

## Welcome to Suplex City – WWE® 2K17 Now Available

October 11, 2016 8:00 AM ET

*Premier WWE® simulation video game experience offers largest roster of WWE and NXT® Superstars in franchise history, new gameplay additions and enhancements, unparalleled customization options, definitive career-centric experiences and more*

NEW YORK--(BUSINESS WIRE)--Oct. 11, 2016-- [2K](#) today announced that [WWE® 2K17](#), the newest addition to the flagship WWE video game franchise, is now available worldwide for the PlayStation®4 and PlayStation®3 computer entertainment systems, Xbox One and Xbox 360. **WWE 2K17** delivers an unprecedented combination of authenticity, realism and action-packed gameplay in a WWE video game experience, including the largest roster of WWE and NXT Superstars in franchise history; extensive new options in Creation Suite and Universe Mode; the opportunity to “Become a Paul Heyman Guy” in MyCareer Mode; as well as a host of substantial gameplay additions and enhancements.

This Smart News Release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20161011005248/en/>



2K today announced that WWE® 2K17, the newest addition to the flagship WWE video game franchise, is now available worldwide for the PlayStation®4 and PlayStation®3 computer entertainment systems, Xbox One and Xbox 360. (Graphic: Business Wire)

To view the launch trailer for WWE 2K17 please visit [https://youtu.be/7l\\_5GtKyGLo](https://youtu.be/7l_5GtKyGLo)

“**WWE 2K17** had the team laser-focused on responding to our fans and critics by fine-tuning the core gameplay, as well as expanding upon popular features, all of which furthers player engagement in the most authentic and comprehensive WWE gameplay experience we’ve delivered to date,” said Greg Thomas, President at Visual Concepts. “The unique combination of a tremendous roster, additions to the fan-favorite Creation Suite and the new Promo Engine give players increased creative opportunities and replay value.”

**WWE 2K17** feature highlights include:

- **Extensive Roster:** Featuring more than 135 playable WWE and NXT Superstars, including cover Superstar Brock Lesnar, John Cena, Dwayne “The Rock” Johnson, Stone Cold Steve Austin, Andre the Giant, “Macho Man” Randy Savage, A.J. Styles, Seth Rollins, Kevin Owens, Finn Bálor, Dean Ambrose, Charlotte, Bayley, Sasha Banks and Samoa Joe, **WWE 2K17** delivers the largest roster in WWE games history;
- **Bill Goldberg:** Consumers who pre-ordered **WWE 2K17** at any participating retailer will receive two playable characters of legendary WCW® and WWE star Bill Goldberg, as well as playable WCW Monday Nitro and Halloween Havoc arenas, at no extra cost;
- **Gameplay Enhancements:** Building on last year’s foundation, **WWE 2K17** gives players greater control of the action, including the return of playable backstage and crowd areas. Primary gameplay enhancements include increased responsiveness, updated game systems like Ladders, Taunts and a new Secondary Submission System, as well as thousands of new animations;
- **Creation Suite:** **WWE 2K17**’s Creation Suite delivers greater control for players to customize, build and share

their own unique WWE Superstars, Arenas, Entrances, Shows and more. New features include the full Highlight Replay system, which enables players to record video highlights from their matches and use the footage to design custom entrance videos in Create-a-Video and Create-a-Victory;

- **MyCareer Mode:** The franchise's career-driven mode, now in its third year, lets players experience what it takes to become a WWE Superstar, including options to jump ahead to the main roster, become a "Paul Heyman Guy," engage in deeper rivalries, earn more than one title, get merchandise royalties and more. In addition, they can take advantage of a brand new Promo Engine that enables players to put their speaking and charisma skills on display. A series of scripted options and a performance meter show how impactful chosen words resonate with the audience; the more intense the reaction, the better the rewards for a player, including boosted ratings, popularity and bank account;
- **Universe Mode:** *WWE 2K17* introduces a new Show Presentation system and Promo Engine. These new features provide increased possibilities, including run-ins, as well as pre- and post-match attacks and the ability to express the thoughts and emotions of WWE Superstars. In addition, players will experience revamped Universe Mode cut scenes, including familiar and brand new scenarios;
- **Soundtrack:** Personally curated by legendary hip-hop recording artist, producer, entrepreneur and WWE enthusiast Sean "Diddy" Combs a.k.a. Puff Daddy, the *WWE 2K17* in-game soundtrack features 13 unique songs from established and emerging artists, including:
  - Action Bronson & Joey Bada\$\$ (feat. Rico Love) – "What About The Rest Of Us";
  - Anderson .Paak – "Come Down";
  - Andy Black – "We Don't Have To Dance";
  - Axwell Λ Ingrosso – "This Time";
  - Black Sabbath – "Paranoid";
  - Bring Me The Horizon – "Run";
  - FIDLAR – "Drone";
  - French Montana (feat. Kodak Black) – "Lockjaw";
  - iSHi (feat. French Montana, Wale, & Raekwon) – "We Run";
  - P. Diddy, Black Rob & Mark Curry – "Bad Boy For Life";
  - Travis Barker & Yelawolf – "Out of Control";
  - Twenty One Pilots – "Ride";
  - Yellow Claw (feat. Lil Eddie) – "We Made It."
- **Downloadable Content and Season Pass:** Players may purchase nearly all *WWE 2K17* downloadable content at a reduced price point through the game's Season Pass. For a suggested price of \$29.99, a savings of more than 15 percent versus individual content purchases, players will receive the following items as they become available:
  - Accelerator: Access to all unlockable content available at launch in the game's VC Purchasable Section (excluding downloadable content); Ability to decide the overall rankings and attribute levels for all playable characters throughout the life of the product;
  - Future Stars Pack: Playable WWE and NXT Superstars Austin Aries, Karl Anderson, Luke Gallows, Mojo Rawley and Tye Dillinger;
  - Hall of Fame Showcase: Playable matches include Cactus Jack and Diamond Dallas Page vs. The Fabulous Freebirds (Jimmy Garvin and Michael "PS" Hayes) (WCW Saturday Night 1992); The Fabulous Freebirds (Buddy Roberts and Michael "PS" Hayes) vs. Kerry and Kevin Von Erich (WCCW 1986); Ivory vs. Jacqueline (SmackDown 2000); Sting (gold and black tights) vs. Ric Flair (Clash of Champions 1988); Sting (n.W.o. Wolfpac ring gear) vs. Bret Hart (WCW Halloween Havoc 1998); Papa Shango vs. The Godfather (Dream Match); and Big Boss Man (with Albert) vs. The Big Show (Armageddon 1999);
  - Legends Pack: Playable WWE Legends Brutus "The Barber" Beefcake, Eddie Guerrero, Greg "The Hammer" Valentine, Sycho Sid and Tatanka;
  - New Moves Pack: Variety of new in-game moves, including the Swingout Neckbreaker (made popular by WWE Superstar Charlotte); the Elbro Drop (made popular by WWE Superstar Zack Ryder); the Face Wash Combo (made popular by NXT Superstar Samoa Joe; and the TJP Clutch (made popular by current WWE

