



Ball Over Everything: NBA® 2K25 Features NBA Champion Jayson Tatum, Two-Time WNBA MVP A'ja Wilson, and Hall-of-Fame Legend Vince Carter as Cover Athletes

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NBA 2K25 debuts first NBA and WNBA dual global cover celebrating the growth of the popularity of basketball

Launches worldwide on September 6 with the New-Gen version of NBA 2K25 delivering enhanced authenticity and realism powered by ProPLAY™ technology on PlayStation®5, Xbox Series X|S and, new for this year, on PC

NEW YORK--(BUSINESS WIRE)--Jul. 10, 2024-- Today, 2K unveiled that five-time NBA All-Star Boston Celtics Forward and reigning NBA Champion Jayson Tatum will be the cover athlete for the **NBA® 2K25 Standard Edition**. Tatum will be featured alongside the back-to-back WNBA Champion, two-time WNBA MVP and six-time WNBA All-Star Las Vegas Aces Forward, A'ja Wilson as dual cover athletes for the **NBA® 2K25 All-Star Edition**. Wilson will also grace the cover of the **NBA® 2K25 WNBA Edition**, a GameStop Exclusive Physical Edition available in the US and Canada. The 2024 Naismith Memorial Basketball Hall of Fame Inductee, eight-time All-Star and two-time All-NBA Team and NBA dunk contest legend, Vince Carter, will be featured on the cover of the **NBA 2K25 Hall of Fame Edition**. **NBA 2K25** will be available on September 6th on PlayStation®5 (PS5®), PlayStation®4 (PS4®), Xbox Series X|S, Xbox One, PC and Nintendo Switch.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20240710756199/en/>



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"It's an honor to be named a cover athlete for **NBA 2K25**," said Jayson Tatum. "I've been playing **NBA 2K** since I was a kid and it's been a dream to one day be on the cover. Even after coming off an NBA Championship, it's humbling to see this come to life."

"Being featured on the **NBA 2K25** cover is a big moment for me and a testament to the ever-growing fandom of the WNBA," said A'ja Wilson. "Seeing more and more WNBA athletes scanned into NBA 2K25 to best capture the style and confidence of the league has been empowering, and I can't wait for fans to experience it in-game."

"Between the honors NBA 2K and the Naismith Basketball Hall of Fame have bestowed upon me, this year is an unforgettable one, making me pause with gratitude at my career," said Vince Carter. "Being named a cover athlete would have always been a special moment for me, but it is a particular honor to be on the

cover of the **NBA 2K25 Hall of Fame Edition**."

With **NBA 2K25**, players will forge a dynasty in MyCAREER, compete in new MyTEAM modes, and, for those on New-Gen platforms, players will also experience an added sixth era in MyNBA, a more compact and interactive City, along with the chance to cement their G.O.A.T. status in The W. In addition to new updates in MyCAREER and MyTEAM, players on Current-Gen will experience an all new Neighborhood metropolis to explore where they will complete quests, earn rewards and eclipse their rivals.

The New-Gen version of **NBA 2K25** is available on PS5, Xbox Series X|S and now supported on PC. Powered by enhanced ProPLAY™ technology, New-Gen **NBA 2K25** delivers the franchise's most true-to-life basketball experience yet, offering players the ultimate control in how they dominate the competition. Players on PC with compatible specs will now benefit from the enhanced realism of ProPLAY™ technology, and the ability to compete in modes such as MyNBA, The W and in The City. Crossplay will only be available on New-Gen consoles.

"In a year that showcases competition at the highest level - and in a play style that is uniquely one's own - we're thrilled to share Jayson, A'ja and Vince as the **NBA 2K25** cover athletes," said Greg Thomas, President at Visual Concepts. "The development team has delivered another innovative experience for basketball lovers, setting up **NBA 2K25** to be the next icon in this long-standing dynasty."

NBA 2K25 will offer four editions of the game in various digital and physical formats: **Standard Edition**, a GameStop exclusive **WNBA Edition** that is available as a physical edition in the US and Canada, **All-Star Edition**, and a **Hall of Fame Edition** that is only on-sale through September 8 and includes a 12-month subscription to NBA League Pass*. All editions of **NBA 2K25** are available for pre-order** now and will release worldwide on September 6.

