

2K Announces WWE® SuperCard – Season 2 Now Available for Mobile Devices

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Exceeding 7.5 million global downloads to date, 2K's action-packed WWE mobile collectible card game delivers larger roster, increased customization, expanded tournament play and more

NEW YORK--(BUSINESS WIRE)--Aug. 20, 2015-- [2K](#) today announced the action-packed entertainment of **WWE® SuperCard**, the Company's renowned collectible card-battling game, will raise the stakes with extensive content in **WWE SuperCard – Season 2**. Featuring an expanded roster of WWE Superstars, Divas, Legends, the debut of NXT Superstars and Divas, enhanced King of the Ring tournament play, an updated Exhibition Mode with a new WWE Divas card slot, increased customization options and more, **WWE SuperCard – Season 2** is available now as an update for download free of charge on the App Store for iOS devices, including the iPhone®, iPad® and iPod touch®, as well as the Google Play Store and Amazon Appstore for Android™ devices.

This Smart News Release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20150820005028/en/>



WWE SuperCard has exceeded 7.5 million global downloads since its release in August 2014 and carries an average rating of 4.5/5 stars on the App Store, as well as a 4/5 rating on Google Play. Offering more than 700 cards in active play, with more to come in **Season 2**, **WWE SuperCard** challenges players to build teams of WWE Superstars, Divas and Legends, train them to full potential, battle in various match types and test their luck in fast-paced tournament action. In addition, players can enhance their free-to-play experience through purchase of individual card packs.

“**WWE SuperCard** sets the standard for bringing together the right brand and fan base in WWE with the competitive and engaging nature of collectible card games,” said Harley Howe, Co-Studio Head at Cat Daddy Games. “**Season 2** elevates the authentic, hard-hitting WWE action more than 7.5 million fans have grown to love through new content certain to enhance the WWE experience in a mobile format.”

WWE SuperCard – Season 2 features

include:

- **CUSTOMIZABLE CARDS** – Customize and train **Season 2** cards while earning tokens to permanently increase stats;
- **LARGER ROSTER** – Access hundreds of cards featuring a variety of WWE and NXT Superstars and Divas, including **Season 2** additions Brock Lesnar®, Undertaker®, Stone Cold Steve Austin®, Kevin Owens™, Samoa

Joe™, Adrian Neville™, Charlotte™ and many more;

- **EXPANDED EXHIBITION DECK** – Compete with an additional WWE Diva in solo matches, as well as in new Divas tag matches;
- **LOYALTY FUSIONS** – Convert *Season 1* cards into powerful *Season 2* variants via the game's Fusion Chamber;
- **GLOBAL CHAT** – Connect with anyone in the world while playing *WWE SuperCard*;
- **WEEKLY EVENTS** – Participate in weekly, real-time events with exclusive rewards to increase overall deck strength;
- **ENHANCED KING OF THE RING** – The 16-man, multi-day tournament is now more strategic than ever with a new enhancement system.

Developed by Cat Daddy Games in conjunction with Visual Concepts, both 2K studios, *WWE SuperCard* is available now download free of charge on the App Store for iOS devices, including the iPhone, iPad and Pod touch, as well as the Google Play Store and Amazon Appstore for Android devices.

For more information on *WWE SuperCard* and 2K, visit wwe.2k.com, become a fan on [Facebook](https://www.facebook.com/wwe2k), follow the game on [Twitter](https://twitter.com/wwe2k) and [Instagram](https://www.instagram.com/wwe2k) or subscribe on [YouTube](https://www.youtube.com/wwe2k).

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

About WWE

[WWE](http://www.wwe.com), a publicly traded company (NYSE:WWE), is an integrated media organization and recognized leader in global entertainment. The company consists of a portfolio of businesses that create and deliver original content 52 weeks a year to a global audience. WWE is committed to family friendly entertainment on its television programming, pay-per-view, digital media and publishing platforms. WWE programming reaches more than 650 million homes worldwide in 35 languages. WWE Network, the first-ever 24/7 over-the-top premium network that includes all 12 live pay-per-views, scheduled programming and a massive video-on-demand library, is currently available in more than 170 countries. The company is headquartered in Stamford, Conn., with offices in New York, Los Angeles, London, Mexico City, Mumbai, Shanghai, Singapore, Dubai, Munich and Tokyo.

