2K Unveils Stellar Video Game Line-up for 2006 Electronic Entertainment Expo; Line-up Includes Highly-Anticipated Titles such as The Da Vinci Code(TM), Prey, Sid Meier's Civilization IV: Warlords and NBA 2K7

May 10, 2006 8:31 AM ET

NEW YORK--(BUSINESS WIRE)--May 10, 2006--2K and 2K Sports, publishing labels of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), today announced a strong line-up for Electronic Entertainment Expo 2006 (E3) taking place at the Los Angeles Convention Center from May 10-12, 2006. From 2K, the line-up includes titles based on blockbuster entertainment brands such as The Da Vinci Code(TM) and Family Guy and popular comic book franchises The Darkness and Ghost Rider, as well as original next generation games such as Prey and BioShock. 2K is also featuring highly-anticipated titles from Firaxis Games, including Sid Meier's Civilization IV: Warlords and Sid Meier's Railroads! as well as the Firaxis and Firefly Studios collaboration title CivCity: Rome. Other eagerly awaited titles include Stronghold Legends(TM) along with Dungeon Siege II(R): Broken World(TM) and Dungeon Siege: Throne of Agony(TM), based on the acclaimed Dungeon Siege(R) franchise. In addition, the 2K Sports line-up features the next installments from top-rated franchises such as NHL 2K7, NBA 2K7 and College Hoops 2K7.

2K Line-up Includes:

```
BioShock
BioShock is an innovative role-playing shooter from Irrational
Games who was named IGN's 2005 Developer of the Year. BioShock
immerses players into a war-torn underwater utopia, where mankind has
abandoned their humanity in their quest for perfection. Fueled by
intense player choices and consequences, BioShock has been already
hailed as one of the most anticipated games of 2007.

Developer: Irrational Games, a wholly owned 2K studio
Platforms: PC, Xbox 360(TM) video game and entertainment system
from Microsoft
Available: 2007

CivCity: Rome
Inspired by the world of Sid Meier's Civilization and created
through a collaboration between Firefly Studios and Firaxis Games,
CivCity: Rome is an innovative city builder that invites players to
zoom-in on and create the great cities of the Roman Empire. Through
dozens of missions, each offering an array of interesting decisions,
players will be charged with building, nurturing and managing one of
these great cities as they endeavor to lead the Roman Empire from its
humble beginnings to its mighty apogee. Fans of the Civilization
series will also recognize features such as research, city happiness,
production and culture, which can now be managed actively in the
wonderfully immersive world of CivCity: Rome.

Developer: Firefly Studios in collaboration with Firaxis Games (a
wholly owned 2K Studio)
Platform: PC
Available: July 2006

Dungeon Siege II: Broken World
Dungeon Siege II: Broken World is an action/role-playing expansion
game set in a dark, post-apocalyptic fantasy world that concludes the
story of Dungeon Siege II. Players must hunt down the Dark Wizard to
exact vengeance and undo the evil brought to the world of Aranna
during Dungeon Siege II. New features include new character classes, a
new playable character race, updated graphics and the ability to
import Dungeon Siege II parties.

Developer: Gas Powered Games
Platform: PC
Available: August 2006
```

Dungeon Siege: Throne of Agony
Dungeon Siege: Throne of Agony is an all-new adventure, created
from the ground-up specifically for the PSP. Dungeon Siege: Throne of
Agony features all-new playable characters and AI controlled pets and
companions, as well as freshly designed non-linear, single player
campaigns and support for Ad Hoc co-operative and competitive
multiplayer games.

Developer: SuperVillain Studios and Gas Powered Games
Platform: PSP(TM) (PlayStation(R)Portable) system
Available: October 2006

Family Guy
The first video game based on the hugely popular Family Guy TV
show, Family Guy features the outrageous humor its millions of fans
know and love.

Developer: High Voltage
Platforms: Current generation console and portable systems
Available: Fall 2006

Ghost Rider
Ghost Rider is a new third person action video game based on the
well-known Marvel Super Hero and upcoming feature film. Ghost Rider is
being developed for current generation systems by Climax Group and is
scheduled for simultaneous release with the movie in February 2007.
Continuing the storyline from the upcoming Columbia Pictures/Marvel
Studio's movie, Ghost Rider drops players into the role of Johnny
Blaze, a celebrity motorcycle stunt rider who is transformed into a
Super Hero with powers to avenge any evil he encounters. Featuring
many of the characters and motorcycles from the comic book and
upcoming movie, Ghost Rider will engage gamers in an immersive,
supernatural third person world with a seamless blend of hand-to-hand
combat and high-speed motorcycle action.

