



“Finish Your Story” in WWE® 2K24 Deluxe Edition and Forty Years of WrestleMania Edition Now Available Worldwide

March 5, 2024 at 8:00 AM EST

Join iconic Standard Edition cover Superstar “The American Nightmare” Cody Rhodes and Deluxe Edition cover Superstars Rhea Ripley and Bianca Belair, with historic 2K Showcase... Of The Immortals, four new match types, Executive Soundtrack Producer Post Malone, and much more

NEW YORK--(BUSINESS WIRE)--Mar. 5, 2024-- Today, 2K announced the **Deluxe Edition** and **Forty Years of WrestleMania Edition** of **WWE® 2K24**, the newest installment of the flagship WWE video game franchise developed by Visual Concepts, are available now on PlayStation® 5 (PS5®), PlayStation®4 (PS4®), Xbox Series X|S, Xbox One, and PC via Steam.* The **Standard Edition** and **Standard Cross-Gen Digital Edition** will be available on Friday, March 8, 2024.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20240305361027/en/>



Today, 2K announced the Deluxe Edition and Forty Years of WrestleMania Edition of WWE® 2K24, the newest installment of the flagship WWE video game franchise developed by Visual Concepts, are available now on PlayStation® 5 (PS5®), PlayStation®4 (PS4®), Xbox Series X|S, Xbox One, and PC via Steam.* The Standard Edition and Standard Cross-Gen Digital Edition will be available on Friday, March 8, 2024. (Graphic: Business Wire)

Immortals puts players in control, playing through the most iconic moments in WrestleMania history as 2K’s distinctive Slingshot Tech seamlessly morphs gameplay to live-action footage and back again for the most immersive WrestleMania video game experience to date. A host of unlockable content adds challenge and replay value to this historical experience. Check out the trailer [here](#);

“**WWE 2K24** is a testament to the development team’s world champion-level commitment to excellence,” said Greg Thomas, President at Visual Concepts. “Topping our best efforts each year has become a challenge we look forward to, and we’re especially proud of what we’ve achieved in our improvements to gameplay and overall quality.”

WWE 2K24 boasts an array of new features and improvements on existing fan-favorites:

- **2K Showcase... Of The Immortals**
For 40 years, WrestleMania set the scene for unforgettable moments - from Hulk Hogan going toe to toe with The Rock in a contest of “Icon vs Icon,” to “Stone Cold” Steve Austin refusing to tap out to Bret Hart’s Sharpshooter, to “Mr. WrestleMania” Shawn Michaels and Razor Ramon innovating the ladder match, and many more. 40 years in the making, the **WWE 2K24 Showcase... of the**

- **Iconic Roster:** **WWE 2K24** boasts a star-studded roster of 200+, featuring WWE Legends including “Stone Cold” Steve Austin, the Rock, Undertaker, Ultimate Warrior, and Andre the Giant, alongside current WWE Superstars including “The American Nightmare” Cody Rhodes, Bianca Belair, John Cena, Rhea Ripley, and Roman Reigns, whose larger-than-life entrances and signature moves are heightened by ultra-realistic graphics. Also joining the roster is boxing icon, “The Greatest” Muhammad Ali. The complete roster list is available [here](#);

- **Four New Match Types:** Players asked, and **WWE 2K24** delivers, with four new, chaotic match types: Special Guest Referee, Ambulance Match, Casket Match, and Gauntlet Match. In addition, the Backstage Brawl now features 4-player support and new interactive environmental elements - including a working elevator, breakable control room glass, and a vending machine with throwable water bottles - while the Royal Rumble now offers support for eight online players in 30-Superstar online matches. All of the familiar **WWE 2K** match types, such as WarGames, Extreme Rules, TLC,

Submission, Hell in a Cell, and many more also return. Check out the trailer [here](#);

