

## 2K Announces WWE® 2K16 Soundtrack Fit to #RaiseSomeHell

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*Eclectic offering features spectrum of prominent artists across multiple music genres*

NEW YORK--(BUSINESS WIRE)--Aug. 14, 2015-- [2K](#) today announced the in-game soundtrack details for [WWE® 2K16](#), the forthcoming release in the flagship WWE video game franchise. The soundtrack will feature 11 unique tracks from established and emerging artists that transcend multiple genres, including alternative, hip-hop, classic rock, heavy metal, country and electronic dance. The full **WWE 2K16** soundtrack was revealed exclusively during *Release* on Beats 1 on Apple Music and is available now for streaming at <http://apple.co/1DSFmcf>. **WWE 2K16** is currently scheduled for release on October 27, 2015 in North America and October 30, 2015 internationally for Xbox One and Xbox 360, as well as the PlayStation®4 and PlayStation®3 computer entertainment systems.

The **WWE 2K16** soundtrack is scheduled to include the following artists and songs:

- Billy Idol – “Rebel Yell”
- Diplo (feat. Faustix & Imanos and Kai) – “Revolution”
- Fashawn (feat. Nas & Aloe Blacc) – “Something To Believe In”
- Kid Ink – “Hello World”
- Marilyn Manson – “Deep Six”
- MGK (feat. Victoria Monet) – “A Little More”
- Run-DMC – “It’s Tricky”
- Skid Row – “Youth Gone Wild”
- Twenty One Pilots – “Heavydirtysoul”
- Yelawolf – “Till It’s Gone” [Dan Heath Remix]
- Zac Brown Band (feat. Chris Cornell) – “Heavy Is The Hand”
- Zedd (feat. Logic and X-Ambassadors) – “Transmission”

“Building on the success of the in-game soundtrack curated by WWE Superstar John Cena® last year, we were enthusiastic about partnering with 2K to raise the bar higher for **WWE 2K16** with a memorable list of world-renowned artists,” said Neil Lawi, Senior Vice President, WWE Music Group. “The **WWE 2K16** soundtrack offers a diverse and exciting group of artists and songs including iconic tracks ‘Rebel Yell’ and ‘Youth Gone Wild,’ two of today’s most sought-after electronic dance masterminds Diplo and Zedd, and current ‘it’ artists Twenty One Pilots and Yelawolf.”

“Music plays a vital role in the WWE Universe, from WWE Superstar and Diva ring entrances to official pay-per-view themes, and inherently evokes WWE memories and emotions in all of us,” said Chris Snyder, Vice President of Marketing at 2K. “The **WWE 2K16** soundtrack delivers a premium entertainment experience and is certain to raise some hell through its notable worldwide names and multiple music genres.”

Developed collaboratively by Yuke’s and Visual Concepts, a 2K studio, **WWE 2K16** is not yet rated by the ESRB. **WWE 2K16** is currently scheduled for release on Xbox One, Xbox 360, PS4™ and PS3™ on October 27, 2015 in North America and October 30, 2015 internationally. Consumers who pre-order **WWE 2K16** at any participating retailer will receive two playable characters – each depicting global action film icon Arnold Schwarzenegger from *The Terminator* and *Terminator 2: Judgment Day* films – at no extra cost on launch day.

For more information on **WWE 2K16** and 2K, visit [wwe.2k.com](http://wwe.2k.com), become a fan on [Facebook](#), follow the game on [Twitter](#) and [Instagram](#) using the hashtags #WWE2K16 and #RaiseSomeHell or subscribe on [YouTube](#).

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

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## **About WWE**

[WWE](#), a publicly traded company (NYSE:WWE), is an integrated media organization and recognized leader in global entertainment. The company consists of a portfolio of businesses that create and deliver original content 52 weeks a year to a global audience. WWE is committed to family friendly entertainment on its television programming, pay-per-view, digital media and publishing platforms. WWE programming reaches more than 650 million homes worldwide in 35 languages. WWE Network, the first-ever 24/7 over-the-top premium network that includes all 12 live pay-per-views, scheduled programming and a massive video-on-demand library, is currently available in more than 170 countries. The company is headquartered in Stamford, Conn., with offices in New York, Los Angeles, London, Mexico City, Mumbai, Shanghai, Singapore, Dubai, Munich and Tokyo.

Additional information on WWE (NYSE:WWE) can be found at [wwe.com](http://wwe.com) and [corporate.wwe.com](http://corporate.wwe.com). For information on our global activities, go to <http://www.wwe.com/worldwide/>.

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Forward-Looking Statements: This press release contains forward-looking statements pursuant to the safe harbor provisions of the Securities Litigation Reform Act of 1995, which are subject to various risks and uncertainties. These risks and uncertainties include, without limitation, risks relating to: WWE Network; major distribution agreements; our need to continue to develop creative and entertaining programs and events; a decline in the popularity of our brand of sports entertainment; the continued importance of key performers and the services of Vincent K. McMahon; possible adverse changes in the regulatory atmosphere and related private sector initiatives; the highly competitive, rapidly changing and increasingly fragmented nature of the markets in which we operate and greater financial resources or marketplace presence of many of our competitors; uncertainties associated with international markets; our difficulty or inability to promote and conduct our live events and/or other businesses if we do not comply with applicable regulations; our dependence on our intellectual property rights, our need to protect those rights, and the risks of our infringement of others' intellectual property rights; the complexity of our rights agreements across distribution mechanisms and geographical areas; potential substantial liability in the event of accidents or injuries occurring during our physically demanding events including, without limitation, claims relating to CTE; large public events as well as travel to and from such events; our feature film business; our expansion into new or complementary businesses and/or strategic investments; our computer systems and online operations; a possible decline in general economic conditions and disruption in financial markets; our accounts receivable; our revolving credit facility; litigation; our potential failure to meet market expectations for our financial performance, which could adversely affect our stock; Vincent K. McMahon exercising control over our affairs, and his interests may conflict with the holders of our Class A common stock; a substantial number of shares which are eligible for sale by the McMahons and the sale, or the perception of possible sales, of those shares could lower our stock price; and the relatively small public "float" of our Class A common stock. In addition, our dividend is dependent on a number of factors, including, among other things, our liquidity and cash flow, strategic plan (including alternative uses of capital), our financial results and condition, contractual and legal restrictions on the payment of dividends (including under our revolving credit facility), general economic and competitive conditions and such other factors as our Board of Directors may consider relevant. Forward-looking statements made by the Company speak only as of the date made, are subject to change without any obligation on the part of the Company to update or revise them, and undue reliance should not be placed on these statements.

## **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](http://www.2k.com).

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

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## 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," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended June 30, 2015, 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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