2K Announces Sid Meier's Civilization®: Beyond Earth™

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New sci-fi installment in award-winning Civilization franchise explores humanity's future, as players leave Earth to explore and colonize an alien world

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NEW YORK--(BUSINESS WIRE)--Apr. 14, 2014-- 2K and Firaxis Games today announced that ***Sid Meier's Civilization®: Beyond Earth™***, a new science fiction-themed entry in the award-winning *Civilization* franchise, is currently in development by Firaxis Games for Windows-based PC. The game will also be coming to Mac and Linux via Aspyr Media. Scheduled for release this fall, ***Sid Meier's Civilization: Beyond Earth*** will send players on an expedition from Earth to lead their people into a new frontier to explore and colonize an alien planet, and create a new civilization.



(Photo: Business Wire)

Sid Meier's Civilization: Beyond Earth will propel the development of human civilization beyond the traditional timeline of a ***Civilization*** game, by exploring humanity's future on an alien world. For the first time, players will lead factions divided by contrasting cultures and evolve their new civilizations to reflect their chosen destiny. Players will experience an array of new gameplay possibilities, including nonlinear technological progression, deeper customization of chosen factions, and an entire alien world that will change the very identity of each faction based on their choices.

"Having celebrated its 23rd anniversary last year, *Civilization* has cemented its reputation as one of the greatest and longest running franchises in video game history," said Christoph Hartmann, president of 2K. "***Sid Meier's Civilization: Beyond Earth*** builds upon that success by pushing the series in new directions with players exploring an unknown future on an alien planet."

"The ***Civ*** team was excited about the opportunity to continue the story of ***Civilization*** into the future, because it allows the team to break free of historical context," said Sid Meier, director of creative development at Firaxis Games. "We've always let our fans create the history of mankind, and ***Civilization: Beyond Earth*** will now let them create the future."

Key features of ***Sid Meier's Civilization: Beyond Earth*** include:

- **Seed the Adventure**: Players will establish a cultural identity, select a leader and sponsor an expedition by assembling the spacecraft, cargo and colonists through a series of choices that directly impact starting conditions when arriving on the new alien planet.
- **Alien World**: Exploring the benefits and dangers of a new planet filled with dangerous terrain, mystical resources and hostile lifeforms unlike those of Earth, players will build outposts, unearth ancient alien relics, tame new forms of life, develop flourishing cities and establish trade routes to create prosperity for their people.
- **New Technology Web**: Reflecting forward progress in an uncertain future, technology advancement will occur through a series of nonlinear choices that affect the development of mankind. The tech web is organized around three broad themes, each with a distinct victory condition.
- **New Quest System**: Quests are infused with fiction about the planet, and will help guide players through a series of side missions that will aid in the collection of resources, upgrading units, and advancing through the game.
- **New Orbital Layer**: Players will build and deploy advanced military, economic and scientific satellites that provide

strategic offensive, defensive and support capabilities from orbit.

In addition to its use of DirectX 11, ***Sid Meier's Civilization: Beyond Earth*** will be among the first wave of products optimized for the latest in AMD graphics technologies, including: the new Mantle graphics API, for enhanced graphics performance; AMD CrossFire™, for UltraHD resolutions and extreme image quality; and AMD Eyefinity, which allows for a panoramic gameplay experience on up to six different HD displays off of a single graphics card.

Sid Meier's Civilization: Beyond Earth is not yet rated by the ESRB, and will be available for Windows PC, Mac and Linux in North America this fall for $49.99. For more information on ***Sid Meier's Civilization: Beyond Earth***, please visit www.civilization.com, become a fan on Facebook, follow ***Civilization*** on Twitter and subscribe to ***Civilization*** on YouTube.

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, marketer and publisher 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, handheld gaming 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 - 2014* Metacritic.com *and The NPD Group estimates of U.S. retail video game sales through February 2014.*

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 computer and video games on the market today, including: the award winning Sid Meier's Civilization® V for the PC, as well as the critically acclaimed expansion pack, Sid Meier's Civilization® V: Gods and Kings, Sid Meier's Civilization® Revolution™ for console, iPhone®, iPod touch®, iPad® and Nintendo DS, 2005 PC Game of the Year - Sid Meier's Civilization IV®, the expansions Civilization IV: Warlords®, Civilization IV: Beyond The Sword™, and Civilization IV: Colonization™, the blockbuster Sid Meier 's Civilization® III series, Sid Meier's Pirates!® (PC, Xbox® and PSP® (PlayStation®Portable) system), Sid Meier's SimGolf™ and Sid Meier 's Railroads!™. Firaxis' legacy titles include the Sid Meier's Civil War Series!™ (Gettysburg!, Antietam!, and South Mountain), and the Sid Meier's Alpha Centauri® series. In 2005, Firaxis Games was acquired by Take-Two Interactive Software, Inc., joining its 2K publishing label. Firaxis Games recently released XCOM®: Enemy Unknown for Windows PC, the Xbox 360® video game and entertainment system from Microsoft and PlayStation®3 computer entertainment system to critical acclaim.

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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 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, 2013, in the section entitled "Risk Factors," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended December 31, 2013, 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.

Photos/Multimedia Gallery Available: http://www.businesswire.com/multimedia/home/20140414005023/en/

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