

Mafia: The Old Country Launching August 8, 2025; Debuts Official Gameplay Trailer and Developer Insights Video

May 8, 2025 at 11:00 AM EDT

Hangar 13 development team to host panel at PAX East to dive into the next chapter of the proven franchise; available now for pre-order

NEW YORK--(BUSINESS WIRE)--May 8, 2025-- Today, 2K and Hangar 13 unveiled the Official Gameplay Trailer and 'Breaking Omerta' Developer Insights video for *Mafia: The Old Country*, coming to PlayStation®5 (PS5®), Xbox Series X|S, and PC via Steam and NVIDIA GeForce NOW on August 8, 2025. Fans can watch the PAX East developer panel today at 2:00 p.m. EDT on YouTube and Twitch to learn about *Mafia: The Old Country* directly from its developers, and to pre-order the game today.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20250508930640/en/



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"Mafia: The Old Country is a focused, linear experience that combines quality storytelling, authentic era immersion and a refined take on the familiar Mafia gameplay," said Hangar 13 President Nick Baynes. "That focus allows us to deliver a story that's gritty, grounded, brutal and emotional. Embracing early 1900s era Sicily, this is a mafia origin story that

follows our protagonist, Enzo Favara, as he takes the oath and works his way up Don Torrisi's crime family."

Loyalty, honor and obedience - these qualities are what set Enzo apart from the rest. His journey in the new gameplay trailer features action through both melee and gunplay, mobility through both era-appropriate vehicles and horseback, all within the gritty yet vibrant backdrop of 1900s Sicily.

Official Gameplay Trailer

Fans can get a behind-the-scenes look at the creative process of *Mafia: The Old Country* in the 'Breaking Omerta' Developer Insights video. Discover how Hangar 13 meticulously brought early 1900s Sicily to life, creating a stunning and period-authentic backdrop to tell this unforgettable mafia origin story. Building an emotional and engaging narrative filled with the unforgettable twists that define the best crime sagas, the game offers a mix of deep storytelling and high-intensity life or death gameplay. *Mafia: The Old Country* will also be a distinctive experience for the series, being the first to leverage the power of Unreal Engine 5.

Breaking Omerta - Developer Insights Video

"We think there's a large audience for compelling stories that don't require massive time commitments," said 2K President David Ismailer. "We're excited to offer a game like *Mafia: The Old Country* in our portfolio, and to provide a linear highly-polished narrative experience that can easily complement the other more persistent games our players also love and engage with on a more consistent basis."

Mafia: The Old Country will offer two editions: Standard Edition and Deluxe Edition. Both editions are available for pre-order today and will release worldwide on August 8, 2025.

- The **Standard Edition** includes the full base game and will be available for \$49.99 on PlayStation®5 (PS5®), Xbox Series XIS, and PC via Steam.
- The **Deluxe Edition** lets players descend into Sicily's criminal underworld in true Cosa Nostra style with a variety of bonus items and will be available for \$59.99 on PlayStation®5 (PS5®), Xbox Series X|S, and PC via Steam. This edition includes the Padrino Pack, featuring "Lupara Speciale" Shotgun, "Vendetti Speciale" Pistol, "Immortale" Charm, "Padrino" Outfit, "Stiletto Speciale" Knife, "Eckhart Speciale" Limousine and "Cosimo" Horse and Accessories. Additionally, it offers the Gatto Nero Pack with the "Bodeo Nero" Pistol, "Velocità" Charm, "Gatto Nero" Racing Outfit and "Carozella Nero" Race Car, plus digital bonus materials including the Original Score and Digital Artbook full of concept art and developer notes.

Pre-order *Mafia: The Old Country* Standard Edition or Deluxe Edition to receive the Soldato Pack featuring the "Soldato" Outfit, "Scannaturi Speciale" Knife, "Tesoro" Horse and Accessories and "Lupara" Charm.*

Drawing upon 22 years of experience creating Mafia's brutal and immersive worlds, the franchise veterans at Hangar 13 are now crafting *Mafia: The Old Country*, an origin story for the acclaimed series. First established in 2002 with the launch of the landmark game *Mafia*, the franchise has sold-in more than 38 million copies across consoles and PC.

For the latest information on *Mafia: The Old Country* and to pre-order the game, visit <u>mafiagame.com</u>, and follow the game across <u>YouTube</u>, <u>Facebook</u>, <u>X</u>, <u>Instagram</u>, and <u>TikTok</u>.

Mafia: The Old Country is currently rated Mature 17+ by the ESRB.

Hangar 13 is a 2K studio. 2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO).

*Pre-order offer available for Mafia: The Old Country Standard Edition and Deluxe Edition until August 8, 2025. Internet connection required to redeem bonus content. For digital pre-orders, items will be automatically entitled in-game at launch. For physical pre-orders, items will be delivered via code-in-box to be redeemed in game. Terms apply.

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, Gearbox 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.

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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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 the timely release and significant market acceptance of our games; 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 Aut*o 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; 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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Source: Take-Two Interactive