

2K Announces WWE® 2K16 Downloadable Content Offerings, Season Pass and Digital Deluxe Editions

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Content to include playable WWE Superstars, Divas and Legends; playable NXT® Superstars; WWE Hall of Fame Class of 2015 story-based content; and access to unlockable content and player progression features

NEW YORK--(BUSINESS WIRE)--Oct. 7, 2015-- [2K](#) today announced details surrounding the downloadable content offerings, Season Pass and Digital Deluxe Editions for **WWE® 2K16**, the forthcoming release in the flagship WWE video game franchise. The downloadable content offerings will include a story-driven *2K Showcase* surrounding the WWE Hall of Fame Class of 2015 inductees; access to new moves, unlockable content, player progression; and a wealth of playable WWE Legends and WWE and NXT® Superstars. The individual content packages will begin releasing in late 2015, with some packages releasing in early 2016, for the PlayStation®4 and PlayStation®3 computer entertainment systems, as well as Xbox One, the all-in-one games and entertainment system, and Xbox 360 games and entertainment system from Microsoft.

“**WWE 2K16** will deliver a unique and extensive selection of downloadable content spanning WWE’s past and present, including the 2015 WWE Hall of Fame-inspired *2K Showcase*, a solid offering of new in-game moves and a wide variety of playable WWE and NXT talent,” said Greg Thomas, President at Visual Concepts. “Complementing **WWE 2K16**’s largest roster in the series’ history, this year’s content offerings provide fans with an all-encompassing WWE experience at an excellent value.”

About the WWE 2K16 Downloadable Content Offerings*

The **WWE 2K16** downloadable content offerings are scheduled to include the following items and be available for purchase on the PlayStation™Network for the PlayStation®4 and PlayStation®3 systems, as well as Xbox Live online entertainment network from Microsoft for Xbox One and Xbox 360:

Accelerator

- Players will gain instant access to all unlockable content available in the game (excluding downloadable content);
- The Accelerator will be available for a suggested price of \$1.99.

MyPlayer KickStart (PS4™ system and Xbox One Exclusive)

- Players will gain instant access to boost created Superstar ratings and attributes in the game’s MyCareer mode;
- MyPlayer KickStart will be available for a suggested price of \$9.99.

Legends Pack

- Playable WWE Legends: Big Boss Man, Dusty Rhodes, Lita, Mr. Perfect, “Rowdy” Roddy Piper and Trish Stratus;
- The Legends Pack will be available for a suggested price of \$8.99.

2015 Hall of Fame Showcase

- Playable matches include:
 - “Macho Man” Randy Savage vs. Jake “The Snake” Roberts;
 - Rikishi vs. The Rock;
 - Alundra Blayze vs. Paige;
 - Larry Zbyszko vs. Arn Anderson;
 - Tatsumi Fujinami vs. Ric Flair;
 - The Bushwhackers (Butch Miller and Luke Williams) vs. The Natural Disasters (Typhoon and Earthquake);

- The Outsiders (Kevin Nash and Scott Hall) vs. Harlem Heat (Booker T and Stevie Ray);
- The 2015 Hall of Fame Showcase will be available for a suggested price of \$9.99.

New Moves Pack

- More than 30 new moves, including the Corner Enzuigiri (made popular by WWE Diva Nikki Bella), Avalanche Ram (made popular by WWE Diva Paige), Sidwinder Suplex (made popular by WWE and NXT Superstar Kevin Owens), Standing Crossface Chickenwing (made popular by WWE Superstar Stardust) and Dragon Sleeper (made popular by NXT Superstar Finn Bálor);
- The New Moves Pack will be available for a suggested price of \$3.99.

Future Stars Pack

- Playable NXT Superstars: Samoa Joe, Diego, Fernando, Blake and Murphy;
- The Future Stars Pack will be available for a suggested price of \$7.99.

About the *WWE 2K16* Season Pass

Players may purchase nearly all **WWE 2K16** downloadable content at a reduced price point through the game's Season Pass. For a suggested price of \$24.99, a savings of more than 20 percent versus individual content purchases, players will receive the following items as they become available:

- Accelerator (access to all unlockable content available in the game);
- Legends Pack;
- 2015 Hall of Fame Showcase;
- New Moves Pack;
- Future Stars Pack.

About the *WWE 2K16* Digital Deluxe Editions

2K also announced Digital Deluxe Editions for **WWE 2K16** are now available for pre-order via PlayStation™Network and Xbox Live as follows:

- PS4™ system and Xbox One (\$89.99):
 - Copy of **WWE 2K16**;
 - **WWE 2K16** Season Pass;
 - MyPlayer KickStart;
 - Theme (PS4™ system only; available immediately with pre-order purchase);
- PS3™ system (\$79.99):
 - Copy of **WWE 2K16**;
 - **WWE 2K16** Season Pass;
 - Theme (PS3™ system only, available immediately with pre-order purchase).

* *PlayStation™Network or Xbox Live account and Internet connection required. Copy of WWE 2K16 required to play.*

Developed collaboratively by Yuke's and Visual Concepts, a 2K studio, **WWE 2K16** is rated T for Teen by the ESRB. **WWE 2K16** is currently scheduled for release on PS4™ and PS3™ systems, Xbox One and Xbox 360, on October 27, 2015 in North America and October 30, 2015 internationally. Consumers who pre-order **WWE 2K16** at any participating retailer or who pre-order Digital Deluxe Editions through PlayStation™Network and Xbox Live 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, become a fan on [Facebook](https://www.facebook.com/wwe2k16), 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](#) and [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.

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

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. 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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