



2K Games and Gearbox Software Announce the Wait is Over - Duke Nukem Forever(R) is Now Available

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What was once thought unobtainable is now available in stores worldwide - always bet on Duke. Always!

NEW YORK, Jun 14, 2011 (BUSINESS WIRE) -- 2K Games and Gearbox Software are proud to announce the legendary **Duke Nukem Forever(R)** has arrived and is now available in North America on the Xbox 360(R) video game and entertainment system from Microsoft, PlayStation(R)3 computer entertainment system and Windows PC. For over 15 years, fans have waited in video game purgatory for the launch of the mythical **Duke Nukem Forever**, and now June 14, 2011 will forever mark the day that the magnificent King triumphantly returned to kick alien ass and chew bubblegum.

"June 14 in North America will forever be celebrated as the day that the legendary **Duke Nukem Forever** went from video game folklore to earth-shattering reality," said Christoph Hartmann, president of 2K. "For 15 years fans have waited in limbo just yearning to hear those two little lovely words strung together - Now Available. Today, the acronym 'DNF' changes its meaning to a 'Day to Never Forget'. I am proud to announce that the wait is finally over and that **Duke Nukem Forever** is truly Now Available."

Duke Nukem Forever has become one of the most hotly discussed and eagerly awaited entertainment properties of all time. The game has gone from being highly anticipated when it was originally announced in April 1997, to achieving mythological status when it disappeared for more than a decade. Today, **Duke Nukem Forever** has finally earned its rightful place atop the video game throne with its June 14, 2011 North American launch.

"The most worthy of challenges bring with them the opportunity for all of us to test our faith and to believe in miracles," said Randy Pitchford, President of Gearbox Software. "The arrival of **Duke Nukem Forever** proves that miracles do happen."

From the game's inception, the legendary George Broussard and his team of immensely talented and passionate designers, artists and programmers at 3DRealms devoted themselves to bringing **Duke Nukem Forever** to market. When all appeared lost, a small team of dedicated developers, known as Triptych Studios, saved **Duke Nukem Forever** from what seemed like vaporware death and resurrected the King. Their heroic efforts alongside Gearbox Software, Piranha Games and many other contributors finalized the legacy by bringing the full-featured triple-A title to retail.

Apologizing to no one, **Duke Nukem Forever** is the high-octane video game equivalent of a Hollywood summer blockbuster. Starring the legendary lady killer and alien slayer, **Duke Nukem Forever** introduces gamers to a blastastic time filled with head-popping, bone-rattling action, brazenly crude humor, impossibly statuesque women dying for affection, and catchy one-liners that will have you laughing out loud.

Duke Nukem Forever is rated M for Mature by the ESRB. For more information on **Duke Nukem Forever**, please visit www.dukenukemforever.com.

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

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™, Nintendo DS™, 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.

About Gearbox Software

Gearbox Software is respected industry wide for the award winning, best-selling original and licensed video games they have developed for major video game platforms.

Founded in 1999 and located near Dallas, TX, Gearbox Software is well known for the creation and development of their original blockbuster franchise, Brothers in Arms, which has sold over 7 million units, and the new multi-million selling franchise, Borderlands. Additionally, Gearbox Software has developed numerous top selling add-on packs for Borderlands and developed games and added value to many of the industry's top franchises including Halo, Half-Life, Tony Hawk, James Bond and others. Gearbox Software's success has been enabled and supported through several key mutually beneficial business relationships with strong publishing partners including Activision, Electronic Arts, Ubisoft Entertainment, Microsoft Games Studios, Sega of America and Take-Two/2K Games.

Currently Gearbox Software is in development with Aliens: Colonial Marines, published by Sega, and other unannounced AAA games for multiple platforms including the Microsoft Xbox 360, PlayStation(R)3 system, Nintendo Wii, Windows PC, Mac, Nintendo DS, PSP and more.

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Photos/Multimedia Gallery Available: <http://www.businesswire.com/cgi-bin/mmg.cgi?eid=6758493&lang=en>

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