



Brawl Without Limits in WWE® 2K BATTLEGROUND – Available Today

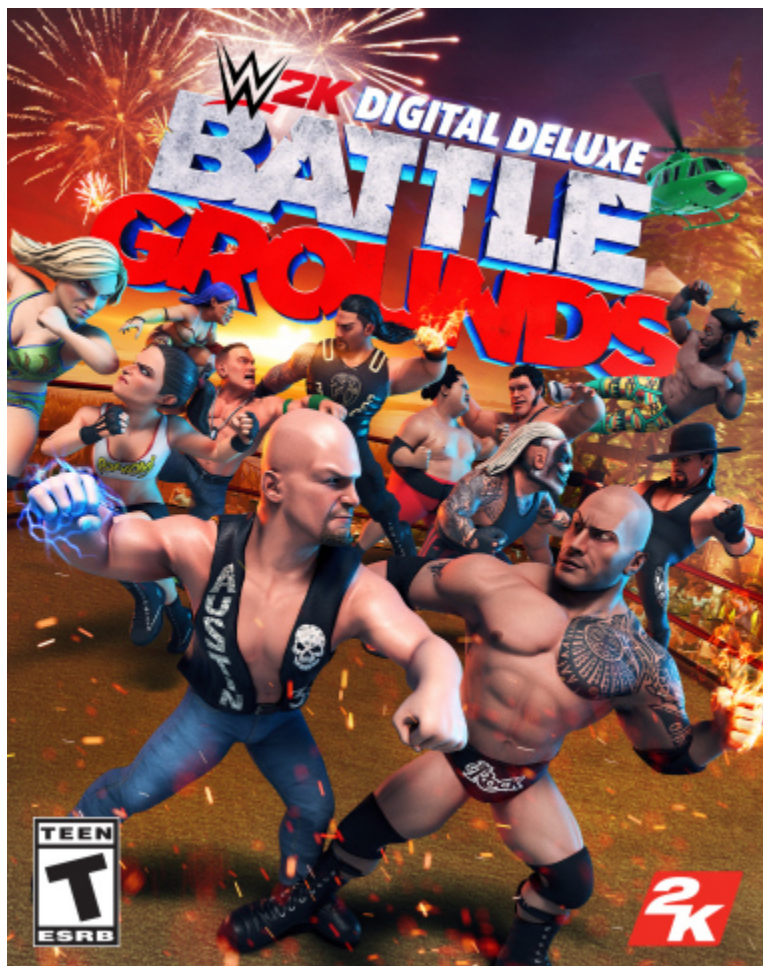
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Battle family and friends in pick-up-and-play arcade action showcasing fan-favorite WWE Superstars and Legends in diverse, interactive environments

NEW YORK--(BUSINESS WIRE)--Sep. 18, 2020--

It's time for players of all skill levels to lace up their boots and step into the ring: **WWE® 2K Battlegrounds** is here! Developed by Saber Interactive and available now for the PlayStation®4 system, the Xbox One family of devices, including the Xbox One X and Windows PC via Steam, Nintendo Switch™ system and Stadia for \$39.99*, **WWE 2K Battlegrounds** brings fast-paced action and an assortment of power-ups, special moves, unconventional melee items and interactive environments to take the brawl to the next level. Players can take on the challenges alone or compete with friends and family on the couch or online in cooperative and competitive multiplayer modes.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20200918005053/en/>



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search of the next WWE Superstars. Online multiplayer matches bring players together from around the world, while time-limited Online Tournaments offer rewards and a wide range of match conditions.

"We're excited to add **WWE 2K Battlegrounds** to 2K's growing portfolio of WWE and licensed sports properties, and to offer yet another way for gamers to enjoy WWE video game action," said David Ismaier, President at 2K. "This arcade-style brawler offers a completely different experience from our **WWE 2K** simulation franchise and **WWE SuperCard** collectible card battling game, that we're confident fans will enjoy."

A roster of more than 70 WWE Superstars, Hall of Famers and Legends will be available in **WWE 2K Battlegrounds** at launch, with more than 60 additional Superstars currently scheduled for future release via free** downloadable updates, including "Macho Man" Randy Savage, Ultimate Warrior, Ric Flair and many more. The deep and varied roster enables players to bring a myriad of dream battles to life, including Andre the Giant™ vs. Undertaker®, Roman Reigns® vs. The Rock, Charlotte Flair® vs. Beth Phoenix®, "Stone Cold" Steve Austin® vs. John Cena, Edge® vs. AJ Styles and many more. They can also create their own custom WWE Superstars in the Superstar Creator with different body types and sizes, facial features, clothing, hair and fighting styles. All Superstars utilize one of five class styles – Powerhouse, Technician, High-Flyer, Brawler and All-Rounder – with each class having its own combat moves, strengths and weaknesses. Arcade-style offensive and defensive power-ups, such as Flaming Fist, Ice Breath and Earthquake, offer an additional dimension of strategy that can quickly change the direction of a match.