Developer: Climax
Platforms: Current generation console and portable systems
Available: Winter 2007

Prey
Prey is a groundbreaking first-person shooter that raises the bar
and turns the genre upside-down with awesome new gameplay features and
next generation graphics. Breaking the traditional first-person
shooter format, Prey introduces innovative gameplay elements including
wall-walking, portals, spirit-walking and gravity flipping, making it
one of the most anticipated games of 2006.

Developer: Human Head Studios, produced by 3D Realms; Xbox 360
version by Venom Games, a wholly owned 2K Studio
Platforms: PC, Xbox 360(TM) video game and entertainment system
from Microsoft
Available: July 2006

Sid Meier's Civilization IV: Warlords
Sid Meier's Civilization IV: Warlords is the first expansion pack
for the award-winning game that has become an instant world-wide hit.
Paying homage to some of history's greatest military leaders, the
expansion delivers six unique and interesting scenarios, giving
players the chance to change the course of history with the help of
their new powerful "warlord" unit. Sid Meier's Civilization IV:
Warlords includes new civilizations, leaders, units and wonders that
offer even more fun and exciting ways for players to expand their
civilization's military power as they strive for world domination.

Developer: Firaxis Games, a wholly owned 2K Studio

Platform: PC
Available: July 2006

Sid Meier's Railroads!
Sid Meier's Railroads! marks Sid Meier's return to the
simulation/strategy gaming that launched the popular "tycoon" genre
and inspired a new generation of games. Combining the best of
real-world and model railroads, Sid Meier's Railroads! places players
in charge of building the greatest railroad empire in the nation -
managing trains, cargo and their bottom line - while engaging in
all-out corporate warfare against rival tycoons, slick entrepreneurs
and robber barons.

Developer: Firaxis Games, a wholly owned 2K Studio
Platform: PC
Available: Fall 2006

Stronghold Legends
Stronghold Legends is an all-new RTS that builds on the fantastic
Stronghold heritage. It features a range of new innovations including
three unique castle styles to build, three landscapes to fight across
and three races to control, from King Arthur and his knights to Vlad
the Impaler and his evil army. Spectacular magic, fearsome monsters
and a new strategic conquest game are also brand new to the series,
along with a range of exciting new multiplayer modes.

Developer: Firefly Studios
Platform: PC
Available: September 2006

The Darkness
Based on the Top Cow comic book The Darkness written by Paul
Jenkins and co-created by Marc Silvestri, The Darkness video game is a
gritty, first-person, action-adventure game for next generation
console systems. On his 21st birthday, the awesome and terrible powers
of the Darkness awaken within Jackie Estacado, a mafia hitman for the
Franchetti crime family. With his new powers, Jackie is able to wreak
terrifying havoc on his enemies. In the game, players experience
photo-realistic graphics, fully interactive environments and a totally
immersive storyline that awaits those that enter The Darkness.

Developer: Starbreeze
Platforms: Next generation console systems
Available: Winter

The Da Vinci Code(TM)
Players unlock the code as they experience the mysterious world of
The Da Vinci Code(TM). An adventure/puzzle game with action elements,
The Da Vinci Code(TM) challenges players to solve mysteries and
puzzles that go beyond anything they have seen or read. Encountering
new plot twists and clues, players must try to stay one step ahead of
an enemy formed by an ominous, covert society that will stop at
nothing to protect a secret that has been locked away for centuries.
Based on the highly anticipated film and the best-selling novel of all
time, The Da Vinci Code(TM) combines stealth, adventure, combat and
puzzle-solving elements to create the ultimate adventure.

Developer: The Collective
Platforms: PC, Xbox(R) video game and entertainment system from
Microsoft, PlayStation(R)2 computer entertainment system
Available: May 2006, coinciding with the film's worldwide May 19
release date

2K Sports' Line-up Includes:

NHL 2K7

NHL(R) 2K7 reigns supreme as the category leader in innovation, design and critical acclaim with four straight years as the #1 rated(1) NHL video game. 2K7 notches a 2nd year of next-generation domination with a groundbreaking presentation system that will truly engross gamers with cinematic style bringing raw emotion and exciting drama to every hockey game. New additions to ProControl(TM) empower players to turn up the defensive pressure on specific opposing players. Combined with high-quality visual details and the most comprehensive franchise options in any hockey game, NHL 2K7 will deliver yet another year of truly immersive and authentic NHL action.

