

## BioShock® Infinite: Burial at Sea – Episode Two Available for Download Starting March 25

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*Featuring stealth-oriented gameplay and a new player character: Elizabeth*

NEW YORK--(BUSINESS WIRE)--Feb. 5, 2014-- 2K and Irrational Games announced today that **BioShock® Infinite: Burial at Sea – Episode Two\***, the third add-on content pack for the award-winning **BioShock Infinite**, will be available for download worldwide on the PlayStation®3 computer entertainment system, Xbox 360 games and entertainment system from Microsoft, and Windows PC starting March 25.

**BioShock Infinite: Burial at Sea – Episode Two** is built almost entirely from scratch by Irrational Games, the studio behind the original **BioShock** and **BioShock Infinite**. The narrative of this add-on content pack concludes the storyline of **BioShock Infinite** and **Burial at Sea**, as seen through the eyes of a new player character, Elizabeth, and features all-new stealth-oriented gameplay, as well as new weapons and modes.

“In **Burial at Sea – Episode Two**, we are delivering a story that involves nearly major every character from the original **BioShock** and **BioShock Infinite**,” said Ken Levine, creative director of Irrational Games. “It is a story that will give gamers a new perspective on the **BioShock** universe and conclude the story of **BioShock Infinite** and **Burial at Sea**.”

*\*BioShock Infinite is not included in this add-on content, but is required to play all of the included content.*

### About BioShock Infinite

From the creators of the highest-rated first-person shooter of all time\*\*, **BioShock**, **BioShock Infinite** puts players in the shoes of U.S. Cavalry veteran turned hired gun, Booker DeWitt. Indebted to the wrong people and with his life on the line, DeWitt has only one opportunity to wipe his slate clean. He must rescue Elizabeth, a mysterious girl imprisoned since childhood and locked up in the flying city of Columbia. Forced to trust one another, Booker and Elizabeth form a powerful bond during their daring escape. Together, they learn to harness an expanding arsenal of weapons and abilities, as they fight on zeppelins in the clouds, along high-speed Sky-Lines, and down in the streets of Columbia, all while surviving the threats of the air-city and uncovering its dark secret.

*\*\*Based on Metacritic average ranking across available platforms.*

### About BioShock Infinite: Burial at Sea – Episode Two

**BioShock Infinite: Burial at Sea – Episode Two** can be purchased as part of the **BioShock Infinite Season Pass**, which is priced at \$19.99. The **Season Pass**, which is available for purchase via online marketplaces on all available platforms, contains over \$35 of playable content in three add-on packs for \$19.99, including both **Burial at Sea** episodes, the previously released **Clash in the Clouds** add-on pack, as well as the **Early Bird Special Pack** that has powerful weapon upgrades, exclusive gold weapon skins and infusion bottles to upgrade player abilities. **BioShock Infinite: Burial at Sea – Episode 2** can also be purchased separately for \$14.99.

**BioShock Infinite** is rated M for Mature by the ESRB and is available now for the Xbox 360, PS3™, Mac®, and Windows PC. For the latest news and information on **BioShock Infinite**, become a fan on [Facebook](#) and follow [Irrational Games](#) on [Twitter](#).

### About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is a leading developer, marketer and publisher of interactive entertainment for consumers around the globe. The Company develops and publishes products through its two wholly-owned labels Rockstar Games and 2K. Our products are designed for console systems, handheld gaming systems and personal computers, including smartphones and tablets, and are delivered 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>.

## About 2K

Founded in 2005, 2K develops and publishes interactive entertainment globally for console systems, handheld gaming systems and personal computers, including smartphones and tablets, which are delivered through physical retail, digital download, online platforms and cloud streaming services. 2K publishes titles in today's most popular gaming genres, including shooters, action, role-playing, strategy, sports, casual, and family entertainment. The 2K label has some of the most talented development studios in the world today, including Firaxis Games, Visual Concepts, Irrational Games, 2K Marin, 2K Australia, 2K Czech, Cat Daddy Games and 2K China. 2K's stable of high quality titles includes the critically acclaimed *BioShock*®, *Borderlands*™ and *XCOM*® franchises, the beloved *Sid Meier's Civilization* series, the popular *WWE 2K* franchise and *NBA 2K*, the #1 rated and #1 selling basketball franchise\*\*\*. 2K is headquartered in Novato, California and is a wholly owned label of Take-Two Interactive Software, Inc. (NASDAQ:TTWO). For more information, please visit [www.2K.com](http://www.2K.com).

\*\*\*According to 2008 - 2013 [Metacritic.com](http://www.metacritic.com) and The NPD Group estimates of U.S. retail video game sales through September 2013.

## About Irrational Games

Located near Boston, Massachusetts, Irrational Games is widely recognized as one of the industry's leading game developers. Irrational has earned a reputation for creating story-driven, genre-defining games with award-winning hits like *System Shock 2*, *Freedom Force*, the original *BioShock*, and *BioShock Infinite*. For more information, visit <http://www.irrationalgames.com>.

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

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Source: Take-Two Interactive

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