- The **Standard Edition** will be available for \$69.99 on PS5, PS4, Xbox Series X|S, Xbox One and PC, and \$59.99 on Nintendo Switch.
- The **WNBA Edition**, a GameStop exclusive, will be available for \$69.99 on PS5 and Xbox Series X|S and only available in North America (physical only).
- The **All-Star Edition** will be available for \$99.99 on PS5 & PS4, Xbox Series X|S & Xbox One, Nintendo Switch and PC.

This edition includes 100,000 VC and MyTEAM content, including 10 MyTEAM Player Cards (3 guaranteed to be 89 OVR), 3 Diamond Shoe Cards, 3 Takeover Boosts, and 1 Amethyst Coach Card; as well as MyCAREER content, including 150x Skill Boosts (25 Games), 75x Gatorade Boosts (25 Games), Jayson Tatum Cover Jersey, Jayson Tatum Electric Skateboard Skin, and a 2K25 Cover Stars Design T-Shirt.

- The limited availability **Hall of Fame Edition** will be offered through September 8th for \$149.99 on PS5 & PS4, Xbox Series X|S & Xbox One, and PC. The special **Hall of Fame Edition** includes everything in the All-Star Edition plus a MyCAREER Vince Carter Cover Jersey, a Season 1 Pro Pass with 4 upfront Pro Pass rewards and a 12-Month NBA League Pass Subscription*.

Visit the [NBA 2K25 official website](#) for a full breakdown of the SKU details, availability and more information. Stay tuned for additional announcements about the latest on **NBA 2K25**.

Developed by Visual Concepts, **NBA 2K25** is rated E for Everyone from the ESRB.

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

Internet connection and online Account (minimum age varies) required to access online features and redeem and use bonus content, including MyCAREER, MyTEAM, MyNBA, The W Online, and Play Now Online. See www.take2games.com/legal and www.take2games.com/privacy for additional details. Game includes optional in-game purchases and paid random items. Some in-game content may require download and/or online gameplay to unlock. Online console play may require separate paid platform subscription and account registration. Terms apply. ProPLAY, The City, The W, and MyNBA are only available for New-Gen NBA 2K25. Crossplay is only available for New-Gen NBA 2K25 on PS5 and Xbox Series X|S.

**NBA 2K25 Hall of Fame Edition (Digital) only available through September 8, 2024. Includes 12-Month NBA League Pass Subscription. NBA League Pass valid for 12 months from redemption and auto-renews monthly unless canceled prior to the renewal date at the then-current published MSRP for NBA League Pass in your territory. Availability restrictions apply. Not available on Nintendo Switch. See <https://nba.2k.com/2K25/league-pass-faq/> for full terms, availability, redemption, and cancellation instructions.*

*** Prices based on 2K's suggested retail price. Actual retail price may vary. See local retailers for more info and availability.*

About 2K

Founded in 2005, 2K develops and publishes interactive entertainment for video game consoles, personal computers, and mobile devices, with product availability including physical retail and digital download. The Company is home to many talented development studios, including 31st Union, Cat Daddy Games, Cloud Chamber, Firaxis Games, Gearbox Software, Hangar 13, HB Studios, and Visual Concepts. 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, **TopSpin®** 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.

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

About Take-Two Interactive Software

Headquartered in New York City, Take-Two is a leading developer, publisher, and marketer of interactive entertainment for consumers around the globe. The Company develops, operates, and publishes products principally through Rockstar Games, 2K, Private Division, and Zynga. Our products are currently designed for console gaming systems, PC, and mobile, 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.

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Cautionary Note Regarding Forward-Looking Statements

Statements contained herein that 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 our 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 risks relating to conducting business internationally, including as a result of unforeseen geopolitical events; the impact of changes in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of 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; factors affecting our mobile business, such as player acquisition costs; the timely release and significant market acceptance of our games; and the ability to maintain acceptable pricing levels on our games.

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," and the Company's other periodic filings with the SEC. 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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