Developer: Visual Concepts/Kush Games, wholly owned 2K studios
Platform: Xbox 360(TM) video game and entertainment system from Microsoft, PLAYSTATION(R)3 computer entertainment system, Xbox(R) video game and entertainment system from Microsoft, PlayStation(R)2 computer entertainment system
Available: Fall 2006

NBA 2K7
Voted best current and next-generation NBA hoops franchise by both press and gamers, NBA 2K7 will continue its legacy of dominance this year on the hard court. The highly acclaimed Shot Stick(TM) - voted one of the best innovations of 2005 - returns with more responsive controls and new mechanics to master. Combined with incredible graphics, including new sweat technology details and animating hair, revamped post game, and hundreds of new shooting, passing, and dribbling animations, NBA 2K7 is poised for another run as the #1 rated(1) NBA simulation.

Developer: Visual Concepts, a wholly owned 2K studio
Platforms: Xbox 360(TM) video game and entertainment system from Microsoft, PLAYSTATION(R)3 computer entertainment system, Xbox(R) video game and entertainment system from Microsoft, PlayStation(R)2 computer entertainment system
Available: Fall 2006

College Hoops 2K7, the #1 rated(1) college basketball game four years running on both Xbox and PlayStation 2, returns for its sophomore season on the Xbox 360 and is set to make its freshman debut on the PlayStation(R)3 system. Leadership makes a difference this year as team chemistry plays a vital role in a team's performance--especially come tournament time. The college atmosphere is fully realized with updated mascots, improved crowd interaction and more fight songs. With over 325 NCAA Division 1 schools and the deepest legacy mode around, College Hoops 2K7 defines the college basketball experience.

Developer: Visual Concepts, a wholly owned 2K studio
Platforms: Xbox 360(TM) video game and entertainment system from Microsoft, PLAYSTATION(R)3 computer entertainment system, Xbox(R) video game and entertainment system from Microsoft, PlayStation(R)2 computer entertainment system
Available: Fall 2006

This title has not yet been concept approved by Sony Computer Entertainment America.

For more information, please visit http://www.2Kgames.com and http://www.2Ksports.com

    (1) According to GameRankings.com average scores

    About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is an integrated global developer, marketer,

distributor and publisher of interactive entertainment software games and accessories for the PC, PlayStation(R) game console, PlayStation(R)2 computer entertainment system, PSP(TM) (PlayStation(R)Portable) system, Xbox(R) and Xbox 360(TM) video game and entertainment systems from Microsoft, Nintendo GameCube(TM), Nintendo DS(TM) and Game Boy(R) Advance. The Company publishes and develops products through its wholly owned labels Rockstar Games, 2K and 2K Sports and Global Star Software; and distributes products in North America through its Jack of All Games subsidiary. Take-Two also manufactures and markets video game accessories in Europe, North America and the Asia Pacific region through its Joytech subsidiary. The Company maintains sales and marketing offices in Cincinnati, New York, Toronto, London, Paris, Munich, Madrid, Vienna, Milan, Sydney, Breda (Netherlands), Auckland, Shanghai and Tokyo. Take-Two'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.

All trademarks and copyrights contained herein are the property of their respective holders.

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo(TM) may be required (sold separately).

Xbox, Xbox 360 and Xbox Live are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

Safe Harbor Statement under the Private Securities Litigation Reform Act of 1995: This press release contains forward-looking statements made in reliance upon the safe harbor provisions of Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934, as amended. The statements contained herein which are not historical facts are considered forward-looking statements under federal securities laws. Such forward-looking statements are based on the beliefs of our management as well as assumptions made by and information currently available to them. The Company has no obligation to update such forward-looking statements. Actual results may vary significantly from these forward-looking statements based on a variety of factors. These important factors are described in the Company's Form 10-Q for the quarter ended January 31, 2006 in the section entitled "Cautionary Statement and Risk Factors".

```
    CONTACT: Take-Two Interactive Software, Inc.
             Jim Ankner, 646-536-3006
             james.ankner@take2games.com
            or
            2K
             Marcelyn Ditter, 646-723-4232
             marcelyn.ditter@2kgames.com
            or
            2K Sports
             Anthony Chau, 415-507-7609
             achau@2ksports.com
            or
            Access PR
             Cori Barrett, 415-844-6263
             cbarrett@access.com

    SOURCE: Take-Two Interactive Software, Inc.
```