

# Darkness Falls. Rise Up! Marvel's Midnight Suns Launches Worldwide in March 2022 from Firaxis Games

August 25, 2021

Confront the darker side of the Marvel Universe and live among its legends in an all-new tactical RPG by acclaimed developer Firaxis Games and 2K; tune-in to the world premiere of gameplay on September 1

NEW YORK--(BUSINESS WIRE)--Aug. 25, 2021-- 2K and Marvel Entertainment announced today *Marvel's Midnight Suns*, a new tactical RPG set in the darker side of the Marvel Universe that brings players face-to-face against supernatural forces as they team up with and live among the Midnight Suns, Earth's last line of defense against the underworld. *Marvel's Midnight Suns* is currently scheduled for launch in March 2022, and will be available on PlayStation®5, PlayStation®4, Xbox Series X|S, Xbox One, Nintendo™ Switch, and Windows PC viaSteam and Epic Games Store.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20210825005687/en/



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science, the nefarious force known as Hvdra has revived Lilith. Mother of Demons, after centuries of slumber. Lilith will stop at nothing to complete an ancient prophecy and summon her evil master, Chthon. Pushed to the brink, the Avengers desperately look to fight fire with Hellfire by enlisting the help of the Midnight Suns -Nico Minoru, Blade, Magik, and Ghost Rider - young heroes with powers deeply rooted in the supernatural, formed to prevent the very prophecy Lilith aims to fulfill. Together, they resurrect an ancient warrior - the Hunter, Lilith's forsaken child and the only hero known to have ever defeated her.

Through a twisted marriage of magic and

"We're thrilled to team with Firaxis Games, who combine a history of building outstanding tactical games with an authentic love of Marvel's supernatural side," said Bill Rosemann, Vice President of Creative at Marvel Games. "*Marvel's Midnight Suns* offers players the chance to not only live alongside legendary heroes, but to also experience an all-new, original story that dives deep into the monstrous shadows of the Marvel Universe. Darkness

## Falls. Rise Up!"

"I grew up reading and loving Marvel comics," said Jake Solomon, Creative Director for *Marvel's Midnight Suns* at Firaxis Games. "To be entrusted with these characters and their stories is an honor for me and the team. If you're a Marvel fan, or an RPG fan, or a fan of tactics games, *Marvel's Midnight Suns* will make these beloved characters come alive in a way that you've never seen before."

During today's announcement at gamescom: Opening Night Live, 2K debuted a <u>stunning cinematic trailer</u> featuring the dramatic resurrection of the Hunter – the first customizable original hero in the Marvel Universe. Developed by Firaxis Games, the legendary studio behind the critically-acclaimed, world-renowned *Civilization* and *XCOM* franchises, *Marvel's Midnight Suns* will feature an iconic collection of heroes spanning The Avengers, X-Men, Runaways, and more, promising cinematic tactical combat with a Super Hero flair, game-impacting friendships to forge, and an unforgettable adventure that showcases the darker side of Marvel.

"*Marvel's Midnight Suns* is an incredibly ambitious title that looks to deliver a truly unique and groundbreaking experience," said David Ismailer, President at 2K. "Working with Marvel is a huge opportunity, and we're fully confident the team at Firaxis will deliver another outstanding game."

"Collaborating with best-in-class development teams like Firaxis Games and publishers like 2K to craft exceptionally fun, fresh, and original takes on our IP is what Marvel Games strives for," said Jay Ong, Executive Vice President of Marvel Games. "Our teams have been working closely and the results will be supernaturally exciting! We can't wait for our fans to experience the engaging and compelling world within *Marvel's Midnight Suns*."

Next week, 2K and Firaxis Games will look to reveal the world premiere of gameplay for Marvel's Midnight Suns, showcasing a new engaging and

deeply customizable tactical battle system where players assemble their team of heroes, assess the battlefield, and launch devastating iconic attacks against the forces of darkness. Viewers should tune in to <u>www.midnightsuns.com</u> at 11:30 a.m. PT on Wednesday, September 1.

For more information on the *Marvel's Midnight Suns*, visit <u>www.midnightsuns.com</u>, become a fan on <u>Facebook</u>, subscribe on <u>YouTube</u>, follow on <u>Twitter</u>, and <u>Instagram</u> and join the conversation using the hashtag #DarknessFalls.

*Marvel's Midnight Suns* is currently rated RP for Rating Pending by the ESRB. Firaxis Games is a 2K studio. 2K is a wholly owned publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO).

### **About Marvel Entertainment**

Marvel Entertainment, LLC, a wholly-owned subsidiary of The Walt Disney Company, is one of the world's most prominent character-based entertainment companies, built on a proven library of more than 8,000 characters featured in a variety of media for over eighty years. Marvel utilizes its character franchises in entertainment, licensing, publishing, games, and digital media. For more information visit <u>marvel.com</u>. © 2021 MARVEL

#### 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 T2 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 <a href="http://www.take2games.com">http://www.take2games.com</a>.

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#### 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, 31<sup>st</sup> 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 - 2021 Metacritic.com

#### **Cautionary Note Regarding Forward-Looking Statements**

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 both consumer demand and the discretionary spending patterns of our customers as the situation with the pandemic continues to evolve; the risks of conducting business internationally; 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 *NBA 2K* and *Grand Theft Auto* products and our ability to develop other hit titles; our 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 <u>www.take2games.com</u>. 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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