"**WWE 2K Battlegrounds** marks a definitive new chapter in our partnership with 2K," said Sarah Cummins, WWE Senior Vice President, Consumer Products. "The combination of over-the-top arcade action, social fun for friends and family, and fantasy matchups between current WWE Superstars and Legends will keep fans on the edge of their seats."

A variety of game modes and match types are available in **WWE 2K Battlegrounds**, including King of the Battleground – an online, last-man-standing mode – and Battleground Challenge, where players take their customized creations from the Superstar Creator and compete in a series of challenges to unlock skill points, build up their abilities and earn cosmetic items. **WWE 2K Battlegrounds** also features a unique, single-player Campaign Mode, told through a comic book art style, where players team up with "Stone Cold" Steve Austin and legendary advocate Paul Heyman™ as they travel the world in

Energy, intensity and expecting the unexpected are all keys to victory in the world of **WWE 2K Battlegrounds**. Along the way, players can explore eight unique Battlegrounds environments featuring interactive elements and outrageous melee objects, such as squeaky toy hammers and motorcycles. Players will give opponents a tune-up in the Auto Shop by tossing explosive barrels at them and sending a car crashing down. The action heats up in the Everglades as players toss each other into the jaws of a hungry alligator! Players can also customize their own arenas to give each match a personal touch.

WWE 2K Battlegrounds is available in two formats: Standard Edition (MSRP \$39.99) and Digital Deluxe Edition (MSRP \$49.99). Players who purchase the Digital Deluxe Edition will receive WWE Hall of Famer Edge®; all versions of "Stone Cold" Steve Austin, The Rock and Ronda Rousey® unlocked at the beginning of play; 1100 bonus Golden Bucks, an in-game currency that can be used to unlock Superstars and cosmetic items***.

Developed by Saber Interactive, the studio behind the *NBA 2K Playgrounds* franchise, **WWE 2K Battlegrounds** is rated T for Teen by the ESRB and is available now for the PlayStation®4 system, the Xbox One family of devices, including the Xbox One X and Windows PC via Steam, Nintendo Switch™ system and Stadia, with cross-platform play available****. For more information on **WWE 2K Battlegrounds** and 2K, visit WWE.2K.com/Battlegrounds, become a fan on [Facebook](https://www.facebook.com/WWE2KBattlegrounds), follow the game on [Twitter](https://twitter.com/WWE2KBattlegrounds) and [Instagram](https://www.instagram.com/WWE2KBattlegrounds) using the hashtag #WWE2KBattlegrounds or subscribe on [YouTube](https://www.youtube.com/WWE2KBattlegrounds).

*Standard Edition MSRP

**Characters may require unlocking through game modes or in-game currency. In-game currency can be earned or paid.

***WWE Superstars, in-game currency and cosmetic items can also be unlocked by achieving in-game objectives. No additional purchase necessary.

****Cross-platform play is currently available on Xbox One and Windows PC via Steam, Nintendo Switch™ system and Stadia.

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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. We develop and publish products principally through Rockstar Games, 2K, Private Division, and Social Point. 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 global interactive entertainment for console and handheld gaming systems, personal computers and mobile devices, with product availability including physical retail and digital download. The Company is home to many talented development studios, including Visual Concepts, Firaxis Games, Hangar 13, Cat Daddy Games, 31st Union and Cloud Chamber. 2K's portfolio currently includes the renowned *BioShock®*, *Borderlands™*, *Mafia* and *XCOM®* franchises; *NBA® 2K*, the global phenomenon and highest rated*** annual sports title for the current console generation; the critically acclaimed *Sid Meier's Civilization®* series; the popular *WWE® 2K* and *WWE® SuperCard* franchises, as well as emerging properties *NBA® 2K Playgrounds 2*, *Carnival Games* and more. Additional information about 2K and its products may be found at 2k.com.

*** According to 2008 – 2020 [Metacritic.com](http://www.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," "should," "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: the uncertainty of the impact of the COVID-19 pandemic and measures taken in response thereto; the effect that measures taken to mitigate the COVID-19 pandemic have on our operations, including our ability to timely deliver our titles and other products, and on the operations of our counterparties, including retailers and distributors; the effects of the COVID-19 pandemic on consumer demand and the discretionary spending patterns of our customers; the impact of reductions in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of potential inflation; volatility in foreign currency exchange rates; 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.

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's TV-PG, family-friendly programming can be seen in more than 800 million homes worldwide in 28 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 www.wwe.com and corporate.wwe.com. For information on our global activities, go to <http://www.wwe.com/worldwide/>.

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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: the impact of the COVID-19 outbreak on our business, results of operations and financial condition; entering, maintaining and renewing major distribution agreements; a rapidly evolving media landscape; WWE Network (including the risk that we are unable to attract, retain and renew subscribers); 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 including possible disruptions and reputational risks; 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 alleging traumatic brain injury; 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; privacy norms and regulations; a possible decline in general economic conditions and disruption in financial markets; our accounts receivable; our indebtedness including our convertible notes; 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 volatility 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.

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