Cruiserweight Champion T.J. Perkins).

- Additional downloadable content available for purchase independent of the **WWE 2K17** Season Pass includes the following items:
  - MyPlayer Kick Start (PS4™ system and Xbox One Exclusive): Players will gain access to unlock and boost created Superstar ratings and attributes made available at launch as part of the game's MyCareer Mode; players can also unlock all clothing made available at launch that provides attribute boosts in MyCareer Mode;
  - NXT Enhancement Pack (PS4™ system and Xbox One Exclusive): Playable NXT Superstars Apollo Crews, Nia Jax and Shinsuke Nakamura; players also earn a 50 percent boost in points while competing at NXT during MyCareer Mode;
  - NXT Legacy Pack (PS3™ system and Xbox 360 Exclusive): Playable NXT Superstars Apollo Crews, Nia Jax and Shinsuke Nakamura.

Developed collaboratively by Yuke's and Visual Concepts, a 2K studio, **WWE 2K17** is rated "T" for Teen by the ESRB. For more information on **WWE 2K17** and 2K, visit [www.2k.com](http://www.2k.com), become a fan on [Facebook](https://www.facebook.com/2k), follow the game on [Twitter](https://twitter.com/2k) and [Instagram](https://www.instagram.com/2k) using the hashtag #WWE2K17 or subscribe on [YouTube](https://www.youtube.com/2k).

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

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

## About WWE

[WWE](http://www.wwe.com), 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 25 languages. WWE Network, the first-ever 24/7 over-the-top premium network that includes all live pay-per-views, scheduled programming and a massive video-on-demand library, is currently available in more than 180 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 [www.wwe.com](http://www.wwe.com) and [corporate.wwe.com](http://corporate.wwe.com). For information on our global activities, go to <http://www.wwe.com/worldwide/>.

Trademarks: All WWE programming, talent names, images, likenesses, slogans, wrestling moves, trademarks, logos and copyrights are the exclusive property of WWE and its subsidiaries. All other trademarks, logos and copyrights are the property of their respective owners.

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; the possibility of 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 exercises control over our affairs, and his interests may conflict with the holders of our Class A common stock; a substantial number of shares 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 historical and projected 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 and are subject to change without any obligation on the part of the Company to update or revise them. Undue reliance should not be placed on these statements. For more information about risks and uncertainties associated with the Company’s business, please refer to the “Management’s Discussion and Analysis of Financial Condition and Results of Operations” and “Risk Factors” sections of the Company’s SEC filings, including, but not limited to, our annual report on Form 10-K and quarterly reports on Form 10-Q.

### **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 [www.take2games.com](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 and Cat Daddy Games. 2K’s stable of high quality titles includes the critically acclaimed BioShock®, Borderlands™, Mafia, and XCOM® franchises, the beloved Sid Meier’s Civilization series, Evolve™, Battleborn®, the popular WWE 2K franchise and NBA 2K, the highest rated\* annual sports title of this console generation.

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 - 2016 [Metacritic.com](http://Metacritic.com)*

### **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, and risks associated with international operations. Other important factors and information are contained in the Company's most recent Annual Report on Form 10-K, including the risks summarized in the section entitled "Risk Factors," the Company's most recent Quarterly Report on Form 10-Q, 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.

View source version on businesswire.com: <http://www.businesswire.com/news/home/20161011005248/en/>

Source: Take-Two Interactive

**2K**

Jaime Jensen, 415-507-7910

[jaime.jensen@2k.com](mailto:jaime.jensen@2k.com)

or

**Access Emanate for 2K**

Jessica Roache, 415-844-6203

[jroache@access-emanate.com](mailto:jroache@access-emanate.com)

or

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

Alan Lewis, 646-536-2983

Corporate Press

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

or

**WWE**

Matthew Altman, 203-352-1177

[matthew.altman@wwe.com](mailto:matthew.altman@wwe.com)