

2K and Firaxis Games Celebrate Rising Tide with Sid Meier's Civilization®: Beyond Earth™ Free-to-Play Weekend

August 13, 2015 1:00 PM ET

Pre-purchase the new expansion pack and get 10% off or enjoy additional savings on the Civilization Beyond Earth – The Collection bundle this weekend*

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NEW YORK--(BUSINESS WIRE)--Aug. 13, 2015-- [2K](#) and [Firaxis Games](#) today announced pre-purchase details for *Sid Meier's Civilization®: Beyond Earth™ – Rising Tide*, the expansion pack for 2014's turn-based strategy title, *Civilization: Beyond Earth*. Players who pre-purchase the game will receive a 10% discount on their purchases. *Rising Tide* is currently in development for Windows PC, as well as Mac and Linux through Aspyr Media, and scheduled for worldwide release on all platforms on October 9, 2015.

This Smart News Release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20150813005180/en/>



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Complementing the *Rising Tide* pre-purchase news, players can also take advantage of the following *Beyond Earth* offers:

- The award-winning** *Sid Meier's Civilization: Beyond Earth* is free-to-play on Steam beginning today at 1:00 p.m. EDT and concluding Monday, August 17, 2015 at 1:00 p.m. EDT;
- *Civilization: Beyond Earth – The Collection*, which includes *Sid Meier's Civilization: Beyond Earth*, the *Exoplanets Map Pack* and the upcoming expansion pack, *Rising Tide*, will be available for purchase during the free-to-play period with an additional discount from participating digital retailers.

The Exoplanets Map Pack features six custom maps inspired by real exoplanets, including:

- **Kepler 186f:** This lush forest planet is one of the oldest known Earth-like planets;
- **Rigel Khantoris Bb:** Orbiting the closest star to our solar system, the historical records of this arid continental planet's settlement are well-preserved;
- **Tau Ceti d:** This planet of seas and archipelagos features a booming biodiversity and wealth of resources;
- **Mu Arae f:** Tidally locked in orbit around a weak star, the southern hemisphere of this planet is a blistering desert where the sun never sets, while the northern hemisphere is perpetually in frozen darkness;
- **82 Eridani e:** An alien world of scarce water and wracked by tectonic forces;
- **Eta Vulpeculae b:** A mysterious new discovery with unknown terrain.

New players who participate in the free-to-play weekend on Steam will have until 1:00 p.m. EDT on Monday, August

17, 2015 to purchase *Civilization: Beyond Earth* or the *Civilization Beyond Earth: The Collection* for more than 10% off, and retain their in-game progress.

About *Rising Tide*

Rising Tide will expand *Beyond Earth* to new frontiers on the planet's surface and across its seas, adding more choices and diplomatic options as players build "one more turn" toward a new vision for humanity's future. New aquatic gameplay will explore the oceans for colonization by dramatically extending the play space, while an overhauled diplomacy system will provide players with additional layers of dynamic choices and options to shape the diplomatic landscape while engaging with the AI and one another.

Sid Meier's Civilization: Beyond Earth and *Sid Meier's Civilization: Beyond Earth – Rising Tide* are rated E10+ (Everyone 10 and older) by the ESRB. *Rising Tide* will be available globally for Windows PC on October 9, 2015. The title will also launch for Mac and Linux this fall through Aspyr Media.

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](#).

For more information on the Mac and Linux version, please visit www.aspyr.com or follow Aspyr Media on [Facebook](#) and [Twitter](#).

**Sid Meier's Civilization®: Beyond Earth is required to play Sid Meier's Civilization: Beyond Earth Rising Tide*

***Sid Meier's Civilization: Beyond Earth took home more than 15 awards at E3 2014, including Destructoid's "Best of E3: Best PC" and "Best of E3: Best Strategy Game," Game Critics Awards' "Best Strategy Game," Game Informer's "Best PC Exclusive" and "Best Strategy Game," IGN's "Best of E3 Best Strategy Game," Nerdist's "Editor's Choice E3 2014," Polygon's "Editors' Choice," The Escapist's "Best of E3 2014" and more.*

2K is a wholly owned 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, 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](http://www.metacritic.com) and The NPD Group estimates of U.S. retail video game sales through June*

2015.

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 PC and video games on the market today, including the award-winning Sid Meier's Civilization® series, featuring the recently released Sid Meier's Civilization: Beyond Earth™ for Windows PC, Sid Meier's Civilization V for Windows PC, as well as the critically acclaimed expansion packs, Sid Meier's Civilization V: Brave New World and Sid Meier's Civilization V: Gods and Kings for Windows PC. Firaxis also released the 2012 Game of the Year award-winning XCOM®: Enemy Unknown for Windows PC, the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system, and Apple iOS, along with the critically acclaimed expansion pack XCOM: Enemy Within for Windows PC, the Xbox 360 video game and entertainment system from Microsoft, PlayStation3 computer entertainment system, and Apple iOS. Firaxis Games is owned by Take-Two Interactive Software, Inc., and is part of its 2K publishing label. For more information about Firaxis and its games can be found at www.firaxis.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, 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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