



WWE® SuperCard Season 8 Steps Into the Ring Today

November 17, 2021

New Survivor game mode, three card tiers, gameplay upgrades, and reward opportunities await mobile Superstars everywhere

NEW YORK--(BUSINESS WIRE)--Nov. 17, 2021-- A new era of [WWE® SuperCard](#) begins today with the launch of **WWE SuperCard Season 8**. The new Survivor game mode, three new card tiers, a slew of new WWE Superstars, and multiple gameplay upgrades are all available now in the collectible card-battling game from Cat Daddy Games.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20211117005118/en/>



A new era of WWE® SuperCard begins today with the launch of WWE SuperCard Season 8. The new Survivor game mode, three new card tiers, a slew of new WWE Superstars, and multiple gameplay upgrades are all available now in the collectible card-battling game from Cat Daddy Games. (Graphic: Business Wire)

Superstar's card after winning a WWE title.

The Pack Battle reward is a free pack available each week, offering increasing rewards based on the number of consecutive days a player logs into the game.

Finally, a new card update comes in the form of Manager Cards. Decks now have a provision for three support cards – one Manager Card and two single-use support cards. Manager cards are automatically activated, and their effects are applied to active cards when a player starts a match.

For more information on **WWE SuperCard** and 2K, visit the game's [official website](#), become a fan on [Facebook](#), follow the game on [Twitter](#) and [Instagram](#) or subscribe on [YouTube](#).

***WWE SuperCard** requires iOS 12.0 or later for [iOS devices](#), including iPhone and iPad, as well as requires Android 5.0 and up for [Android devices](#). App includes optional in-game purchases.

Cat Daddy Games is a 2K studio. 2K is a wholly owned 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. 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 www.take2games.com.

About 2K

In Survivor mode, players are tasked with becoming the sole survivor in a winner-takes-all tournament against up to 10 other live players, using a "closed pack" of cards dealt at random. At the beginning of each match, players trade one of their cards to their opponent, for an extra element of strategy.

Three new card tiers – Mire, Maelstrom, and Valhalla – will become available as players advance. New cards representing past and present WWE Superstars including Rick Boogs, Afa and Sika, Julius and Brutus Creed, Mansoor, Molly Holly, and more are available for the very first time in **WWE SuperCard**.

WWE SuperCard Season 8 also features a few important gameplay upgrades, including Champion's Boost, Pack Battle rewards, and Manager Cards.

WWE Championships can change hands at a moment's notice, so it is only fitting that Champion's Boost is a new stat modifier that will be automatically applied to a

Founded in 2005, 2K develops and publishes interactive entertainment for video game consoles, 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, Cloud Chamber, and HB Studios. 2K's portfolio currently includes several AAA, sports, and entertainment brands, including global powerhouse *NBA® 2K*; renowned *BioShock®*, *Borderlands®*, *Mafia*, *Sid Meier's Civilization®* and *XCOM®* brands; popular *WWE® 2K* and *WWE® SuperCard* franchises; as well as the critically and commercially acclaimed *PGA TOUR® 2K*. Additional information about 2K and its products may be found at 2k.com and on the Company's official social media channels.

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 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 leverage opportunities on PlayStation®5 and Xbox Series X|S; 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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Source: Take-Two Interactive