a series of discrete, explosive encounters, keeping the action intense and unpredictable;
- **Breach Mode**: Players will shape the battlefield to their advantage with a new combat phase that injects squads right into action. They will strategically assign agents to different entry points and coordinate their assault plans with a range of Breach-specific skills;
- **Interleaved Turns**: An automatic initiative system will slot individual agents and enemies into an alternating turn order, creating new strategic possibilities based on what unit is queued to act next – and what unit is at the greatest risk when they do so;
- **Suspenseful Strategy Layer**: Outside of combat, players will manage the operations of a high-tech HQ, where they must prioritize competing tasks, investigations and agent assignments in the face of a ticking clock: the constantly rising unrest in the city's various districts, driving City 31 closer and closer to total anarchy.

As part of 2K's *XCOM* franchise sale that will celebrate the support of its global community, ***XCOM: Chimera Squad*** will be available at launch as a single digital download for Windows PC on Steam at the special limited-time introductory price of $9.99. It will be available at its suggested retail price of $19.99 on May 1, 2020.

"We know fans have been eager to dive back into the world of *XCOM*," said Melissa Bell, Senior Vice President and Head of Global Marketing at 2K. "***XCOM: Chimera Squad*** offers tremendous value and we're intentionally lowering the barriers of entry for new fans to the franchise with a game *XCOM* veterans will really enjoy."

For more information on ***XCOM: Chimera Squad,*** visit www.xcom.com, become a fan on Facebook, subscribe on YouTube, follow ***XCOM*** on Twitter and join the conversation using the hashtag #XCOM.

XCOM: Chimera Squad is rated T for Teen by the ESRB. Firaxis Games is a 2K studio. 2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO).

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*Steam offer ends 10:00 a.m. PDT May 1, 2020 (and equivalent time zones where offer is available.) Pricing and availability may vary by region. See steampowered.com for details. Terms apply. No rainchecks.

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. We develop and publish products through our labels Rockstar Games, 2K, and Private Division, as well as 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 global interactive entertainment for console and handheld gaming systems, personal computers and mobile devices, with product availability including physical retail and digital download. The Company is home to many talented development studios, including Visual Concepts, Firaxis Games, Hangar 13, Cat Daddy Games, 31st Union and Cloud Chamber. 2K's portfolio currently includes the renowned *BioShock*®, *Borderlands*™, *Mafia* and *XCOM*® franchises; *NBA® 2K*, the global phenomenon and highest rated* annual sports title for the current console generation; the critically acclaimed *Sid Meier's Civilization*® series; the popular *WWE® 2K* and *WWE® SuperCard* franchises, as well as emerging properties *NBA® 2K Playgrounds 2*, *Carnival Games* and more. Additional information about 2K and its products may be found at 2k.com.

**According to 2008 - 2020 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. 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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