



Sid Meier's Civilization® VII Coming In 2025

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Revolutionary new chapter in the critically-acclaimed, award-winning Civilization franchise from Firaxis Games and 2K officially announced at Summer Game Fest; launching in 2025 with full gameplay showcase coming this August

NEW YORK--(BUSINESS WIRE)--Jun. 7, 2024-- 2K and Firaxis Games officially announced today **Sid Meier's Civilization® VII**, a revolutionary new chapter in the epic strategy video game franchise, will launch in 2025 on PlayStation®5 (PS5®), PlayStation®4 (PS4®), Xbox Series X|S, Xbox One, Nintendo™ Switch, and PC, Mac and Linux via Steam. Available to [wishlist now](#) on select platforms, the full reveal of **Civilization VII** and its exciting new features and innovations will be shared in August 2024.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20240607620381/en/>



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The announcement of **Civilization VII** was made during Summer Games Fest Kickoff Live, featuring an enthralling [cinematic trailer](#) that showcases humanity's progress through history and the enduring challenge of building a legacy that stands the test of time.

"For more than 30 years, players from around the world have shared their love and support for Civ," stated Sid Meier, Founder and Director of Creative Development at Firaxis Games. "I'm incredibly excited for Civ fans to see *Civilization VII*, a game that represents the culmination of three decades of strategy innovation and refinement."

"With more than 70 million copies sold-in and over 1 billion hours played, the *Civilization* franchise is a crown jewel for 2K," stated David Ismail, President of 2K Games. "What the team is looking to accomplish with *Civilization VII* is nothing short of breathtaking, and we're confident that Firaxis Games has another hit on their hands with *Civilization VII*."

As the seventh mainline title in the franchise, **Civilization VII** is a 4X strategy game developed by the legendary team at Firaxis Games. Players establish their civilization, construct cities and architectural wonders to expand their territory, conquer or cooperate with rival civilizations in pursuit of prosperity, and explore the far reaches of the unknown world.

For the latest information on **Civilization VII**, [wishlist the game](#), visit www.civilization.com and follow the game across [YouTube](#), [Facebook](#), [X](#), [Instagram](#) and [TikTok](#). Creating and authenticating a 2K Account also entitles you to receive in-game rewards that will be revealed at a later date, and lets you sign up to receive the Civ newsletter to stay up-to-date about the game. Join the conversation using the hashtag #CivilizationVII.

Sid Meier's Civilization VII is currently rated RP for Rating Pending by the ESRB. Firaxis Games is a 2K studio. 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. We develop and publish products principally through Rockstar Games, 2K, Private Division, and Zynga. Our products are designed for console gaming systems, PC, and mobile, including smartphones and tablets. We deliver our products 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®* brands; popular *WWE® 2K* and *WWE® SuperCard* franchises, *TopSpin®* 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, 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; and 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.

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