

## 2K Announces XCOM® 2 Digital Deluxe Edition

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*Includes full base game, XCOM 2 Soundtrack, and three downloadable add-on packs available in single offering*

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NEW YORK--(BUSINESS WIRE)--Dec. 10, 2015-- [2K](#) and [Firaxis Games](#) today announced that the [XCOM® 2 Digital Deluxe Edition](#) is now available for pre-purchase for \$74.99. Launching globally on February 5, 2016 for Windows PC and coming to Mac and Linux via Feral Interactive, the *XCOM 2 Digital Deluxe Edition* includes the sequel to the Game of the Year\* award-winning strategy title *XCOM: Enemy Unknown*, the *XCOM 2 Reinforcement Pack\*\** and the digital soundtrack. *XCOM 2* takes place 20 years into the future, where humanity has surrendered to the alien threat and XCOM is largely forgotten, forcing them to reclaim Earth and free mankind from the aliens' rule.

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The *Reinforcement Pack\*\** can be purchased separately for \$19.99 and bundles three downloadable add-on packs. Each add-on pack will offer a unique twist to the core game experience by adding new missions, aliens, weapons, more extreme soldier customizations and other items.

The *Reinforcement Pack\*\** includes the following:

- **Anarchy's Children:** featuring rebellion-themed content with more dramatic soldier customizations (releasing spring 2016);
- **Alien Hunters:** introducing new gameplay surrounding XCOM as an elite alien hunting unit tracking down "Ruler" aliens, along with a new mission, soldier customization options and more powerful weapons and armor (releasing summer 2016);
- **Shen's Last Gift:** offering a brand new soldier class with unique upgradeable weapons, armor and customization features, as well as an additional narrative-driven mission and map (releasing summer 2016).

Players who pre-order or pre-purchase *XCOM 2* or the *XCOM 2 Digital Deluxe Edition* will also receive the *Resistance Warrior Pack*, offering additional soldier customization options such as bonus outfits, headgear, and custom facial war paint. The *Resistance Warrior Pack* also includes a "Survivor of the Old War," a new XCOM recruit who will appear in the Avenger's barracks.

### About XCOM 2

*XCOM 2* is the sequel to the Game of the Year\* award-winning strategy title *XCOM: Enemy Unknown*. Developed by the strategy experts at Firaxis Games, *XCOM 2* transports players 20 years into the future, where humanity lost the war against the alien threat that has established a new world order. The secret paramilitary organization known as XCOM is largely forgotten, and must strike back to reclaim Earth and free mankind from the aliens' rule. Forced to operate on the run in their new mobile headquarters, players must use a combination of firepower and covert tactics to help XCOM recruit soldiers and build a resistance network, all while attempting to expose the evil alien agenda and save humanity.

*XCOM 2* will be available globally for Windows PC on February 5, 2016. *XCOM 2* is rated T for Teen by the ESRB. For more information on *XCOM 2*, please visit [www.XCOM.com](http://www.XCOM.com), become a fan on [Facebook](#), follow the game on [Twitter](#) and use the hashtag [OM2](#) or subscribe to *XCOM* on [YouTube](#).

For more information on the Mac and Linux versions, please visit <https://www.feralinteractive.com> or follow Feral Interactive on [Facebook](#) and [Twitter](#).

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

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

\*\**Steam account and Internet connection required. Copy of XCOM 2 also required for play.*

## **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](http://www.2k.com).

\*\*\**According to 2008 - 2015 [Metacritic.com](#) and The NPD Group estimates of U.S. retail video game sales through October 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 expansion pack for Sid Meier's Civilization: Beyond Earth™ for Windows PC, Sid Meier's Civilization: Beyond Earth – Rising Tide 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](http://www.firaxis.com).

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## **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 September 30, 2015, 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**

Jennifer Heinser, 415-507-7652

[jennifer.heinser@2k.com](mailto:jennifer.heinser@2k.com)

or

**Access Communications for 2K**

Ian Guss, 917-422-3536

[iguss@accesspr.com](mailto:iguss@accesspr.com)

or

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

Alan Lewis, 646-536-2983

Corporate Press

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