

## Evolve™ Downloadable Content Plans Revealed

January 13, 2015 1:30 PM ET

*Hunting Season Pass, Digital Deluxe Editions include new playable Hunters, fourth playable Monster, and much more*

*Pre-purchase Evolve on Xbox One and pre-load the Xbox One Open Beta starting today*

NEW YORK--(BUSINESS WIRE)--Jan. 13, 2015-- [2K](#) and [Turtle Rock Studios](#) today announced downloadable content details for [Evolve™](#), including a **Hunting Season Pass**, **Digital Deluxe Edition**, **PC Monster Race Edition**, a fourth playable monster, **Behemoth**, and more. The **Evolve Hunting Season Pass** includes four new playable Hunter characters available this spring, and three exclusive Monster skins available at launch on February 10, 2015. Fans planning to buy the **Hunting Season Pass** can purchase the **Evolve Digital Deluxe Edition**, which includes the **Evolve** main game plus the **Hunting Season Pass** at a greater savings value. The **Evolve Digital Deluxe Edition** is available for pre-purchase now as a digital download for Xbox One, the all-in-one games and entertainment system from Microsoft, and for Windows PC from participating retailers, and will be available soon as a digital download for the PlayStation®4 computer entertainment system. The **Evolve PC Monster Race Edition** adds even more content and savings, and is available for pre-purchase now as a digital download for Windows PC from participating retailers.

Additionally, **Evolve** is now available for pre-purchase as a digital download for Xbox One. Players who pre-purchase **Evolve** digitally on Xbox One starting today can pre-load the game now through launch on February 10, 2015. Also starting today, players can pre-load the **Evolve Xbox One Open Beta**, which begins at 12:00 PM ET on January 15, 2015. Pre-purchasing **Evolve** or the **Evolve Digital Deluxe Edition** for Xbox One grants players an exclusive instant unlock of the third Monster and the third tier of Hunters at launch and for use during the **Xbox One Open Beta**.

2K and Turtle Rock Studios today also revealed the fourth playable Monster: **Behemoth**. **Behemoth** is a tank of a Monster that becomes a giant, destructive boulder and rolls through the environment for quick traversal. **Behemoth** will be available for purchase this spring for \$14.99, or as part of the **Monster Expansion Pack**, which is free\* for those who pre-order and pre-purchase **Evolve**, and also includes the **Savage Goliath Skin** at launch. Full details about **Behemoth** can be found at the official **Evolve** blog here: <http://evolvegame.com/news/evolve-fourth-monster-behemoth>.

### Details of Today's Evolve Announcement:

#### ***Xbox One Exclusive Pre-Purchase and Pre-Load***

- Players who pre-purchase **Evolve** digitally on Xbox One starting today can pre-load the game now through launch on February 10, 2015;
- Starting today, players can pre-load the **Evolve Xbox One Open Beta**, which begins on January 15, 2015;
- Pre-purchasing **Evolve** or the **Evolve Digital Deluxe Edition** for Xbox One grants players an exclusive instant unlock of the third Monster (Wraith) and the third tier of Hunters (Parnell, Abe, Cairra, Cabot) at launch and for use during the **Evolve Xbox One Open Beta**;
- Players who pre-purchase **Evolve** or the **Evolve Digital Deluxe Edition** for Xbox One will also receive the **Monster Expansion Pack** free\*, which includes **Behemoth**, the fourth playable Monster, this spring, and the **Savage Goliath Skin** at launch.

#### ***Evolve Hunting Season Pass\****

- Includes four new playable Hunter characters available this spring, one in each class: Assault, Trapper, Medic, and Support;
- Includes three Monster skins at launch, exclusive to the **Evolve Hunting Season Pass**: Magma Goliath, Magma Kraken, and Magma Wraith;
- The **Evolve Hunting Season Pass** contains \$29.96 of content for \$24.99;

- The four playable Hunter characters will be available for purchase individually outside of the ***Evolve Hunting Season Pass*** for \$7.49 each.

### ***Evolve Digital Deluxe Edition***

- The ***Evolve Digital Deluxe Edition*** is available for pre-purchase now as a digital download for Xbox One and Windows PC, and will be available soon for PlayStation®4 system;
- Includes ***Evolve*** main game and the ***Evolve Hunting Season Pass***;
- The ***Evolve Digital Deluxe Edition*** contains \$89.95 of content for \$79.99;
- Players who pre-purchase ***Evolve*** or the ***Evolve Digital Deluxe Edition*** will also receive the ***Monster Expansion Pack*** free, which includes ***Behemoth***, the fourth playable Monster character, this spring, and the ***Savage Goliath Skin*** at launch.

