



Anyone, Anywhere: NBA® 2K22 Features Luka Dončić and NBA Scoring Legends – Kareem Abdul-Jabbar, Dirk Nowitzki, and Kevin Durant – as Cover Athletes

July 14, 2021

Special edition covers created by world-renowned artist, Charly Palmer, to celebrate the legacy of basketball in honor of the NBA's 75th Anniversary

NEW YORK--(BUSINESS WIRE)--Jul. 14, 2021-- 2K today announced the full roster of cover athletes for **NBA® 2K22**, the next installment of the top-rated and top-selling NBA video game simulation series of the past 20 years*. Global phenomenon and two-time NBA All-Star, Luka Dončić, graces the **Standard Edition** and **Cross-Gen Digital Bundle**, while a trio of the NBA's most impactful big men – Kareem Abdul-Jabbar, Dirk Nowitzki, and Kevin Durant – feature in a premium, **NBA 75th Anniversary Edition**, showcasing how each of these athletes changed the game.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20210714005326/en/>



All editions of **NBA 2K22** are currently scheduled for worldwide release on September 10, 2021 and are available for pre-order today. Featuring best-in-class visual presentation and player AI, historic teams, and a wide variety of hoops experiences, **NBA 2K22** puts the entire basketball universe in the player's hands.

"Making the global cover of **NBA 2K22** is special for me," said Dončić. "I'm proud to represent my country in a special cover that honors the colors of the Slovenian flag. Basketball has given me so much, and I'm excited to give back and work together with 2K Foundations this year to help the lives of young kids around the globe."

This year, **NBA 2K22** will offer three editions of the game available on digital and physical formats: **Standard Edition**, a **Cross-Gen Digital Bundle** and a special **NBA 75th Anniversary Edition**:

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- The **Standard Edition** will be available for \$59.99** on previous-gen platforms (PlayStation 4, Xbox One consoles, Nintendo Switch, and PC) and \$69.99** on new-gen consoles (PlayStation 5 and Xbox Series X|S);

- The **Cross-Gen Digital Bundle** will be available for \$79.99** and grant players access to the **Standard Edition** across previous- and new-gen within the same PlayStation and Xbox consoles;
- **NBA 2K22 NBA 75th Anniversary Edition** will be available for \$99.99** for PlayStation 4, PlayStation 5, Xbox One, Xbox Series X|S, Nintendo Switch, and PC. Dual-gen access is included for both the **Cross-Gen Digital Bundle** and **NBA 75th Anniversary Edition** for the PS4/PS5 and Xbox One/Xbox Series X|S platforms and provides a version of the game on each console generation within the same console family. The **NBA 75th Anniversary Edition** for Nintendo Switch will only be available on digital format in the EMEA region.

The **NBA 75th Anniversary Edition** celebrates three of the league's most iconic big men who revolutionized the league over its 75 years:

- Hall of Famer, six-time NBA Champion and six-time MVP, and all-time NBA scoring leader, Kareem Abdul-Jabbar, a legend who still influences today's game, from his patented Skyhook to his activism on social issues;
- 14-time All-Star, NBA Champion and MVP, Dirk Nowitzki, embodies not only the global expansion of basketball but also the evolution of the game itself as the prototypical sharpshooting big man;
- 11-time All-Star, league MVP and two-time NBA Champion, Kevin Durant, a legend in his own right and known for his

one-of-a-kind presence in the league appears for the third time as an **NBA@ 2K** cover athlete.

The **NBA 75th Anniversary Edition** and **Cross-Gen Digital Bundle** feature cover artwork painted by Atlanta-based artist, [Charly Palmer](#), whose work in fine art is defined by complex compositions and a unique technique and style. Palmer's work is exhibited across the nation; he is most recently known for his "Civil Rights" series of paintings and compositions titled "America Must Change," which made waves as [TIME Magazine's](#) cover in July 2020.

"The **NBA 2K** cover has always been a vehicle for storytelling and a way to showcase the unique and diverse backgrounds of the athletes," said Alfie Brody, Vice President of Global Marketing Strategy at **NBA 2K**. "The culture around the game of basketball is vibrant and transcends geographical boundaries. This year, we want to showcase that global diversity via Charly's amazing, one-of-a-kind art."

In North America, players can purchase a special version of the **Standard Edition** featuring six-time WNBA All Star and WNBA Champion, Candace Parker, on the cover and available exclusively through GameStop and EB Games. Parker's appearance is a milestone for **NBA 2K**: the first female cover athlete in the history of the franchise. The Chicago Sky star's cover feature is the latest step in **NBA 2K's** ongoing initiatives to feature women prominently in the game. In Japan, players can also purchase a special version of the **Standard Edition** that features Washington Wizards Rui Hachimura, a rising star who was the first Japanese player to be drafted in the first round in 2019 and first Japanese player to reach the NBA Playoffs.

Check out the [NBA 2K22 official site](#) for a full breakdown of the pre-order details and more info on the cover athletes featured across the different editions of this year's game.

2K will also be releasing additional announcements about **NBA 2K22** in the coming weeks, including first looks at features, the soundtrack reveal, live service updates, and much more. With ever-expanding content and one of the most passionate hoops communities, basketball never stops in **NBA 2K**.

Developed by Visual Concepts, **NBA 2K22** is rated E for Everyone from the ESRB. For more information on **NBA 2K22**, please visit <https://nba.2k.com/>.

Follow **NBA 2K** on [TikTok](#), [Instagram](#), [Twitter](#), [YouTube](#), and [Facebook](#) for the latest **NBA 2K22** news.

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

* Online Account (varies 13+) required to access online features. See www.take2games.com/legal and www.take2games.com/privacy for additional details.

** Based on 2K's suggested retail price. Actual retail price may vary. See local store for info.

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 T2 Mobile Games. 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, Cloud Chamber and HB Studios. 2K's portfolio currently includes several AAA, sports and entertainment brands, including global powerhouse **NBA@ 2K**; renowned **BioShock@**, **Borderlands™**, **Mafia**, **Sid Meier's Civilization@** and **XCOM@** brands; popular **WWE@ 2K** and **WWE@ SuperCard** franchises, as well as the critically and commercially acclaimed **PGA TOUR@ 2K**. Additional information about 2K and its products may be found at [2k.com](#) and on the Company's official social media channels.

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 both consumer demand and the discretionary spending patterns of our customers as the situation with the pandemic continues to evolve; our ability to successfully integrate Dynamixyz's operations and employees; the risks of conducting business internationally; 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 **NBA 2K** and **Grand Theft Auto** products and our ability to develop other hit titles; our ability to leverage opportunities on PlayStation@5 and Xbox Series X|S; 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.

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