

2K Announces XCOM® 2 in Development at Firaxis Games

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Sequel to critically-acclaimed XCOM: Enemy Unknown introduces a new world order where aliens rule Earth and XCOM must fight to save humanity

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NEW YORK--(BUSINESS WIRE)--Jun. 1, 2015-- 2K and Firaxis Games today announced that [XCOM® 2](#), the sequel to the Game of the Year* award-winning strategy title **XCOM®: Enemy Unknown**, is currently in development for Windows-based PC. Developed by Firaxis Games, **XCOM 2** transports players 20 years into the future, where humanity lost the war against the alien threat that has established a new world order. The secret paramilitary organization known as XCOM is largely forgotten, and must strike back to reclaim control of Earth and free mankind from the aliens' rule. **XCOM 2** is currently scheduled for release in November 2015. The game will also be coming to Mac and Linux via Feral Interactive.

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In **XCOM 2**, the roles have been reversed, and XCOM is now the invading force. They are hampered by limited resources and must constantly evade the alien threat in their new mobile headquarters. Players must use a combination of firepower and stealth-like tactics to help XCOM recruit soldiers and build a resistance network, while attempting to expose the evil alien agenda and save humanity. **XCOM 2** will introduce gameplay features such as procedurally-generated levels, which will make each experience unique to the player, as well as offer a much deeper level of modding support. Additionally, **XCOM 2** will offer a variety of new content including five updated soldier classes, increased soldier customization, more alien and enemy types, evolved tactical combat and more.

“Firaxis proved they could reimagine a beloved franchise with **XCOM: Enemy Unknown**, a Game of the Year award-winning title,” said Christoph Hartmann, president of 2K. “With **XCOM 2**, the team is breathing new life into the series by adding an epic narrative and challenging players to overcome near impossible odds.”

“The feedback from the passionate XCOM community played an important role in the development of **XCOM 2**, driving us to push the visual, gameplay and replayability boundaries of what a strategy game can be,” said Jake Solomon, creative director of **XCOM 2** at Firaxis Games. “We’re thrilled to implement long-time fan requested features such as procedural levels and modding support, as well as adding more of what makes XCOM great like new aliens, enemies and soldier classes.”

For more information about **XCOM 2**, visit [IGN.com](#), where the game is featured as the *IGN First* title for the month of June. In the coming weeks, *IGN* will reveal exclusive details about **XCOM 2**, including gameplay impressions, in-depth analysis of alien and enemy types, new soldier classes and combat tactics, story-focused insights and more.

XCOM 2 will be available for PC and is currently scheduled for release in November 2015. **XCOM 2** is not yet rated by the ESRB. For more information on **XCOM 2**, please visit www.XCOM.com, become a fan on [Facebook](#), follow the game on [Twitter](#) using the hashtag [OM2](#) or subscribe to **XCOM** on [YouTube](#).

*XCOM: Enemy Unknown was named 2012 Game of the Year by the following outlets: [GameTrailers](#), [GiantBomb](#), and [Kotaku](#).

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

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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, 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.

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

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About Firaxis Games

Firaxis Games™ is one of the world's premier game development studios, and home of legendary designer Sid Meier. Firaxis has developed some of the most successful and award-winning PC and video games on the market today, including the award-winning Sid Meier's Civilization® series, featuring the recently released Sid Meier's Civilization: Beyond Earth™ for Windows PC, Sid Meier's Civilization V for Windows PC, as well as the critically acclaimed expansion packs, Sid Meier's Civilization V: Brave New World and Sid Meier's Civilization V: Gods and Kings for Windows PC. Firaxis also released the 2012 Game of the Year award-winning XCOM®: Enemy Unknown for Windows PC, the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system, and Apple iOS, along with the critically acclaimed expansion pack XCOM: Enemy Within for Windows PC, the Xbox 360 video game and entertainment system from Microsoft, PlayStation3 computer entertainment system, and Apple iOS. Firaxis Games is owned by Take-Two Interactive Software, Inc., and is part of its 2K publishing label. For more information about Firaxis and its games can be found at www.firaxis.com.

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," 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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