

2K Announces WWE® SuperCard – Season 3 in Development for iOS and Android Devices

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Surpassing 11 million downloads worldwide, 2K's popular WWE collectible card-battling game heads toward a new season, including new card tiers and gameplay modes, an increased roster of WWE and NXT Superstars, as well as a seamless transition for current players

NEW YORK--(BUSINESS WIRE)--Oct. 19, 2016-- [2K](#) today announced that **WWE® SuperCard**, the Company's action-packed collectible card-battling game, will increase its extensive content offering via **WWE® SuperCard – Season 3**. Featuring the series' first real-time gameplay mode, three new card tiers and an increased roster of WWE and NXT Superstars, along with new ways to compete and engage with others from around the world, **WWE SuperCard – Season 3** is currently in development for release in November 2016. The update will be available as a downloadable update free of charge on the App Store for iOS devices, including iPhone®, iPad® and iPod touch®, as well as the Google Play Store and Amazon Appstore for Android™ devices*.

WWE SuperCard has exceeded 11 million global downloads since its release in August 2014 and holds an average rating of 4/5 stars on the App Store, as well as a 4.2/5 rating on Google Play**. Currently offering players more than 900 cards in active play, with each card representing one of 10 different rarity levels, the game encourages players to build teams of WWE Superstars and Legends, as well as NXT Superstars, train them to full potential, battle in various match types and test their luck in fast-paced tournament action. In addition, players can enhance their free-to-play experience through purchase of individual card packs.

“**WWE SuperCard** continues raising the bar for delivering compelling WWE content in an engaging, competitive and accessible way,” said Harley Howe, Co-Studio Head at Cat Daddy Games. “We significantly value feedback from fans and critics, and we’ve worked hard to create exciting new experiences this fall across **Season 3**’s brand new tiers, gameplay modes and more.”

WWE SuperCard – Season 3 features will include the following:

- **NEW CARD TIERS** – Access three new card tiers and compete for more than 100 new cards;
- **ROYAL RUMBLE** – Pit 15 cards against 15 of an opponent's cards in a brand new, real-time gameplay mode in a battle to see the last card standing;
- **SEASON 1 LEGACY CARDS** – Retain **Season 1** cards through their transition to Legacy cards in **Season 3**, with the cards available for play in the game's new Wild Mode feature;
- **SEASON 2 CARDS TRANSITION** – Retain **Season 2** cards for play in all **Season 3** game modes;
- **WILD MODE** – Use both active and legacy cards to compete against opponents and gain more active cards;
- **RANKED / PVP MODE** – Battle players from around the world for the top slot in a new monthly leaderboard for prestige and awards.

Developed by Cat Daddy Games in conjunction with Visual Concepts, both 2K studios, **WWE SuperCard** is available now to download free of charge on the App Store for iOS devices, including the iPhone, iPad and Pod touch, as well as the Google Play Store and Amazon Appstore for Android devices. **WWE SuperCard – Season 3** is currently scheduled for release in November 2016 and will be available for download free of charge. For more information on **WWE SuperCard** and 2K, visit www.2k.com, become a fan on [Facebook](#), follow the game on [Twitter](#) and [Instagram](#) or subscribe on [YouTube](#).

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

* **WWE SuperCard** supports iOS 7.0 or later for iOS devices, including iPhone, iPad and iPad touch, as well as supports Android 2.3 and up for Android devices

** Product ratings as of October 13, 2016

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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 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 wwe.com and 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.

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.

**According to 2008 - 2016 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. 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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