

BioShock® Infinite Now Planned for February 2013

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NEW YORK--(BUSINESS WIRE)--May. 9, 2012-- 2K Games announced today that **BioShock® Infinite** from Irrational Games is now planned to launch worldwide on February 26, 2013.

Ken Levine, Creative Director of Irrational Games, stated, "When we announced the release date of **BioShock Infinite** in March, we felt pretty good about the timing. Since then, we've uncovered opportunities to make **Infinite** into something even more extraordinary. Therefore, to give our talented team the time they need to deliver the best **Infinite** possible, we've decided to move the game's release to February."

About BioShock Infinite

BioShock Infinite, developed by Irrational Games, won over 75 editorial awards at E3 2011, including the Game Critics Awards' Best of Show.

In this first-person shooter, the player assumes the role of former Pinkerton agent Booker DeWitt, who is sent to Columbia to rescue Elizabeth, a young woman imprisoned there since childhood. He develops a relationship with Elizabeth, augmenting his abilities with hers so they may escape from a city literally falling from the sky. DeWitt learns to fight foes in high-speed Sky-Line battles, engage in combat both indoors and amongst the clouds, and harnesses the power of dozens of new weapons and abilities.

BioShock Infinite is in development for the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system and Windows-based PC, and is not yet rated by the ESRB.

For more information on **BioShock Infinite** please visit <http://www.bioshockinfinite.com>.

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*, and the original *BioShock*. 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).

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, which publishes its titles under the 2K Games, 2K Sports and 2K Play brands. 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>.

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Source: Take-Two Interactive

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