

XCOM®: Enemy Within Expands Alien Invasion on 11/12/13

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New maps, enemies, abilities, weapons, gameplay and more added to the Game of the Year strategy title in upcoming expanded XCOM experience*

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NEW YORK--(BUSINESS WIRE)--Aug. 21, 2013-- 2K and Firaxis Games announced today that **XCOM®: Enemy Within**, the expanded experience of the Game of the Year* award-winning strategy title **XCOM: Enemy Unknown**, will be available in North America on November 12, 2013 and internationally on November 15, 2013 for Windows PC, Xbox 360 games and entertainment system from Microsoft, PlayStation®3 computer entertainment system and Mac® (distributed by Feral Interactive).



XCOM: Enemy Within, the expanded experience of the award-winning strategy title XCOM: Enemy Unknown, will be available in North America on November 12, 2013 and internationally on November 15, 2013 for PC, Xbox 360, PS3, and Mac. (Photo: Business Wire)

additional content that can be enjoyed with previously purchased copies of **XCOM: Enemy Unknown**. **XCOM: Enemy Within** will also be available on Xbox 360 and PS3™ system as the **XCOM: Enemy Within – Commander Edition**** - a standalone pack that expands the **XCOM: Enemy Unknown** experience featuring the new **XCOM: Enemy Within** content and the add-on content that was previously released for **XCOM: Enemy Unknown**, including the **Elite Soldier Pack** and **Slingshot Content Pack**.

Key features for **XCOM: Enemy Within** will include:

- **New Soldier Abilities:** Research a new alien technology to advance the capabilities of operatives:

XCOM: Enemy Within takes the incredible experience from **XCOM: Enemy Unknown** and adds an array of new abilities, upgrades, and weapons to combat new enemy threats. The expansion also provides players with all-new maps, tactical and strategic gameplay, and multiplayer content. There is no better way to experience **XCOM** than with the massive amount of new content added in **XCOM: Enemy Within**. Fans will experience an additional three to four playthroughs on average before encountering all of the new material included in **XCOM: Enemy Within**, providing nearly limitless replayability.

“The incredible critical and consumer response to **XCOM: Enemy Unknown** inspired us to offer new content that would deepen the strong bond that has been created for our **XCOM** brand,” said Christoph Hartmann, president of 2K. “Firaxis Games is renowned for delivering massive, highly immersive PC expansions in the **Civilization** series, and **XCOM: Enemy Within** builds on that lineage and expands the experience for console gamers as well.”

“We promised gamers that we would deliver the same **Enemy Unknown** experience on both PC and console last fall, and we’re doing it again with **Enemy Within**,” said Ananda Gupta, lead designer at Firaxis Games. “The **Commander Edition** of **XCOM: Enemy Within** expands the already amazing **XCOM** experience for our console fans who are looking forward to even more of the game they love. It’s also a great point of entry for new fans just joining the **XCOM** fight.”

XCOM: Enemy Within vastly improves upon the experience of **XCOM: Enemy Unknown** with an incredible amount of new content. On PC** and Mac**, **XCOM: Enemy Within** features

- **Gene Mods:** Construct the Genetics Lab to physically enhance operatives' abilities, including augmentations to the chest, brain, eyes, skin and legs.
- **MECs:** Build the Cybernetics Lab to enable the construction of the new Mechanized Exoskeletal Cybersuit, or MEC. The new MEC Trooper class has specialized abilities and each suit can be upgraded with new weapons including the flamethrower, grenade launcher and more.
- **New Weapons and Equipment:** Give operatives an extra tactical edge with new projects from the engineering team in the Foundry;
- **New Enemy Threats:** Adopt new tactics to counter the threats from a host of new enemies, including the Mechtoid;
- **New Strategic Resource:** A valuable new alien resource, known as Meld, has been discovered. Secure it on the battlefield and use it carefully back at base to unlock new research and upgrades;
- **New Tactical Challenges and Maps:** Face new tactical challenges, on nearly 50% more maps;
- **New Multiplayer Maps, Units and Abilities:** Create custom squad from a wider array of options and dominate opponents in intense, one-on-one, turn-based matches.

XCOM: Enemy Within is rated M for Mature by the ESRB and will be available in North America on November 12, 2013 and internationally on November 15, 2013. ***XCOM: Enemy Within*** will be available for Windows PC and Mac for \$29.99, and will be available for Xbox 360 and PS3™ system for \$39.99 as the ***XCOM: Enemy Within – Commander Edition***. For more information on ***XCOM: Enemy Within***, become a fan on [Facebook](#), follow [2K on Twitter](#) and visit the official web site at <http://www.xcom.com>.

**XCOM: Enemy Unknown was named Game of the Year 2012 by the following outlets: [GameTrailers](#), [GiantBomb](#), [Kotaku](#), and [MTV Multiplayer](#).*

***XCOM: Enemy Within for PC and Mac requires XCOM: Enemy Unknown to play. XCOM: Enemy Within – Commander Edition is a standalone expanded experience that includes all XCOM: Enemy Unknown content and two add-on content packs: the Elite Soldier Pack the Slingshot Content Pack. XCOM: Enemy Within – Commander Edition does not require XCOM: Enemy Unknown to play.*

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, 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, Irrational Games, 2K Marin, 2K Australia, 2K Czech, 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 - 2013 [Metacritic.com](#) and The NPD Group estimates of U.S. retail video game sales through July 2013.*

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 packs *Sid Meier's Civilization® V: Gods and Kings* and *Sid Meier's Civilization® V: Brave New World*, *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. The company has just released *XCOM®: Enemy Unknown* for Windows PC, the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system, iPhone, iPad and iPod touch to much critical acclaim. Firaxis recently released their first titles exclusively for iPad and iPhone; *Haunted Hollow™* and *Sid Meier's Ace Patrol™*.

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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 June 30, 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/20130821005177/en/>

Source: Take-Two Interactive

2K

Brian Roundy, 415-507-7532

brian.roundy@2k.com

or

Take-Two Interactive Software, Inc.

Alan Lewis (Corporate Press), 646-536-2983

alan.lewis@take2games.com

or

Access Communications for 2K

Alexandra Ellis, 917-522-3515

aellis@accesspr.com