



Words With Friends Launches New Suite of Game Modes

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Iconic mobile title transforms into an all-in-one-destination for word lovers with the introduction of four new solo puzzle games

SAN MATEO, Calif.--(BUSINESS WIRE)--Nov. 14, 2024-- [Zynga Inc.](#), a wholly-owned publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO) and a global leader in interactive entertainment, today announced the next evolution of its beloved word game, *Words With Friends*, adding four new single-player game modes. For the first time, in addition to the renowned competitive gameplay, players can dive into new daily puzzles that are made to be solved at their own pace, letting them play with or without friends.

Since 2009, *Words With Friends* has captivated and challenged millions of people around the world by connecting players over a mutual love of words. With the new mini-games, players of all skill levels can easily jump in and choose from new puzzles daily, including fan favorites like Word Search, Crosswords, and Word Wheel. This marks a new chapter for the celebrated word game, giving players more ways to flex their skills and get their daily dose of word fun in between turns of the classic gameplay.

New *Words With Friends* game modes include:

- **Mini Crosswords:** Go beyond creating words into a game mode where you use your knowledge to complete a new puzzle every day. Earn Club Trophies as you complete puzzles, and watch your club climb the Leaderboard as you blend trivia with word skills.
- **Word Wheel:** Do anagrams get your brain wheels turning? Challenge yourself by playing this single-player word scramble event that's equal parts vocabulary builder and relaxation tool! Connect letters to find as many words as you can while immersing yourself in soothing scenery.
- **Word Search:** Show off your word game by completing daily Word Search puzzles! Play each day for a new puzzle theme such as travel, dessert, or hobbies. With no opponents and 24 hours to find all the words, this satisfying mode is the perfect way to make the most of your 'me-time'.
- **Guess Word:** Give your brain an ultra-fast workout by finding the secret word in six attempts! Look forward to a new word to guess every day, and challenge yourself to find the word in fewer attempts to improve your stats. Share your results with friends to show off your vocabulary prowess!

"*Words With Friends* has always been about connecting players through friendly competition," said Yaron Leyvand, Executive Vice President, Mobile Games, Zynga. "Our players asked if they could do even more, so we've added a whole new layer of personally fulfilling solo mini-games where you can disconnect from the world and play word games, with or without friends. Whether you want to playfully compete, creatively challenge yourself, or just relax, *Words With Friends* is always here for you."

For supporting assets, click [here](#).

Zynga is a wholly-owned publishing label of Take-Two Interactive Software, Inc.

About Zynga, Inc.

Zynga is a global leader in interactive entertainment with a mission to connect the world through games and a wholly-owned subsidiary of Take-Two Interactive Software, Inc. (NASDAQ: TTWO). With massive global reach in more than 175 countries and regions, the combined diverse portfolio of popular game franchises has been downloaded more than 6 billion times on mobile, including *Star Wars™ Hunters*, *CSR Racing™*, *Dragon City*, *Empires & Puzzles™*, *FarmVille™*, *Golf Rival™*, *Hair Challenge™*, *Harry Potter: Puzzles & Spells™*, *High Heels!™*, *Merge Dragons!™*, *Merge Magic!™*, *Monster Legends*, *Toon Blast™*, *Top Eleven*, *Toy Blast™*, *Two Dots*, *Words With Friends™*, and *Zynga Poker™*. Zynga is also an industry-leading next-generation platform with the ability to optimize programmatic advertising and yields at scale with Chartboost, a leading mobile advertising and monetization platform. Founded in 2007, Zynga is headquartered in California with locations in North America, Europe, and Asia. For more information, visit www.zynga.com or follow Zynga on [Twitter](#), [Instagram](#), [Facebook](#), or the [Zynga blog](#).

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, 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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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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