

XCOM® 2 Now Available Worldwide

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Join XCOM and reclaim Earth from alien rule in highly anticipated sequel

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NEW YORK--(BUSINESS WIRE)--Feb. 5, 2016-- [2K](#) and [Firaxis Games](#) announced today that **XCOM® 2**, the sequel to the Game of the Year* award-winning strategy title, is now available worldwide for Windows-based PC, as well as Mac and Linux via Feral Interactive. **XCOM 2** already has critics raving with *IGN* awarding it a 9.3 out of 10 and saying, “**XCOM 2** is an amazing game”, along with *PC Gamer* writing, “We’ll play this forever,” and awarding it a 94% out of 100%. *Game Informer Magazine* also wrote that **XCOM 2** is “one of the deepest and most rewarding strategy games on the market” and awarded it a 9.5 out of 10.

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2K and Firaxis Games announced today that **XCOM® 2**, the sequel to the Game of the Year* award-winning strategy title, is now available worldwide for Windows-based PC, as well as Mac and Linux via Feral Interactive. (Photo: Business Wire)

“Firaxis is taking the **XCOM** franchise to a whole new level with **XCOM 2**’s epic story and replayability factor, making it the most thrilling game in the series,” said Christoph Hartmann, president of 2K. “**XCOM 2** is a worthy successor to the award-winning **XCOM: Enemy Unknown**, and is already receiving outstanding reviews from critics.”

In **XCOM 2**, humanity lost the war against the alien threat that has established a new world order on Earth. **XCOM**, formerly a secret paramilitary organization, is largely forgotten and must strike back from the shadows to reclaim Earth from the aliens’ rule and free mankind from their evil plans.

“The **XCOM 2** team strived to create a sequel to **XCOM: Enemy Unknown** that gamers would love and want play over and over again,” said Jake Solomon, creative director of **XCOM 2** at Firaxis Games. “Adding in features that set it apart from previous **XCOM** games was important to us, like a unique new narrative, more varied and powerful aliens, procedurally-generated levels and modding support. The team is hugely appreciative and humbled by the positive response so far, and we hope that strategy and sci-fi fans will enjoy the game as much as we enjoyed making it.”

Players who pre-order or pre-purchase **XCOM 2** or the **XCOM 2 Digital Deluxe Edition** will also receive the **Resistance Warrior Pack**, offering additional soldier customization options such as bonus outfits, headgear, and custom facial war paint. The **Resistance Warrior Pack** also includes a “Survivor of the Old War,” a new **XCOM** recruit who will appear in the Avenger’s barracks.

XCOM 2 is rated T for Teen by the ESRB and is now available for Windows-based PC for \$59.99. **XCOM 2** is also available for Mac and Linux by Feral Interactive. For more information, please visit www.XCOM.com, become a fan on [Facebook](#), follow the game on [Twitter](#) or subscribe to **XCOM** on [YouTube](#).

For more information on the Mac and Linux version, Please visit <http://www.feralinteractive.com>, find Feral Interactive on Twitter <http://www.twitter.com/feralgames> or Facebook <http://www.facebook.com/feralinteractive>.

**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).

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 December 2015.*

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 expansion pack for Sid Meier's Civilization: Beyond Earth™ for Windows PC, Sid Meier's Civilization: Beyond Earth – Rising Tide 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.

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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 December 31, 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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