



Sid Meier's Civilization® VII Launching Worldwide on February 11, 2025

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Reimagine Possibilities and Build Something You Believe In. The next chapter in the critically-acclaimed, best-selling 4X strategy game franchise is now available for pre-order today!

NEW YORK--(BUSINESS WIRE)--Aug. 20, 2024-- 2K and Firaxis Games today announced **Sid Meier's Civilization VII** will launch on February 11, 2025. Representing a revolutionary new chapter in the storied and esteemed strategy game franchise, which has sold-in more than 70 million copies worldwide, it will be available on PlayStation®5 (PS5®), PlayStation®4 (PS4®), Xbox Series X|S, Xbox One, Nintendo™ Switch, PC via Steam and Epic Games Store, and Mac and Linux via Steam. **Sid Meier's Civilization VII** will feature support for cross-play and cross-progression*, and is now available for [pre-order](#).

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20240820461225/en/>



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Full details about **Sid Meier's Civilization VII** were shared during [gamescom Opening Night Live](#) and an ensuing [gameplay showcase](#) that highlighted the title's innovative new features. The announcement also revealed Gwendoline Christie ("Game of Thrones," "Star Wars" franchise) as the new narrator of the game via an [enthraling live-action trailer](#).

In **Sid Meier's Civilization VII**, your strategic decisions shape the unique cultural lineage of your evolving empire. Rule as one of many legendary leaders from throughout history and steer the course of your story by choosing a new civilization to represent your empire in each Age of human advancement.

"We're incredibly excited to take players on a new type of journey through history in **Sid Meier's Civilization VII**," stated Ed Beach, Creative Director at Firaxis Games. "With the introduction of revolutionary new features such as Ages, the ability to select leaders and civilizations independently to mix and match gameplay bonuses, a beautiful new art style and more, **Sid Meier's Civilization VII** promises to be true to our goal of being the ultimate historical strategy game."

"Building an empire to stand the test of time has never felt more historically immersive," stated Dennis Shirk, Executive Producer at Firaxis Games. "This is easily the biggest and most ambitious **Civilization** game we've ever made, one that we plan to support for many years to come."

Key features include:

- **Build an Empire to Stand the Test of Time.** Lead your empire through distinct Ages of human history. Each Age is its own rich, nuanced journey, with unique playable civilizations, available resources, explorable land, and even entire gameplay systems, creating a deep, historically immersive strategy experience. Strive to accomplish significant scientific, cultural, militaristic, and economic milestones within each Age to unlock impactful advantages in the next!
- **Evolve Your Empire as Each New Age Dawns.** To build a legacy that truly stands the test of time, you must adapt. Forge your own path through history as you reshape your empire at the start of each Age, selecting from a pool of new Age-relevant civilization options determined by your prior gameplay accomplishments. Evolving your empire unlocks fresh gameplay bonuses and unique units, so your current civilization is always at the height of its power.
- **Play as Visionary Leaders of Progress.** Embody an illustrious leader with one of **Civilization's** most diverse rosters yet, from traditional heads of state known for their militaristic might or political prowess, to visionary leaders who made everlasting impacts in philosophy, science, human rights, and more! Each leader possesses a unique ability and can further be improved with customizable attributes earned through gameplay, empowering you to reinforce or pivot your strategy from one Age into the next. For the first time in franchise history, you can choose your leader separately from your civilization, giving you the freedom to create all-new strategies by mixing and matching gameplay bonuses.
- **Explore a World Brought to Life Like Never Before.** Make your mark on a gorgeously detailed world! Your empire comes to life with a vast, diverse range of cultural styles, represented across building architecture and unit design. Face-to-face interactions with other historic leaders immerse you in every act of diplomacy and declaration of war. As your territory expands and your cities continue to develop, lavishly rendered vistas of your empire seamlessly connect to create a vibrant metropolis.
- **Test Your Strategic Mettle in Multiplayer.** Compete against other players online and prove your prowess as a great leader. Multiplayer matches can be epic multi-Age campaigns, or take place in a single Age so you can enjoy an entire

game in a single session. Cross-play is supported between PC and consoles, so you can play together with friends wherever they are.*

- **An Enjoyable Strategy Experience for All.** With more than 30 years of franchise legacy to draw from, *Civilization VII* features a vast wealth of gameplay improvements that will thrill series veterans and newcomers alike. The overhauled tutorial experience and refined gameplay systems make jumping into *Civilization* easier than ever, while returning players will appreciate a massive suite of gameplay improvements. Move your army as one under the leadership of a commander, unlock progression bonuses for your leaders across multiple gameplay sessions, traverse navigable rivers, and much, much more!

