

2K Announces Sid Meier's Civilization®: Beyond Earth™ – Rising Tide Expansion Pack

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Extensive addition for sci-fi entry to award-winning Civilization franchise introduces aquatic gameplay, an overhauled diplomacy system, hybrid Affinities and more!

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NEW YORK--(BUSINESS WIRE)--May 18, 2015-- 2K and Firaxis Games today announced **Sid Meier's Civilization®: Beyond Earth™ – Rising Tide**, the expansion pack for 2014's turn-based strategy title, **Civilization: Beyond Earth**, is currently in development for Windows-based PC. Created by Firaxis Games, **Rising Tide** will enhance the **Beyond Earth** experience by adding a variety of new gameplay capabilities and providing near limitless ways for players to create a new future for humanity on an alien planet. The expansion pack is currently scheduled for release in fall 2015.

This Smart News Release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20150518005261/en/>



2K and Firaxis Games today announced Sid Meier's Civilization®: Beyond Earth™ – Rising Tide, the expansion pack for 2014's turn-based strategy title, Civilization: Beyond Earth, is currently in development for Windows-based PC. (Photo: Business Wire)

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.

"Firaxis Games has an impressive track record of delivering robust and innovative expansions that radically change player experience while adding extensive replay value," said Sarah Anderson, SVP of Marketing at 2K. "**Rising Tide** is no exception, offering new features and overhauled gameplay systems that will challenge players embarking on a quest for planetary domination."

"**Rising Tide** builds upon the lore of **Beyond Earth**, breaking away the historical boundaries of the original franchise and furthering mankind's search for a new home in outer space," said Sid Meier, director of creative development at Firaxis Games. "Whether colonizing the planet's oceans, acquiring new Affinities or meeting exotic new leaders, aliens and units for the first time, **Rising Tide** offers more ways for players to write their own stories on a new world."

Key features of **Rising Tide** include:

- Building floating settlements and accessing natural resources hidden beneath the seas of the alien planet, while alien beasts with unique abilities inhabit the water and challenge players in distinctive ways;
- Shaping the diplomatic landscape by upgrading traits, changing diplomatic relationships, and leveraging the benefits of your allies, all with political capital;
- Unlocking a dynamic set of Diplomatic Traits while activating different combinations in response to the changing

world;

- Playing as one of four new factions, including the Al Falah, a group of nomad explorers descended from wealthy and resilient Middle Eastern states;
- Investing in multiple Affinities to unlock hybrid Affinity units and upgrades for the first time;
- Collecting and combining alien relics via a new Artifact System that unlocks powerful benefits;
- Exploring one of two new biomes, Primordial world, an untamed biome rife with volcanic activity and indicative of a chaotic landscape still forming in the new world.

Sid Meier's Civilization: Beyond Earth – Rising Tide is not yet rated by the ESRB and will be available for Windows PC in fall 2015 for \$29.99. For more information on *Rising Tide*, please visit www.civilization.com, become a fan on [Facebook](#), follow *Civilization* on [Twitter](#) and subscribe to *Civilization* on [YouTube](#).

Firaxis Games is a 2K studio. 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, 2K Marin, 2K Czech, 2K Australia, 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 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 and The NPD Group estimates of U.S. retail video game sales through April, 2015.*

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 products and our ability to develop other hit titles for current and next-generation platforms, 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, 2014, including the risks summarized in the section entitled "Risk Factors," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended December 31, 2014, and the Company's other periodic filings with the SEC, which can be accessed at <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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