

## 2K and Turtle Rock Studios Announce *Evolve*™ Now Available

February 10, 2015 8:00 AM ET

*Hunt together or kill alone online and offline in adrenaline-pumping 4v1 action*

Join the conversation on Twitter using the hashtag [#4v1](#)

NEW YORK--(BUSINESS WIRE)--Feb. 10, 2015-- [2K](#) and [Turtle Rock Studios](#) announced today that [Evolve™](#), the 4v1 shooter in which four Hunters cooperatively fight to take down a single-player controlled Monster, is now available worldwide for Xbox One, the all-in-one games and entertainment system from Microsoft, PlayStation®4 computer entertainment system, and Windows PC. *Evolve* is a cooperative and competitive experience enjoyed online, as well as offline solo.



2K and Turtle Rock Studios announced today that *Evolve*™, the 4v1 shooter in which four Hunters cooperatively fight to take down a single-player controlled Monster, is now available worldwide for Xbox One, the all-in-one games and entertainment system from Microsoft, PlayStation®4 computer entertainment system, and Windows PC. *Evolve* is a cooperative and competitive experience enjoyed online, as well as offline solo.

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.

*Evolve* is now available 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

“2K and Turtle Rock Studios did a remarkable job delivering such a creative and ambitious game,” said Christoph Hartmann, president of 2K. “*Evolve* is an innovative and highly replayable experience that will define this console generation for years to come.”

*Evolve* features a wealth of content playable both online and offline, with three playable Monsters, 12 playable Hunters across four unique classes, four game modes, and 16 maps. *Evolve* also includes *Evacuation*, a unique experience that combines the full array of maps, modes, Hunters, and Monsters into a single dynamic campaign offering near-limitless variety. In *Evacuation*, players choose a side – Monster or Hunter – and play through a series of five matches, where the outcome of each match directly impacts the next, totaling over 800,000 possible gameplay combinations for ultimate replayability.

“Our philosophy is to build incredibly fun game experiences that we can’t find anywhere else, and we’ve achieved that with *Evolve*,” said Chris Ashton, co-founder and design director at Turtle Rock Studios. “After years of iteration and playing the game every day, *Evolve* is a polished and balanced experience for players to enjoy online, cooperatively with friends against AI, or completely alone offline.”

### About *Evolve*

From Turtle Rock Studios, creators of *Left 4 Dead*, comes *Evolve*, the highly anticipated shooter in which 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

on [YouTube](#) and visit <http://www.Evolvegame.com>.

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](#) and The NPD Group estimates of U.S. retail video game sales through December 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*.

"PlayStation" is a registered trademark and "PS4" is a trademark of Sony Computer Entertainment Inc.

All trademarks and copyrights contained herein are the property of their respective holders.

### **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 products and our ability to develop other hit titles for current and next-generation platforms, 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, 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 December 31, 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.

Photos/Multimedia Gallery Available: <http://www.businesswire.com/multimedia/home/20150210005169/en/>

Source: Take-Two Interactive

**2K**

Brian Roundy, 415-507-7532

[pr@2k.com](mailto:pr@2k.com)

or

**Access PR for 2K**

Alexandra Ellis, 917-522-3515

[aellis@accesspr.com](mailto:aellis@accesspr.com)

or

**Take-Two Interactive Software, Inc.**

Corporate Press

Alan Lewis, 646-536-2983

[alan.lewis@take2games.com](mailto:alan.lewis@take2games.com)