



WWE® SuperCard Season 7 Coming Soon for iOS, Android Devices and Facebook Gaming

October 28, 2020

2K's popular WWE collectible card-battling game heads into Season 7 with new styles and attributes, gameplay modes, card tiers, extensive roster and more

NEW YORK--(BUSINESS WIRE)--Oct. 28, 2020-- Today, 2K announced that *Season 7* of [WWE® SuperCard](#), the newest addition to the action-packed collectible card-battling game, is scheduled to launch in November 2020 as a free, downloadable update on the Apple App Store for iOS devices, including iPhone® and iPad®, as well as the Google Play Store and Amazon Appstore for Android™ devices* and Facebook Gaming. Featuring greater flexibility in play styles, increased strategic depth, three new card tiers, a huge roster of WWE Superstars, Legends and Hall of Famers, and new ways to earn cards and battle with players around the world, *WWE SuperCard* will continue raising the bar for competitive and engaging WWE action in a unique format.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20201028005247/en/>



"Season 7 of *WWE SuperCard* delivers the deepest in-game strategy, most thrilling gameplay and the best and most accessible WWE card-battling experience to date," said Harley Howe, CEO at Cat Daddy Games. "With new ways to tackle tough challenges, three new gameplay tiers and notable changes based on player and fan feedback, Season 7 is poised to deliver the type of fun and engaging content that keeps our players coming back for more."

Garnering more than 21 million global downloads since its August 2014 debut, *WWE SuperCard* holds an average rating of 4.8/5 stars on the App Store and a 4.3/5 rating on Google Play**. Offering more than 2,000 cards in active play, *WWE SuperCard* encourages players to build teams of WWE Superstars and Legends, train them to full potential, battle in various match types and test their skill in fast-paced tournament action. Players can enhance the free-to-play experience by acquiring new card packs.***

WWE SuperCards Season 7 includes the

following:

- **STYLES & TECHNIQUES** – Plan strategic deck-building decisions with Styles, a new attribute on all *Season 7* cards based on Superstars' real world in-ring personas. Each Style attribute will gain access to Techniques, giving powerful advantages that can greatly affect a matchup;
- **SUPER MOVES** – Build up devastating maneuvers with unique animations across any mode and unleash at will to provide an advantage against tough opponents;
- **NEW CARD TIERS** – Access three new card tiers and compete for 200 new cards;
- **ALL GAME MODES** – Play any game mode you want, whenever you want, with unified access to the draft board. Featured modes will offer bonus rewards and encourage competition;
- **ART REFRESH** – Enjoy a comprehensive art refresh which will touch nearly every menu with a modern and sleek new look. Motion graphics will highlight key information, providing increased excitement and clarity;
- **COLLECTIONS** – Earn rewards for completing dynamic Collections. Limited-time events will feature new Collections regularly;
- **WARGAMES EVENT** – Battle for control of multiple rings and earn points for holding a location in this all-new event type, coming soon;
- **AND MUCH, MUCH MORE** – Look forward to numerous quality-of-life improvements, Daily Login 2.0 rewards, timed promotions and more!

Developed by Cat Daddy Games, a 2K studio, **WWE SuperCard** will be available for download free of charge on the Apple App Store for iOS devices, including the iPhone and iPad, as well as the Google Play Store and Amazon Appstore for Android devices and Facebook Gaming in November 2020. For more information on the **WWE SuperCard** series and 2K, visit www.2k.com/supercard, become a fan on [Facebook](https://www.facebook.com/2k), follow the game on [Twitter](https://twitter.com/2k) and [Instagram](https://www.instagram.com/2k) or subscribe on [YouTube](https://www.youtube.com/2k).

* **WWE SuperCard** requires iOS 10.0 or later for iOS devices, including iPhone and iPad, as well as requires Android 4.2.1 and up for Android devices. App includes optional in-game purchases.

** Product ratings as of September 25, 2020.

*** In-game currency redeemed for card packs can be earned via gameplay or purchased. No purchase necessary.

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

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. We develop and publish products principally through Rockstar Games, 2K, Private Division, and Social Point. 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, *WWE*® 2K *Battlegrounds* and *WWE*® *SuperCard* franchises, *PGA TOUR*® 2K21, *NBA*® 2K *Playgrounds 2*, *Carnival Games* and more. Additional information about 2K and its products may be found at [2k.com](http://www.2k.com).

**** According to 2008 – 2020 [Metacritic.com](http://www.metacritic.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: the uncertainty of the impact of the COVID-19 pandemic and measures taken in response thereto; the effect that measures taken to mitigate the COVID-19 pandemic have on our operations, including our ability to timely deliver our titles and other products, and on the operations of our counterparties, including retailers and distributors; the effects of the COVID-19 pandemic on consumer demand and the discretionary spending patterns of our customers; the impact of reductions in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of potential inflation; volatility in foreign currency exchange rates; 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.

