Build Something You Believe In: Sid Meier's Civilization® VII Now Available Worldwide

February 11, 2025 at 8:00 AM EST

The next chapter in the critically-acclaimed, best-selling 4X strategy game franchise is available today!

NEW YORK--(BUSINESS WIRE)--Feb. 11, 2025-- 2K and Firaxis Games today announced ***Sid Meier's Civilization® VII*** is now available worldwide. The revolutionary new chapter in the storied and esteemed strategy game franchise, which has sold-in more than 73 million copies worldwide, is available on consoles and PC simultaneously for the first time in franchise history, including 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. ***Civilization VII - VR***, which was recently announced at the Civ World Summit, is scheduled to launch in Spring 2025; more information on ***Civilization VII - VR*** can be found here.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20250211468784/en/

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"This is an incredibly special moment for 2K as we launch ***Civilization VII***, a game that honors and elevates the legacy of one of the most beloved franchises in gaming history," said Catharina Lavers Mallet, Senior Vice President and General Manager of Core Games at 2K. "The partnership with Firaxis, a team whose creativity and dedication are unmatched, is set to deliver another groundbreaking hit that will captivate fans old and new."

"***Civilization VII*** is a key piece of our creative identity at Firaxis, with a passionate team that pushes the very boundaries of what strategy games can achieve," said Heather Hazen, Studio Head of Firaxis Games. "We've crafted the most expansive and ambitious ***Civilization*** game yet, and want to express our deepest gratitude to the Civ community that has grown with us over the years. It's time to embark on this new journey together and Build Something We Believe In."

In ***Civilization VII***, strategic decisions shape the unique cultural lineage of an evolving empire. You 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. Construct cities and architectural wonders to expand territory, improve civilization with technological breakthroughs, and conquer or cooperate with rival civilizations as you explore the far reaches of the unknown world. Pursue prosperity in an immersive solo experience or play with others in online multiplayer.*

Sid Meier's Civilization VII is rated E10+ 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 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.*

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, 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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