

2K Sports Challenges Snowboarders to Take the Jump with Amped 3 for Xbox 360

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NEW YORK--(BUSINESS WIRE)--Nov. 2, 2005--2K Sports, a publishing label of Take-Two Interactive Software, Inc. (Nasdaq: TTWO), today announced Amped(TM) 3 is a launch day candidate for the Xbox 360(TM) video game and entertainment system from Microsoft. The only snowboard game to be available for Xbox 360, Amped 3 features an all-new physics engine, enhanced controls and the world's greatest winter resorts to create the most authentic snowboarding experience. Action is interlaced with a hip storyline that encompasses the distinct snowboarder culture, style, music and attitude.

Amped 3 stays true to its roots as the most authentic trick-based snowboarding game on seven new real-world resorts. Amped 3 is three times larger than the levels in the preceding Amped games. The Snowbox(TM) offers hundreds of challenges at various resorts, including the option for players to test their skills snowmobiling and sledding and then have their top scored runs, hang-times and crashes automatically posted on Xbox Live(R) online gaming service. Given the vastness of the mountains, players explore the backcountry on snowmobile to find the perfect spots and then use the Park Builder for planting their own jumps and rails.

"With Amped 3, 2K Sports has tapped into the power of Xbox 360 to create the most authentic, customized, and unique snowboarding experience for gamers," said Greg Thomas, president of Visual Concepts, a 2K Sports studio. "Amped 3 captures the sport of snowboarding and reflects the style and attitude associated with the snowboarder culture."

Amped 3's Snow Tracks in-game soundtrack features more than 300 new independent music tracks. Select tracks are featured on the exclusive Amped 3 soundtrack CD, available as a pre-sell promotional item at major retailers and at 2K Sports events in November.

For more information, log onto www.ampedsnowboarding.com or <http://www.2ksports.com>. Amped 3 is developed by Indie Built, Inc., a 2K Sports studio.

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) video game and entertainment system from Microsoft, 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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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 July 31, 2005 in the section entitled "Cautionary Statement and Risk Factors".

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