About WWE

WWE, a publicly traded company (NYSE: WWE), is an integrated media organization and recognized leader in global entertainment. The company consists of a portfolio of businesses that create and deliver original content 52 weeks a year to a global audience. WWE is committed to family friendly entertainment on its television programming, pay-per-view, digital media and publishing platforms. WWE's TV-PG, family-friendly programming can be seen in more than 800 million homes worldwide in 28 languages. WWE Network, the first-ever 24/7 over-the-top premium network that includes all live pay-per-views, scheduled programming and a massive video-on-demand library, is currently available in more than 180 countries. The company is headquartered in Stamford, Conn., with offices in New York, Los Angeles, London, Mexico City, Mumbai, Shanghai, Singapore, Dubai, Munich and Tokyo.

Additional information on WWE (NYSE: WWE) can be found at [wwe.com](http://www.wwe.com) and corporate.wwe.com. For information on our global activities, go to <http://www.wwe.com/worldwide/>.

Trademarks: All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos and copyrights are the exclusive property of WWE and its subsidiaries. All other trademarks, logos and copyrights are the property of their respective owners.

Forward-Looking Statements: This press release contains forward-looking statements pursuant to the safe harbor provisions of the Securities Litigation Reform Act of 1995, which are subject to various risks and uncertainties. These risks and uncertainties include, without limitation, risks

relating to: the impact of the COVID-19 outbreak on our business, results of operations and financial condition; entering, maintaining and renewing major distribution agreements; a rapidly evolving media landscape; WWE Network (including the risk that we are unable to attract, retain and renew subscribers); our need to continue to develop creative and entertaining programs and events; the possibility of a decline in the popularity of our brand of sports entertainment; the continued importance of key performers and the services of Vincent K. McMahon; possible adverse changes in the regulatory atmosphere and related private sector initiatives; the highly competitive, rapidly changing and increasingly fragmented nature of the markets in which we operate and greater financial resources or marketplace presence of many of our competitors; uncertainties associated with international markets including possible disruptions and reputational risks; our difficulty or inability to promote and conduct our live events and/or other businesses if we do not comply with applicable regulations; our dependence on our intellectual property rights, our need to protect those rights, and the risks of our infringement of others' intellectual property rights; the complexity of our rights agreements across distribution mechanisms and geographical areas; potential substantial liability in the event of accidents or injuries occurring during our physically demanding events including without limitation, claims alleging traumatic brain injury; large public events as well as travel to and from such events; our feature film business; our expansion into new or complementary businesses and/or strategic investments; our computer systems and online operations; privacy norms and regulations; a possible decline in general economic conditions and disruption in financial markets; our accounts receivable; our indebtedness including our convertible notes; litigation; our potential failure to meet market expectations for our financial performance, which could adversely affect our stock; Vincent K. McMahon exercises control over our affairs, and his interests may conflict with the holders of our Class A common stock; a substantial number of shares are eligible for sale by the McMahons and the sale, or the perception of possible sales, of those shares could lower our stock price; and the volatility of our Class A common stock. In addition, our dividend is dependent on a number of factors, including, among other things, our liquidity and historical and projected cash flow, strategic plan (including alternative uses of capital), our financial results and condition, contractual and legal restrictions on the payment of dividends (including under our revolving credit facility), general economic and competitive conditions and such other factors as our Board of Directors may consider relevant. Forward-looking statements made by the Company speak only as of the date made and are subject to change without any obligation on the part of the Company to update or revise them. Undue reliance should not be placed on these statements. For more information about risks and uncertainties associated with the Company's business, please refer to the "Management's Discussion and Analysis of Financial Condition and Results of Operations" and "Risk Factors" sections of the Company's SEC filings, including, but not limited to, our annual report on Form 10-K and quarterly reports on Form 10-Q.

View source version on [businesswire.com](https://www.businesswire.com/news/home/20201028005247/en/): <https://www.businesswire.com/news/home/20201028005247/en/>

Al Stavola
2K
(415) 483-8453
al.stavola@2k.com

Nathan Rillo
FINN Partners for 2K
(310) 552-4145
nathan.rillo@finnpartners.com

Alan Lewis (Corporate Press)
Take-Two Interactive Software, Inc.
(646) 536-2983
alan.lewis@take2games.com

Mark Vasquez
WWE
(203) 352-1521
mark.vasquez@wwe.com

Source: Take-Two Interactive