Sid Meier's Civilization VII will be available in three editions: **Standard Edition**, **Deluxe Edition**, and a limited-time **Founders Edition**. An additional limited-availability **Collector's Edition** will be available, which includes physical collectibles themed around the game. A full breakdown is available on the [Civilization website](#); edition details are as follows**:

- ***Sid Meier's Civilization VII* Standard Edition** will be available for \$59.99 on Nintendo™ Switch, and \$69.99 on PS5®, PS4®, Xbox Series X|S, Xbox One, PC via Steam and Epic Games Store, and Mac and Linux via Steam. It includes the base game; dual-gen entitlement is provided for digital copies on Xbox One, Xbox Series X|S, PS5®, and PS4® consoles respectively, linked to the same account. For physical copies, dual-gen entitlement is provided on Xbox One and Xbox Series X|S, but physical copies on PS5® do not grant dual-gen entitlement for PS4® as *Sid Meier's Civilization VII* is digital-only on PS4®;
- ***Sid Meier's Civilization VII* Deluxe Edition** will be available for \$89.99 on Nintendo™ Switch, and \$99.99 on PS5®, PS4®, Xbox Series X|S, Xbox One, PC via Steam and Epic Games Store, and Mac and Linux via Steam. It includes Early Access to play the game early starting on February 6, 2025, the *Tecumseh and Shawnee Pack*, the post-launch DLC *Crossroads of the World Collection*, and the *Deluxe Content Pack*;
- ***Sid Meier's Civilization VII* Founders Edition** will be available for \$119.99 on Nintendo™ Switch, and \$129.99 on PS5®, PS4®, Xbox Series X|S, Xbox One, PC via Steam and Epic Games Store, and Mac and Linux via Steam. It includes Early Access to play the game early starting on February 6, 2025, the *Tecumseh and Shawnee Pack*, the post-launch DLC *Crossroads of the World Collection*, the *Deluxe Content Pack*, the post-launch DLC *Right to Rule Collection*, and the *Founders Content Pack*. The **Founders Edition** is a digital-only edition and is only available until February 28, 2025.

Players who pre-order the Standard Edition will receive the Tecumseh and Shawnee Pack***; additional content can be unlocked by creating and authenticating a 2K account****, as well as linking a 2K account to a gaming platform to play *Sid Meier's Civilization VI*****. For the latest information on *Civilization VII*, visit www.civilization.com and follow the game across [YouTube](#), [Facebook](#), [X](#), [Instagram](#) and [TikTok](#). Join the conversation using the hashtag #CivilizationVII.

Sid Meier's Civilization VII is currently rated RP for Rating Pending by the ESRB. Firaxis Games is a 2K studio. 2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO).

*Online play and features (including progression bonuses) require an Internet connection and 2K Account (minimum age varies). On Xbox, PlayStation, and PC up to five players supported in the Antiquity & Exploration Ages, and up to eight players supported in the Modern Age. On Nintendo Switch, up to four players are supported in the Antiquity & Exploration Ages, and up to six players supported in the Modern Age in games. Map size restrictions may apply to certain cross-play multiplayer games. More info available here: <https://2kgam.es/Civ7FAQ>. Console online play on Xbox and PlayStation requires a separate paid subscription. Terms apply.

**Based on 2K's suggested retail price. Actual retail price may vary. See local store for info. *Crossroads of the World Collection* and *Right to Rule Collection* will be available post launch via download for digital and physical copies (internet connection required). Exact release date to be announced post-launch and subject to change. For digital copies, items will be automatically entitled in-game. For physical copies, items will be delivered via code in box to be redeemed in game. Terms apply.

***Pre-order offer available until February 11, 2025. Internet connection required to redeem bonus content. Terms apply.

****Requires an internet connection, and a 2K Account linked to the platform account used to play *Civilization VII*. 2K Accounts are free. One per 2K Account. Reward will be automatically delivered in-game. Void where prohibited. Terms apply.

*****Requires an internet connection, and the same 2K Account linked to the platform account(s) used to play *Civilization VI* and *Civilization VII*. 2K Accounts are free. One per 2K Account. Reward will be automatically delivered in-game. Void where prohibited. Terms apply.

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 Zynga. Our products are designed for console gaming systems, PC, and mobile, including smartphones and tablets. We deliver our products 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>.

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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 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, *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.

Cautionary Note Regarding Forward-Looking Statements

The statements contained herein, which are not historical facts, including statements relating to Take-Two Interactive Software, Inc.'s ("Take-Two," the "Company," "we," "us," or similar pronouns) outlook, 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 our combination with Zynga Inc.; the risks of 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," 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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