### ***Evolve PC Monster Race Edition***

- The ***Evolve PC Monster Race Edition*** is available for pre-purchase now as a digital download for Windows PC from participating retailers;
- Includes ***Evolve*** main game, the ***Evolve Hunting Season Pass***, and additional content when it becomes available after launch: a fifth playable Monster character, two additional playable Hunter characters, and four Monster skins that will be available exclusively to those who purchase the ***Evolve PC Monster Race Edition*** for 30 days;
- The ***Evolve PC Monster Race Edition*** contains \$131.88 of content for \$99.99;
- Players who pre-purchase the ***Evolve PC Monster Race Edition*** will also receive the ***Monster Expansion Pack*** free, which includes ***Behemoth***, the fourth playable Monster character, this spring, and the ***Savage Goliath Skin*** at launch.

Additional details about the ***Evolve Hunting Season Pass***, ***Digital Deluxe Edition***, and ***PC Monster Race Edition*** can be found on the official ***Evolve*** blog here: <http://evolvegame.com/news/the-evolve-digital-versions-breakdown>.

The ***Evolve Xbox One Open Beta*** runs from January 15 – 19, 2015. From the moment the exclusive ***Xbox One Open Beta*** begins at 12:00 PM ET on Thursday, January 15, players can experience ***Evolve***'s core "Hunt" mode. New Monster and Hunter characters unlocked in the ***Xbox One Open Beta*** will carry over to the final retail version of the game. Starting on January 17, ***Xbox One Open Beta*** players will gain exclusive access to ***Evacuation***, ***Evolve***'s dynamic campaign that combines the full array of maps and modes into a unique and highly replayable experience. Full details about the ***Xbox One Open Beta*** can be found on the official ***Evolve*** blog here: <http://evolvegame.com/news/the-evolve-xbox-one-open-beta-is-coming>.

***Evolve*** will be available February 10, 2015 worldwide for Xbox One, PlayStation®4 system, and Windows PC. ***Evolve*** is rated M for Mature by the ESRB. For more information on ***Evolve***, follow us on [Twitter](#), become a fan on [Facebook](#), subscribe on [YouTube](#) and visit <http://www.Evolvegame.com>.

*\*Xbox Live, PlayStation®Network, or Steam account and Internet connection required. Copy of ***Evolve*** required to play. On Xbox One, Xbox Live Gold membership required for some game modes. Additional in-game content available (sold separately).*

### **About *Evolve***

From Turtle Rock Studios, creators of ***Left 4 Dead***, comes ***Evolve***, the highly anticipated shooter where four hunters face off against a single, player-controlled monster in adrenaline-pumping 4v1 matches. Play as the monster to use savage abilities and an animalistic sense to kill your human enemies, or choose one of four hunter classes (Trapper, Support, Assault and Medic) and team up to take down the beast on the planet Shear, where flora and fauna act as an adversary to man and monster alike. Level up to unlock new hunter or monster characters as well as upgrades, skins and perks. Earn your infamy on the leaderboards and become the apex predator.

Those who pre-order the award-winning *Evolve* from participating retailers will receive the **Monster Expansion Pack** free, which includes *Behemoth*, the fourth playable Monster character, after *Evolve* is released, and the Savage Goliath skin at launch. To pre-order now, visit <http://Evolvegame.com/preorder>.

2K is a wholly owned 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. 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, 2K Marin, 2K Czech, 2K Australia, 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 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](http://www.2k.com).

\*According to 2008 - 2014 [Metacritic.com](http://Metacritic.com) and The NPD Group estimates of U.S. retail video game sales through November 2014.

### **About Turtle Rock Studios**

Founded in 2002, Turtle Rock Studios is an independent AAA game development studio based in Southern California. Turtle Rock Studios created the critically-acclaimed *Left 4 Dead* and has also developed additional content for *Left 4 Dead*, *Left 4 Dead 2* and titles in the *Counter-Strike* universe including *Counter-Strike: Condition Zero* and *Counter-Strike: Source*. Turtle Rock Studios is currently developing *Evolve*.

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### **Cautionary Note Regarding Forward-Looking Statements**

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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, 2014, including the risks summarized in the section entitled "Risk Factors," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended September 30, 2014, and the Company's other periodic filings with the SEC, which can be accessed at [www.take2games.com](http://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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