

2K Games' Serious Sam II Blasts Into Retail Stores Nationwide; Latest Installment in Popular Franchise Features All-New 3D Engine and Online Play for the PC and Xbox

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NEW YORK--(BUSINESS WIRE)--Oct. 11, 2005--2K Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), today announced that Serious Sam II for PC and the Xbox(R) video game and entertainment system from Microsoft is now available in retail stores across North America.

Serious Sam II was developed by Croteam and is powered by their internally-developed Serious Engine 2. Featuring pick up and play frantic-fun, Serious Sam II allows gamers to really blow \$#!% up in more than 40 enormous levels. Serious Sam II also features online co-operative gameplay for PC -- with up to 16 players via LAN or Internet and Xbox for up to four players via Xbox Live(R) online game service or system link.

"Serious Sam II delivers classic first-person shooter gameplay with an all-new 3D engine," said Christoph Hartmann, Managing Director of 2K Games. "The latest Serious Sam installment is sure to please fans of the series and anyone else who enjoys a fast paced, frantic-fun gaming experience."

In the game, players frenetically blast away at swarms of weird and comical enemies with an arsenal of weapons through more than 40 expansive and stunning levels. Serious Sam II also features all-new vehicular, turret-based and animal-back combat.

Key Features:

- More than 40 beautiful, expansive levels spread out over seven unique environments. Sam will travel through thick jungles, murky swamps, frozen tundra, futuristic cities, volcanic planets and more. Each level is seriously enormous!
- 45 newly designed enemy types for Sam to face. The Serious Sam series, known for its outrageous enemy personalities, delivers even more comic relief with Serious Sam II.
- Online play for both PC and Xbox. 16 player simultaneous co-op on PC, four player simultaneous co-op on Xbox.

Here's what the press is saying about Serious Sam II:

"...prepare for one very intense and viscerally satisfying action/shooter experience." - Hardcore Gamer (August 2005)

"...lovingly shrivels your retinas to raisins with vibrant, fully destructible environments..." - Computer Games Magazine (June 2005)

"Serious Sam II is bigger and badder in all the places that count." - PC Gamer (July 2005)

"Mayhem at its finest, ladies and gentlemen." - IGN.com

Serious Sam II is rated M for Mature and is now available in North American retail stores at a suggested retail price of \$29.99 on PC and \$39.99 on Xbox. For more information please visit www.serioussam2.com.

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, the Xbox(R) video game and entertainment system from Microsoft, the Xbox 360(TM) video game and entertainment system 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 Games, 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) and Auckland. 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.

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