- **MyRISE:** *WWE 2Ks* unique career mode experience offers two new storylines: the women's division *Unleashed* experience and the men's division *Undisputed* experience. Players are tasked with creating an original Superstar to forge their career path and leave an unforgettable legacy, with 80 rewards to be unlocked, including arenas, Paybacks, entrances, MyFACTION cards, and championship belts. Between the two experiences, there are over six hours of original dialogue, featuring franchise-first voiceover performances from Roman Reigns, Cody Rhodes, "Dirty" Dominik Mysterio, Mick Foley, Shotzi, and more. Check out the trailer [here](#);
- **MyFACTION:** The team-building mode in which players collect, manage, and upgrade an array of WWE Superstars and Legends to create their ultimate four-person factions returns with a new direct purchase card market and updated multiplayer experience. Players can now compete in ranked online QuickPlay with unique rewards and seasonal leaderboards, challenge themselves with Weekly Towers, and take on a revamped Faction Wars 2.0, featuring more real-world factions, more 4v4 match types, a Faction Wars specific reward shop and more. New themed card packs and goals will continue to roll out regularly throughout the year with seasonal content refreshes**;
- **MyGM:** The popular WWE brand management simulation continues to expand with new GMs and brands to choose from, more match types, more Dramas, more Championships, talent scouts, Superstar trading between brands, Superstar contract management and the new Superstar Journey, which allows Superstars to earn XP, train, and level up to gain new benefits after participating in matches;
- **Universe:** The ultimate WWE Universe sandbox that puts players in charge of Superstar rosters, feuds, champions, weekly shows, and Premium Live Events now features expanded Rivalry actions, including run-ins, Money in the Bank cash-ins, scenarios, and brawls, as well as new cutscenes, Special Guest Referee support, Double Title Matches and a Loser Leaves Town stipulation;
- **Creation Suite:** The crown jewel of the *WWE 2K* franchise, the best-in-class, most detailed and robust creation suite returns with all-new support for Create-A-Referee and Create-A-Sign, as well as new parts and animations to design custom Superstars, GMs, arenas, entrances, move sets, championships and more;
- **Soundtrack:** Curated by Executive Soundtrack producer and music icon Post Malone, ***WWE 2K24*** features an eclectic soundtrack including artists across an array of genres, including rock, metal, country, electronic music, and rap;
- **DLC Character Packs:** Fan-favorite celebrities and Superstars including CM Punk, Pat McAfee, Post Malone, Jade Cargill, Iron Sheik, Diamond Dallas Page, Mr. Perfect, and more take to the ring in DLC packs, rolling out over the months ahead and available individually, or via Season Pass. These DLC offerings, alongside frequent MyFACTION updates, offer extensive post-launch content and replayability for players to enjoy. More info on Season Pass is available [here](#).

WWE 2K24 Editions

WWE 2K24 features four editions of the game: ***Standard Edition***, ***Standard Cross-Gen Digital Edition***, ***Deluxe Edition***, and ***Forty Years of WrestleMania Edition***:

The ***Standard Edition*** will be available for \$59.99 on previous-gen platforms (PS4, Xbox One consoles) and PC and for \$69.99 on current-gen consoles (PS5 and Xbox Series X|S);

- **Pre-Order Bonus Offers:** Players who pre-order the ***WWE 2K24 Standard Edition*** will receive the ***Nightmare Family Pack****** a bonus pack of content including four playable Superstars - two alternate versions of Cody Rhodes (The "Undashing" masked Cody and the flamboyant Stardust), as well as the 1976 version of his father, WWE Hall of Famer Dusty Rhodes, plus one of Dusty's greatest rivals, "Superstar" Billy Graham, all available as playable characters. Additional MyFACTION content includes three MyFACTION cards - a Mattel "Bruised" Cody Rhodes Gold Rarity card and, for the first time ever, Cody's dog, Pharaoh, appears in *WWE 2K* as a Gold Rarity Manager card. In addition, all Digital Pre-Orders of any edition of ***WWE 2K24*** will include the Standard Edition of ***WWE 2K23*******, the highest-rated game in franchise history according to Metacritic*****;

The ***Standard Cross-Gen Digital Edition*** will be available for \$69.99 on PlayStation and Xbox consoles. The ***Standard Cross-Gen Digital Edition*** includes the ***Standard Edition*** across previous and current-gen platforms within the same console family and the same PlayStation or Xbox account;

The ***Deluxe Edition*** is available for \$99.99 for PS4, PS5, Xbox Series X|S, Xbox One, and PC. The ***Deluxe Edition*** includes the ***Standard Cross-Gen Edition***, ***Nightmare Family Pack***, plus a Season Pass to all five post-launch DLC content packs*****; the ***MyRISE Mega-Boost*** and ***SuperCharger***; Gold Rarity Rhea Ripley MyFACTION Card, Gold Rarity Bianca Belair MyFACTION Card, and alternate attires for Bianca and Rhea. The ***Deluxe Edition*** is available now – three days ahead of ***Standard*** and ***Cross-Gen Editions***!;