Additional information on WWE (NYSE:WWE) can be found at www.wwe.com and corporate.wwe.com. For information on our global activities, go to <http://www.wwe.com/worldwide/>.

Trademarks: All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos and copyrights are the exclusive property of WWE and its subsidiaries. All other trademarks, logos and copyrights are the property of their respective owners.

Forward-Looking Statements: This press release contains forward-looking statements pursuant to the safe harbor provisions of the Securities Litigation Reform Act of 1995, which are subject to various risks and uncertainties. These risks and uncertainties include, without limitation, risks relating to: WWE Network; major distribution agreements; our need to continue to develop creative and entertaining programs and events; a decline in the popularity of our brand of sports entertainment; the continued importance of key performers and the services of Vincent K. McMahon; possible adverse changes in the regulatory atmosphere and related private sector initiatives; the highly competitive, rapidly changing and increasingly fragmented nature of the markets in which we operate and greater financial resources or marketplace presence of many of our competitors; uncertainties associated with international markets; our difficulty or inability to promote and conduct our live events and/or other businesses if we do not comply with applicable regulations; our dependence on our intellectual property rights, our need to protect those rights, and the risks of our infringement of others' intellectual property rights; the complexity of our rights agreements across distribution mechanisms and geographical areas; potential substantial liability in the event of accidents or injuries occurring during our physically demanding events including, without limitation, claims relating to CTE; large public events as well as travel to and from such events; our feature film business; our expansion into new or complementary businesses and/or strategic investments; our computer systems and online operations; a possible decline in general economic conditions and disruption in financial

markets; our accounts receivable; our revolving credit facility; litigation; our potential failure to meet market expectations for our financial performance, which could adversely affect our stock; Vincent K. McMahon exercising control over our affairs, and his interests may conflict with the holders of our Class A common stock; a substantial number of shares which are eligible for sale by the McMahons and the sale, or the perception of possible sales, of those shares could lower our stock price; and the relatively small public "float" of our Class A common stock. In addition, our dividend is dependent on a number of factors, including, among other things, our liquidity and cash flow, strategic plan (including alternative uses of capital), our financial results and condition, contractual and legal restrictions on the payment of dividends (including under our revolving credit facility), general economic and competitive conditions and such other factors as our Board of Directors may consider relevant. Forward-looking statements made by the Company speak only as of the date made, are subject to change without any obligation on the part of the Company to update or revise them, and undue reliance should not be placed on these statements.

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 through its two wholly-owned labels Rockstar Games and 2K. Our products are designed for console systems and personal computers, 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. For more corporate and product information please visit our website at <http://www.take2games.com>.

About 2K

Founded in 2005, 2K develops and publishes interactive entertainment globally for console systems, handheld gaming systems and personal computers, including smartphones and tablets, which are delivered through physical retail, digital download, online platforms and cloud streaming services. 2K publishes titles in today's most popular gaming genres, including shooters, action, role-playing, strategy, sports, casual, and family entertainment. The 2K label has some of the most talented development studios in the world today, including Firaxis Games, Visual Concepts, Hangar 13, Cat Daddy Games and 2K China. 2K's stable of high quality titles includes the critically acclaimed BioShock®, Borderlands™, and XCOM® franchises, the beloved Sid Meier's Civilization series, the innovative Evolve™, the popular WWE 2K franchise and NBA 2K, the #1 rated and #1 selling basketball franchise*. 2K is headquartered in Novato, California and is a wholly owned label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO). For more information, please visit www.2k.com.

**According to 2008 - 2015 Metacritic.com and The NPD Group estimates of U.S. retail video game sales through July 2015.*

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Cautionary Note Regarding Forward-Looking Statements

The statements contained herein which are not historical facts 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," "will," or words of similar meaning and include, but are not limited to, statements regarding the outlook for the Company's 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: our dependence on key management and product development personnel, our dependence on our *Grand Theft Auto* products and our ability to develop other hit titles, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, our ability to raise capital if needed and risks associated with international operations. Other important factors and information are contained in the

Company's Annual Report on Form 10-K for the fiscal year ended March 31, 2015, including the risks summarized in the section entitled "Risk Factors," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended June 30, 2015, 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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