

2K and Turtle Rock Studios Announce *Evolve*[™]

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Upcoming shooter from the creators of Left 4 Dead to offer evolution of multiplayer gaming; first details available exclusively in Game Informer magazine

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NEW YORK--(BUSINESS WIRE)--Jan. 14, 2014-- 2K and Turtle Rock Studios, creators of the cooperative shooter classic *Left 4 Dead*, today officially announced *Evolve*[™], an all-new multiplayer shooter experience. First revealed exclusively on the cover of *Game Informer* magazine's current February issue, *Evolve* will be available this fall for Xbox One, the all-in-one games and entertainment system from Microsoft, PlayStation®4 computer entertainment system, and Windows PC.

Evolve expertly blends cooperative and competitive multiplayer experiences as a team of four hunters face off against a single, player-controlled monster. Set on an alien planet in the distant future, gamers hunt their prey in adrenaline-pumping 4V1 matches. Players experience *Evolve* as a first-person shooter when playing cooperatively as the four hunters, while they control the monster in the third-person perspective, providing a gameplay experience unique to *Evolve*. In addition to revealing *Evolve*, *Game Informer* details Goliath, the first monster included in the game, and the first squad of four hunters, each with their own unique classes and abilities.

"Our philosophy is to build incredibly fun game experiences that we can't find anywhere else," said Chris Ashton, co-founder and design director at Turtle Rock Studios. "*Evolve*'s co-op vs. lone wolf formula has created some of the most intense multiplayer matches we've ever experienced."

"*Evolve* will be a generation-defining multiplayer experience," said Christoph Hartmann, president of 2K. "As our first new IP for next-gen systems, 2K is working with Turtle Rock Studios to deliver a game that's instantly entertaining and impossible to put down."

Evolve is available for pre-order beginning today at participating retailers. Those who pre-order the game from participating retailers will be rewarded with the **Monster Expansion Pack**, which includes the Savage Goliath skin at launch and a new monster character as soon as it becomes available after *Evolve* is released. To see a list of retailers that you can pre-order *Evolve* from now, please visit www.evolvegame.com/preorder.

To learn more about *Evolve*, gamers can pick up the latest issue of *Game Informer* magazine or visit www.gameinformer.com/evolve throughout the month of January for an exclusive look at the game.

Evolve will be available in fall 2014 for Xbox One, PlayStation®4 system and PC. *Evolve* is not yet rated by the ESRB. For more information on *Evolve*, follow us on [Twitter](#), become a fan on [Facebook](#), subscribe on [YouTube](#) and visit www.evolvegame.com.

About *Evolve*

From Turtle Rock Studios, creators of *Left 4 Dead*, comes *Evolve*, the next generation of multiplayer shooters where four hunters face off against a single, player-controlled monster in adrenaline-pumping 4V1 matches. Play as the monster to use savage abilities and an animalistic sense to kill your human enemies, or choose one of four hunter classes (Trapper, Support, Assault and Medic) and team up to take down the beast on the planet Shear, where flora and fauna act as an adversary to man and monster alike. Level up to unlock new hunter or monster characters as well as upgrades, skins and perks. Earn your infamy on the leaderboards and become the apex predator.

2K is 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. 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.

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

About Turtle Rock Studios

Founded in 2002, Turtle Rock Studios is an independent AAA game development studio based in Southern California. Turtle Rock Studios created the critically acclaimed *Left 4 Dead* and has also developed additional content for *Left 4 Dead*, *Left 4 Dead 2* and titles in the *Counter-Strike* universe, including *Counter-Strike: Condition Zero* and *Counter-Strike: Source*. Turtle Rock Studios is currently developing *Evolve*.

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The statements contained herein which are not historical facts are considered forward-looking statements under federal securities laws and may be identified by words such as "anticipates," "believes," "estimates," "expects," "intends," "plans," "potential," "predicts," "projects," "seeks," "will," or words of similar meaning and include, but are not limited to, statements regarding the outlook for the Company's future business and financial performance. Such forward-looking statements are based on the current beliefs of our management as well as assumptions made by and information currently available to them, which are subject to inherent uncertainties, risks and changes in circumstances that are difficult to predict. Actual outcomes and results may vary materially from these forward-looking statements based on a variety of risks and uncertainties, including: our dependence on key management and product development personnel, our dependence on our Grand Theft Auto products and our ability to develop other hit titles for current and next-generation platforms, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, our ability to raise capital if needed and risks associated with international operations. Other important factors and information are contained in the Company's Annual Report on Form 10-K for the fiscal year ended March 31, 2013, in the section entitled "Risk Factors," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended September 30, 2013, and the Company's other periodic filings with the SEC, which can be accessed at www.take2games.com. All forward-looking statements are qualified by these cautionary statements and apply only as of the date they are made. The Company undertakes no obligation to update any forward-looking statement, whether as a result of new information, future events or otherwise.

Photos/Multimedia Gallery Available: <http://www.businesswire.com/multimedia/home/20140114005249/en/>

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2K

Brian Roundy, 415-507-7532

pr@2k.com

or

Access Communications for 2K

Alexandra Ellis, 917-522-3515

aellis@accesspr.com

or

Take-Two Interactive Software, Inc.

Alan Lewis (Corporate Press), 646-536-2983

alan.lewis@take2games.com