The ***Forty Years of WrestleMania Edition*** is available for \$119.99 for PS4, PS5, Xbox Series X|S, Xbox One, and PC. In addition to the ***Standard***

Cross-Gen Edition and all bonus content included in the **Deluxe Edition**, the **Forty Years of WrestleMania Edition** includes the **Forty Years of WrestleMania Pack**, which features alternate attires for “Macho King” Randy Savage (WrestleMania 6), Rey Mysterio (WrestleMania 22), Triple H (WrestleMania 30), Charlotte Flair (WrestleMania 33), and Rhea Ripley (WrestleMania 36), as well as Gold Rarity MyFACTION cards for each, instant unlocking of all playable Showcase characters, and the **WrestleMania 40 Arena**, which will be available after launch*****. The **Forty Years of WrestleMania Edition** is available now – three days ahead of **Standard** and **Standard Cross-Gen Editions**;

For more information on WWE 2K24, visit the game’s [official website](#), become a fan on [Facebook](#), follow the game on [TikTok](#), [X](#), [Instagram](#), and subscribe on [Twitch](#) and [YouTube](#). Official campaign hashtags #WWE2K24 and #FinishYourStory.

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

"PlayStation", "PS5", and "PS4" are trademarks or registered trademarks of Sony Interactive Entertainment.

**Deluxe Edition digital version available March 5. Deluxe Edition physical version available March 5 in select territories, and March 8 for the rest of the world. For further details on physical availability of WWE 2K24 Deluxe Edition, please visit www.2k.com/2k24/deluxe-edition-release-dates.*

***WWE 2K24 and internet access required to play MyFACTION content. Online Account (13+) required to access online features. See www.take2games.com/legal and www.take2games.com/privacy for additional details.*

****Nightmare Family Pack pre-order bonus offer available through March 7, 2024. Pre-order WWE 2K24 Standard Edition and receive the Nightmare Family Pack, which includes four playable characters and three gold-tier MyFACTION cards (Dusty Rhodes 76, Mattel Cody Rhodes, and Pharoah (Manager)). The Nightmare Family Pack is included with Deluxe and Forty Years of WrestleMania editions. For digital pre-orders, items will be automatically entitled in-game. For physical pre-orders, items will be redeemed in game via code provided in box. Terms apply.*

*****Pre-order WWE 2K24 Standard Edition (Digital) on any platform through March 7, 2024, and receive a digital copy of WWE 2K23 Standard Edition for the same platform. Digital copy of WWE 2K23 will be automatically entitled and available to download following pre-order. WWE 2K23 must be downloaded to the platform account used to pre-order WWE 2K24 and is non-transferable. Offer not available to platform accounts that already own WWE 2K23 on the same platform. Terms apply.*

******Based on WWE 2K23’s Metacritic scores on PS5, Xbox Series X|S and PC as of March 3, 2024.*

******For digital orders, post-launch Forty Years of WrestleMania Pack content and DLC will be automatically delivered on release for PC users, available for download in the PlayStation store/Library tile for PS4 and PS5 users, and available for download in Microsoft Store for Xbox users. For physical orders, post-launch DLC will be available upon release and redeemed in game via code provided in box. DLC will also be available for purchase separately.*

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®** 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.

2K is a 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.

All trademarks and copyrights contained herein are the property of their respective holders.

Cautionary Note Regarding Forward-Looking Statements

The statements contained herein, which are not historical facts, including statements relating to Take-Two Interactive Software, Inc.’s (“Take-Two,” the “Company,” “we,” “us,” or similar pronouns) outlook, 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 our 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 Inc.; the risks of conducting business internationally, including as a result of unforeseen geopolitical events; 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; factors affecting our mobile business, such as player acquisition costs; the timely release and significant market acceptance of our games; the ability to maintain acceptable pricing levels on our games.

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.

View source version on [businesswire.com](https://www.businesswire.com/news/home/20240305361027/en/): <https://www.businesswire.com/news/home/20240305361027/en/>

Al Stavola

2K

(415) 483-8453

al.stavola@2k.com

Alan Lewis (Corporate Press)

Take-Two Interactive Software, Inc.

(646) 536-2983

alan.lewis@take2games.com

Nathan Rillo

FINN Partners for 2K

(310) 552-4145

nathan.rillo@finnpartners.com

Greg Domino

WWE

(973) 620-1025

greg.domino@wwe.com

Source: Take-Two Interactive