

XCOM® 2 Coming to Consoles on September 6, 2016

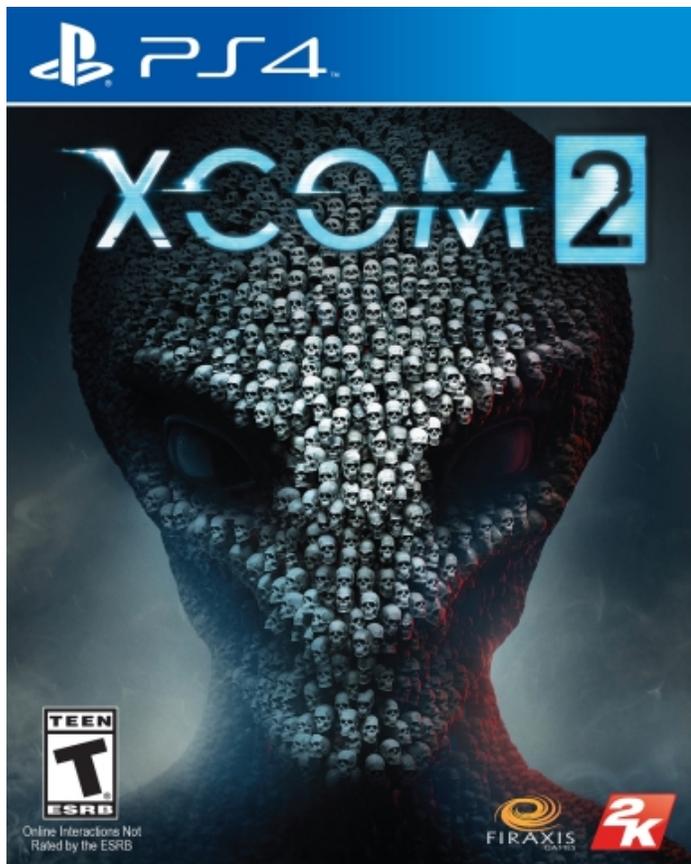
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Join XCOM to free humanity from the aliens' rule and experience the critically-acclaimed sequel on consoles for the first time

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NEW YORK--(BUSINESS WIRE)--Jun. 7, 2016-- [2K](#) announced today that [XCOM® 2](#) is coming to the PlayStation®4 computer entertainment system and Xbox One on September 6, 2016 in North America and September 9, 2016 internationally for \$59.99. Additionally, 2K and [Firaxis Games](#) have partnered with industry veterans [The Workshop](#), now a dedicated subsidiary of Skydance Media, to bring the title to consoles and ensure that the *XCOM 2* experience meets the same high standards of the beloved series.

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2K announced today that XCOM(R) 2 is coming to the PlayStation(R)4 computer entertainment system and Xbox One on September 6, 2016 in North America and September 9, 2016 internationally for \$59.99. (Photo: Business Wire)

with The Workshop to bring *XCOM 2* to all of our fans.”

Players who pre-order *XCOM 2* 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. Additionally, players who pre-order the *XCOM 2 Digital Deluxe Edition* will receive the **XCOM 2 Reinforcement Pack*** which includes all paid

Upon its initial release for Windows-based PC, *XCOM 2* had critics raving, with *IGN* giving the game a [9.3 out of 10](#) and saying, “*XCOM 2* is an amazing game,” and *PC Gamer* writing, “We’ll play this forever,” and awarding a [94% out of 100%](#). *Game Informer Magazine* also stated that *XCOM 2* is “one of the deepest and most rewarding strategy games on the market” and scored the game a [9.5 out of 10](#).

“Firaxis has successfully enhanced the *XCOM* franchise, as *XCOM 2* has earned both massive critical and fan acclaim,” said Matt Gorman, vice president of marketing for 2K. “Many console gamers have been vocal about bringing *XCOM 2* to their platforms, and now they can look forward to joining the resistance this September.”

XCOM 2, is set 20 years in the future where humanity lost the war against the alien threat and a new world order is in place. XCOM, formerly a secret paramilitary organization, is largely forgotten and must strike back from the shadows to reclaim Earth from the aliens’ rule and free mankind from its evil plans.

“The incredible reception of *XCOM 2* has been rewarding and humbling for the team, and we’ve known console fans have been clamoring to play the game too,” said Jake Solomon, creative director of *XCOM 2* at Firaxis Games. “As avid console players ourselves, we’re excited to work

The Workshop is a leading outsource studio working on today's top franchises and rooted in genre defining games. The Workshop was founded in 2008 by its President, Peter Akemann, General Manager Chris Busse and Chief Technology Officer Charles Tolman. The company launched the PS3 game "Sorcery" and has developed "Mr. Torgue's Campaign of Carnage" for "Borderlands 2," "Recoil: Liberator" for Xbox 360, "The Evil Within" for PS4 and Xbox One, "Armored Warfare PvE" and "Brothers: A Tale of Two Sons: for PS4 and Xbox One. The Workshop has roughly 60 developers and is based in Marina del Rey, CA. Akemann previously co-founded the studio Treyarch, which in 2001 was sold to Activision and now leads the "Call of Duty" franchise. The Workshop is a subsidiary of Skydance Interactive, a part of Skydance Media which creates elevated, event-level entertainment for global audiences for film, TV, games and Virtual Reality.

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