



## A New Era Begins at Firaxis Games

February 17, 2023 at 9:00 AM EST

*Heather Hazen named Studio Head; Next mainline game in the world-famous Sid Meier's Civilization franchise in development*

NEW YORK--(BUSINESS WIRE)--Feb. 17, 2023-- 2K today announced that industry veteran and Firaxis Games Chief Operating Officer, Heather Hazen, has been promoted to Studio Head, ushering in a new era of development at the legendary interactive entertainment studio behind *Sid Meier's Civilization*, *XCOM*, and the recently-released and critically-acclaimed *Marvel's Midnight Suns*.

As Studio Head, Hazen will manage Firaxis Games' development teams and lead its mission to build the best strategy games on the planet. With 22 years of experience in gaming and entertainment, Hazen joined Firaxis Games in 2020 as the studio's Chief Operating Officer. Prior to Firaxis Games, she was an Executive Producer on *Fortnite* at Epic Games, as well as *Plants vs. Zombies* and *Bejeweled* while at PopCap Games. Hazen's promotion comes as longtime Firaxis Studio Head, Steve Martin, will be leaving the studio after more than 25 years with the organization.

"We are excited to welcome Heather Hazen as the new Studio Head of Firaxis Games, and believe she will continue to drive the success Firaxis has consistently delivered as part of 2K's independent studio model," said David Ismaier, President of 2K. "2K and Firaxis Games are deeply grateful for the foundation that Steve Martin set during his time at the studio, shepherding more than 30 game launches across three genre-defining franchises, and for ensuring a smooth transition for Heather into her new role. Firaxis is one of our company and industry's most renowned studios, and we are confident that the team will continue to do great things under her leadership."

"I'm thrilled to have this opportunity to carry on the studio's storied legacy, beginning with the announcement that Firaxis is in development on the next iteration of the legendary *Civilization* franchise," said Hazen. "I'm lucky to be working with some of the best developers in our industry, and we have plans to take the *Civilization* franchise to exciting new heights for our millions of players around the world. In addition, we will continue to support *Marvel's Midnight Suns* with post-launch content, and explore new creative projects for our teams."

Ed Beach will continue in his role as Creative Director on the forthcoming *Civilization*. Beach has been an integral part of the development of *Civilization* titles for more than 15 years, and most recently led the design of *Civilization VI*, the best-selling *Civilization* game to-date. The *Civilization* franchise is one of gaming's most definitive and decorated franchises, with more than 65 million copies sold to-date.

In addition, Jake Solomon, former Creative Director of the *XCOM* franchise and *Marvel's Midnight Suns*, will be departing the studio. Solomon leaves after over two decades at Firaxis Games, and was instrumental in revitalizing the tactical turn-based genre with the releases of *XCOM: Enemy Unknown*, *XCOM 2*, and *Marvel's Midnight Suns*.

"I'm embarking on a new chapter; however, I am incredibly grateful to have had the opportunity to fulfill my dreams at Firaxis Games," said Solomon. "I'm thankful to everyone who enjoyed *XCOM* and *Marvel's Midnight Suns*, and to my development and publishing partners who helped bring those games to life."

"Jake revolutionized tactical turn-based games and continually raised the bar for storytelling in the strategy genre," added Ismaier. "We have deep appreciation for his work and can't wait to see what he does next."

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

### 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 Rockstar Games, 2K, Private Division, and Zynga. Our products are currently designed for console gaming systems, PC, and Mobile 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>.

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### About 2K

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®* franchises; 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](http://2k.com) and on the Company's official social media channels.

### About Firaxis Games

Founded in 1996, Firaxis Games is a world-renowned game development studio with an unwavering mission to "build games that stand the test of

time." Home to legendary game designer Sid Meier, Firaxis Games has developed some of gaming's most successful and award-winning titles including the *Sid Meier's Civilization*® franchise, *XCOM*® franchise and *Marvel's Midnight Suns*. Firaxis Games is a 2K studio; 2K is a wholly owned publishing label of Take-Two Interactive Software, Inc. For more information, visit [www.firaxis.com](http://www.firaxis.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: risks relating to our combination with Zynga; 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 changes in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of 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](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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Matt Chang  
2K  
(415) 328-9294  
[matt.chang@2K.com](mailto:matt.chang@2K.com)

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

Source: Take-Two Interactive