



Your Poker Crew Just Got Bigger: Zynga Poker Launches on Steam

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Iconic mobile powerhouse now offers poker fans a new way to play as Zynga's first title to launch on the world's largest PC gaming platform from Valve

SAN MATEO, Calif.--(BUSINESS WIRE)--Aug. 15, 2025-- [Zynga Inc.](#), a wholly-owned publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO) and a global leader in interactive entertainment, today announced that *Zynga Poker*, one of the largest and longest-running, free-to-play poker games, is now available to play on Steam with full crossplay functionality. Launched in 2007 as Zynga's first-ever game, the legendary title is raising the stakes as the label's first game to launch on Steam. With one account, players can now move freely between mobile (iOS and Android), web browsers at [zyngapoker.com](#), and now PC via Steam.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20250815464676/en/>



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For almost 18 years, *Zynga Poker* has been the go-to destination for millions of poker fans around the world, no matter the platform – from Facebook to mobile and now to Steam. *Zynga Poker* lets anyone jump in and play, delivering action-packed gameplay that brings an authentic experience straight to your screen. On Steam, the game showcases the same high-stakes energy and fresh features

players know and love, including rotating poker modes and Multi-Table Tournaments. Existing players can pick up right where they left off, with collections, events, and friends carrying over for seamless cross-platform support. [Watch Launch Trailer Here.](#)

"Since day one, Zynga's mission has been to connect the world through games, and with *Zynga Poker*, it's always been about delivering the best Texas Hold'Em experience possible to players, whenever and wherever they're playing," said Yaron Leyvand, Executive Vice President, Mobile Games, Zynga. "Bringing *Zynga Poker* to Steam gives our audience a chance to play, compete, and connect on the largest PC platform. This milestone reflects our awesome community that's kept the virtual tables full for nearly two decades."

First-time players logging in via Steam will be rewarded up to 26,000,000 in-game chips, giving poker fans a solid stack to try their hand on the new platform. Challenge your Steam friends, keep your poker action all in one place, and experience the same trusted gameplay. Join in on the action and [download Zynga Poker on Steam now!](#)

To find 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 10 billion times on mobile, including *CSR Racing™*, *Dragon City*, *Empires & Puzzles™*, *FarmVille™*, *Game of Thrones: Legends*, *Golf Rival™*, *Hair Challenge™*, *Harry Potter: Puzzles & Spells™*, *High Heels!™*, *Match Factory*, *Merge Dragons!™*, *Merge Magic!™*, *Monster Legends*, *Screw Jam*, *Seat Away*, *Toon Blast™*, *Top Eleven*, *Toy Blast™*, *Two Dots*, *Words With Friends™*, and *Zynga Poker™*. 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 [X](#), [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 strategy is to create hit entertainment experiences, delivered on every platform relevant to our audience through a variety of sound business models. Our pillars - creativity, innovation, and efficiency - guide us as we strive to create the highest quality, most captivating experiences for our consumers. 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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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 the timely release and significant market acceptance of our games; 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; 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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