

## NBA® 2K17 to Feature 2016 USA Basketball Men's National Team and Legendary 1992 USA Basketball "Dream Team"

July 27, 2016 8:00 AM ET

*USA National Team Head Coach Mike Krzyzewski part of NBA 2K franchise for the first time*

NEW YORK--(BUSINESS WIRE)--Jul. 27, 2016-- **2K** today announced a partnership with USA Basketball that will bring the full roster of the 2016 USA Basketball Men's National Team, including Coach Mike Krzyzewski, to **NBA 2K17**, the next iteration of the top-rated and top-selling NBA video game simulation series\*. Fans who pre-order **NBA 2K17** will receive the legendary 1992 USA Basketball "Dream Team", along with a special USA Basketball MyPLAYER jersey to fully customize their USA Basketball experience.

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2K has also revealed that renowned Duke University and USA Basketball coach, Mike Krzyzewski, will be making his debut in the **NBA 2K** series. Krzyzewski – or “Coach K,” as he’s widely known - will appear on the sidelines coaching the 2016 USA Basketball Men's National Team in **NBA 2K17**. His likeness will also be found in a revamped tutorial mode focusing on teaching fundamental basketball strategies including pick and roll execution, proper defensive positioning, ball movement, boxing out, court awareness and more.

“Basketball has become an iconic part of American sports heritage, and I’m thrilled that fans can play with this year’s roster in **NBA 2K**,” said Krzyzewski who, since 2008, has coached the USA Basketball Men’s National Team to four straight international tournament gold medals. “**NBA 2K17** is the best way to connect to legends of the past ‘Dream Team’ while celebrating the success of this year’s roster.”

Comprised of NBA Hall of Famers, including Michael Jordan, Larry Bird, Magic Johnson, Clyde Drexler, Karl Malone and David Robinson, the 1992 “Dream Team” is universally considered one of, if not the greatest, team ever assembled in basketball history. Fans will be able to pit that roster against this year’s athletes on the USAB Men’s National Team, which includes **NBA 2K17** cover athlete Paul George and **Team 2K** athletes Kevin Durant, Draymond Green, Jimmy Butler, and Kyrie Irving.

“We’re always looking to bring fans closer to basketball’s signature teams and players, which is why we’re collaborating with USA Basketball and Coach K for **NBA 2K17**,” said Alfie Brody, Vice President of Marketing for **NBA 2K**. “We couldn’t think of a better way to send off the 2016 team by celebrating USAB’s legacy in this year’s title, while giving fans an opportunity to play as historical and current teams.”

The **NBA 2K17 Standard Edition** will be available in both digital and physical formats for \$59.99 on Xbox One, Xbox 360, PlayStation®4 and PlayStation®3 computer entertainment systems, and Windows PC platforms on September 20.

The ***NBA 2K17 Kobe Bryant Legend Edition*** will be available in digital and physical formats for \$79.99 on Xbox One and PlayStation®4 system. Also available for pre-order is the ***NBA 2K17 Kobe Bryant Legend Edition Gold*** offering fans the ultimate value at \$99.99 with all of the regular ***NBA 2K17 Legend Edition*** contents plus bonus items. All fans who pre-order any version of ***NBA 2K17*** will receive their copy at Early Tip-Off four days early, September 16.

Developed by Visual Concepts, ***NBA 2K17*** is not yet rated by the ESRB.

Follow [@NBA2K](#) on [social media](#) and look for the hashtag **#ThisIsNotAGame** for the latest ***NBA 2K17*** news.

*\*According to 2008 - 2016 [Metacritic.com](#) and The NPD Group estimates of U.S. retail video game sales through June 2016.*

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

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### **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 genre-fusing hero-shooter Battleborn®, 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 - 2016 [Metacritic.com](#) and The NPD Group estimates of U.S. retail video game sales through June 2016.*

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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, 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 for the fiscal year ended March 31, 2016, including the risks summarized in the section entitled "Risk Factors," 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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Source: Take-Two Interactive

**2K**

Ryan Peters, 415-507-7607

[ryan.peters@2k.com](mailto:ryan.peters@2k.com)

or

**Access Emanate for 2K**

Kim Taylor, 415-844-6289

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

or

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

Corporate Press

Alan Lewis, 646-536-2983

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