

2K Games and Bethesda Softworks Announce The Elder Scrolls IV: Oblivion for Xbox 360 and PC Now Available in North America

March 22, 2006 8:03 AM ET

NEW YORK & ROCKVILLE, Md.--(BUSINESS WIRE)--March 22, 2006--

The Highly Anticipated Next Chapter in the Award-winning Elder Scrolls

Series Has Shipped to Retail Stores Across North America and Europe

2K Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ:TTWO), and Bethesda Softworks(R) today announced that the highly-anticipated role-playing game, The Elder Scrolls(R) IV: Oblivion(TM) is now available for the Xbox 360(TM) video game and entertainment system from Microsoft and PC in stores across North America and will be available at stores in Europe on March 24th.

The long-awaited Oblivion represents the quintessential role-playing experience for the next-generation of gaming, inviting gamers into the sprawling environments of Tamriel, the most vibrant game-world ever created. With a powerful combination of freeform gameplay and lush, unprecedented graphics, gamers can choose to unravel Oblivion's epic narrative or simply explore the vast landscape in search of their own unique challenges.

Oblivion's story begins with the mysterious assassination of Emperor Uriel Septim VII, leaving the kingdom's throne dangerously vacant. With the Empire ready to crumble, the gates of Oblivion are thrust open, scattering demons and other hellish creatures across the countryside. To turn the tide, gamers must journey to find the Emperor's lost heir and defeat the plot that threatens to destroy all of Tamriel.

"Oblivion is an engrossing and unique role-playing experience with incredibly deep gameplay," said Christoph Hartmann, Managing Director of 2K Games. "Gamers will be amazed when they see the revolutionary features that have made Oblivion one of the most anticipated titles of 2006."

Oblivion promises to be the defining RPG for the next generation, combining landmark visuals, a sprawling, sandbox universe with more than 200 hours of gameplay, intense first-person combat and realistic characters driven by the groundbreaking Radiant AI.

The Elder Scrolls(R) IV: Oblivion is available for both the PC and Xbox 360 in regular and collector's editions. The collector's edition includes a 112-page Pocket Guide to the Empire, detailing every aspect of the world of Tamriel, as well as an extensive "Making of Oblivion" documentary and an authentic replication of the Septim Gold Coin, the official currency of Tamriel. PC gamers will also be able to bend the world of Tamriel to their will with the extensive Elder Scrolls Construction Set(TM).

The Elder Scrolls IV: Oblivion for Xbox 360 and PC, co-published by 2K Games and Bethesda Softworks, has been rated "T" for Teen by the ESRB. For more information on the title visit the official web site at www.elderscrolls.com.

About Bethesda Softworks

Headquartered in Rockville, MD, Bethesda Softworks LLC, a subsidiary of ZeniMax Media Inc., is a premier developer and publisher of interactive entertainment software and has produced numerous award-winning titles, most recently with the 2002 PC and Xbox(R) Game of the Year and RPG of the Year, The Elder Scrolls III: Morrowind(R). Among Bethesda's more popular franchises are The Elder Scrolls(R) series and Fallout(R), as well as its licensed properties, Pirates of the Caribbean(TM) and Star Trek(R). Its product line spans the sports, racing, RPG, strategy, and action genres. For more information on Bethesda Softworks' products, visit www.bethsoft.com.

About Take-Two Interactive Software, Inc.

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 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), 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.

(C) 2006 Bethesda Softworks LLC, a ZeniMax Media company. The Elder Scrolls, Oblivion, Morrowind, Daggerfall, Arena, Bethesda Softworks, ZeniMax and their related logos are registered trademarks or trademarks of ZeniMax Media Inc. in the United States and/or in other countries. Microsoft, Xbox, the Xbox logo, Xbox 360, the Xbox 360 logo, Xbox Live, and the Xbox Live logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from owner. Other product and company names referenced herein may be trademarks of their respective owners. All Rights Reserved.

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

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

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: Bethesda Softworks
Pete Hines, 301-354-4274
phines@bethsoft.com
or
Erin Losi, 301-354-4207
elosi@bethsoft.com
or
Take-Two Interactive Software, Inc.
Jim Ankner, 646-536-3006
james.ankner@take2games.com
or
2K Games
Marcelyn Ditter, 646-723-4232
marcelyn.ditter@2kgames.com

SOURCE: Take-Two Interactive Software, Inc. and Bethesda Softworks

ILC