



Rockstar Games Announces Red Dead Redemption Undead Nightmare Disc Now Available in Stores

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Features all downloadable content released for epic Western on one standalone disc

NEW YORK, Nov 23, 2010 (BUSINESS WIRE) -- Rockstar Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), today announced that the ***Red Dead Redemption Undead Nightmare**** standalone playable disc is now available at retailers in North America for the Xbox 360(R) video game and entertainment system from Microsoft and the PlayStation(R)3 computer entertainment system. It will be available in Europe on November 26, 2010.

"***Undead Nightmare*** makes an entirely new game from ***Red Dead Redemption***'s amazing open world," said Sam Houser, Founder of Rockstar Games. "The Western frontier is completely transformed into a classic zombie-horror fight for survival."

The single, standalone ***Undead Nightmare*** disc bundles together for the first time ever, the ***Undead Nightmare Pack***, the ***Outlaws to the End Co-Op Mission Pack***, the ***Legends and Killers Pack***, the ***Liars and Cheats Pack*** and all the Multiplayer Free Roam modes released to date:

- ***Undead Nightmare*** -- one-of-a-kind single- and multiplayer experience pitting John Marston against a sinister zombie outbreak;
- ***Outlaws to the End***-- Co-Op mission pack where players team up to complete up to six unique missions set throughout the world of ***Red Dead Redemption***;
- ***Legends and Killers*** -- multiplayer pack which adds nine maps, eight characters from ***Red Dead Revolver***, and the Tomahawk weapon;
- ***Liars and Cheats*** -- multiplayer pack that adds new modes, including Stronghold, Horse Racing, Liar's Dice and Poker, along with new characters and the Explosive Rifle;
- And finally, ***Undead Nightmare*** includes all ***Red Dead Redemption*** Multiplayer Free Roam modes, challenges and achievements/trophies released to date.

Additionally, the original soundtrack for ***Undead Nightmare*** is now available for download on iTunes worldwide with 18 original tracks. Acclaimed composers of the original ***Red Dead Redemption*** soundtrack, Bill Elm and Woody Jackson, return for the terrifically spooky soundtrack to ***Undead Nightmare***, accompanied by epic Southern Gothic rockabilly tracks from guest performers Kreeps and Misterio.

Red Dead Redemption Undead Nightmare will be available at retail stores for \$29.99/£24.99/EUR 29.99. The game is rated M for Mature by the ESRB, and does not require a copy of ***Red Dead Redemption*** to play.

Set in the early years of the 20th century, ***Red Dead Redemption*** is an epic Western journey across the vanishing American frontier through the eyes of former outlaw John Marston. Alongside the rich, immersive single-player experience, ***Red Dead Redemption***'s multiplayer offers a world of dynamic challenges and competitive games suited for a player of any skill level.

For more news and information, visit the official ***Red Dead Redemption*** website (www.rockstargames.com/reddeadredemption); become a friend of Rockstar Games on Facebook (www.facebook.com/rockstargames); or follow Rockstar Games on Twitter (twitter.com/rockstargames).

****Requires Xbox LIVE Gold Membership for online play.***

About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is a global developer, marketer and publisher of interactive entertainment software games for the PC, PlayStation(R)3 and PlayStation(R)2 computer entertainment systems, PSP(R) (PlayStation(R)Portable) system, Xbox 360(R) video game and entertainment system from Microsoft, Wii(TM), Nintendo DS(TM), iPhone(R), iPod(R) touch and iPad(TM). The Company publishes and develops products through its wholly owned labels Rockstar Games and 2K, which publishes its titles under 2K Games, 2K Sports and 2K Play. 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 www.take2games.com.

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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," "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: 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 for current generation platforms, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, our ability to raise capital if needed and risks associated with international operations. Other important factors and information are contained in the Company's Annual Report on Form 10-K for the fiscal year ended October 31, 2009, in the section entitled "Risk Factors," as updated in the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended July 31, 2010, 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.

SOURCE: Take-Two Interactive Software, Inc.

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