

2K Games Announces Sid Meier's Civilization® V: Gods & Kings Expansion Pack

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Massive Expansion for Critically Acclaimed Game Features New Gameplay Scenarios, Strategies, and the Return of Religion and Espionage

NEW YORK--(BUSINESS WIRE)--Feb. 16, 2012-- 2K Games announced today that ***Sid Meier's Civilization® V: Gods & Kings***, the expansion pack for the award-winning ***Civilization V***, is being developed for Windows-based PC. Developed by Firaxis Games, ***Sid Meier's Civilization V: Gods & Kings*** introduces new gameplay content, enhancing the ***Civilization V*** experience and providing even more ways for players to achieve world domination. The ***Gods & Kings*** expansion pack spans the breadth of human civilization, taking players from founding the first Pantheon of the Gods and spreading religion across the world, to deploying spies in enemy cities to steal information and technology.

“***Civilization IV: Beyond the Sword*** set a precedent in new content and game features in a ***Civilization*** expansion pack. 2K Games is continuing that tradition with ***Gods & Kings***,” said Sarah Anderson, senior vice president of marketing for 2K. “The ***Gods & Kings*** expansion is the quintessential ***Civilization V*** addition, making ***Civilization*** more addictive than ever before.”

Sid Meier's Civilization V: God & Kings takes players through time as they engage in new quests and global competitions, interact with new types of city-states, and master exciting new systems for land and naval combat. Nine new civilizations; nine new wonders; three original scenarios; and dozens of new units, buildings, technologies and resources have also been added, offering even more ways for players to expand their empire on their quest to rule the world.

“Our team has a strong vision for bringing religion and espionage to ***Civilization V*** and the incomparable Civ community has expressed their enthusiasm for these features as well,” said Sid Meier, director of creative development for Firaxis Games. “We’re excited to deliver this robust expansion pack that will give players countless hours of new gameplay experiences and more reasons to take just one more turn.”

Key features include:

- Expanded Epic Game: The core game experience has been greatly expanded with the addition of new technologies, 27 new units, 13 new buildings and nine new Wonders.
- New Civilizations and Leaders: The expansion features nine new civilizations including Carthage, the Netherlands, the Celts and the Mayans, each with unique traits, units and buildings. ***Gods & Kings*** also adds nine new leaders including William I, Prince of Orange, Boudicca and Pacal the Great.
- New Game Scenarios: Three new scenarios let gamers experience the medieval period, the fall of Rome, and embark on a new adventure in Empires of the Smoky Skies, a Victorian science-fiction scenario.
- The Return of Religion: A first for ***Civilization V***, players seek out Faith, choosing a Pantheon of the Gods and creating Great Prophets to found and spread their customized religion across the world.
- World Domination: The fight for world domination is more dynamic than ever. ***Gods & Kings*** features a reworked combat system and AI that places more emphasis on a balanced army composition. Additionally, the navy is now split into two different ship types, melee and ranged, making coastal cities vulnerable to a surprise naval attack.
- Enhanced Diplomacy and Espionage: Establish embassies at foreign courts for closer ties or clandestine operations. As the religions of the world start settling in and the world moves into the Renaissance, spies can be unlocked to establish surveillance of foreign cities, steal advanced technologies from your strongest competitors, or garner influence with City-States through election rigging, or even a coup.
- City-States: Two new city-state types have been added, Mercantile and Religious, adding new gameplay to a greatly expanded quest system to further the narrative of the game and making diplomatic victories more challenging.

Sid Meier's Civilization V: Gods & Kings is not yet rated by the ESRB and will be available for Windows PC in late spring 2012. For more information on ***Sid Meier's Civilization V: Gods & Kings***, please visit <http://www.civilization.com>.

2K Games is a division of 2K, 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, which publishes its titles under the 2K Games, 2K Sports and 2K Play brands. 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 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: *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!®* (Windows PC, Xbox 360® 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 most recently released *Sid Meier's Civilization® V* for Windows PC to great critical acclaim; *Sid Meier's Civilization World™* for Facebook; and is currently developing *XCOM: Enemy Unknown* for Windows PC, Xbox 360 and PlayStation®3 system.

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2K Games

Brian Roundy, 415-507-7532

pr@2kgames.com

or

Access Communications for 2K Games

Kimberly Kaspar, 415-844-6229

kk@accesspr.com

or

Take-Two Interactive Software, Inc.

Corporate:

Alan Lewis, 646-536-2983

alan.lewis@take2games.com