

2K Announces Expanded Euroleague Lineup for NBA® 2K15

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25 Euroleague Basketball teams playable exclusively in NBA 2K15

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NEW YORK & BARCELONA, Spain--(BUSINESS WIRE)--May 16, 2014-- [2K](#) announced today that **NBA® 2K15**, the next installment of the top-selling and top-rated NBA video game simulation franchise*, will include additional teams and players from the Turkish Airlines Euroleague as part of their exclusive multi-year global partnership. **NBA 2K15** will be available on October 7 in North America, and on October 10 internationally for the PlayStation®3 and PlayStation®4 computer entertainment systems, the Xbox One all-in-one games and entertainment system and Xbox 360 games and entertainment system from Microsoft; and Windows PC.

NBA 2K15 will feature 11 additional teams from the Turkish Airlines Euroleague, including top-level FC Bayern Munich of Germany, JSF Nanterre of France, Galatasaray Liv Hospital Istanbul of Turkey and Partizan NIS Belgrade of Serbia, bringing the total number of playable Euroleague teams to 25, including every team that participated in the 2013-14 Turkish Airlines Euroleague. All squads will be fully updated to reflect trades accurate to the day of release**.

"The global response to the integration of Euroleague teams into the **NBA 2K** series last year was fantastic, and a key factor in our decision to include the full complement of 2013-14 Euroleague teams in **NBA 2K15**," said Greg Thomas, President of Visual Concepts. "We know there's a huge passion for basketball in Europe, and we're excited to further expand the number of playable European teams to make this the most comprehensive basketball game ever."

"After an exciting start last year, our partnership with 2K takes another strong step forward with an expansion of the Euroleague Basketball teams in **NBA 2K15**," added Jordi Bertomeu, President and CEO of Euroleague Basketball. "The appeal of our style of basketball to video game fans was evident right away with just 14 Euroleague Basketball teams last year, and we are sure that seeing many more of them in **NBA 2K15** will be another hit."

The full list of 25 teams to be included in **NBA 2K15** are:

- Alba Berlin;
- Anadolu Efes Istanbul;
- **Brose Baskets Bamberg (new)**;
- **Budivel'nik Kyiv (new)**;
- **Crvena Zvezda Telekom Belgrade (new)**;
- CSKA Moscow;
- EA7 Emporio Armani Milan;
- FC Barcelona;
- **FC Bayern Munich (new)**;
- Fenerbahçe Ülker Istanbul;
- **Galatasaray Liv Hospital Istanbul (new)**;
- **JSF Nanterre (new)**;
- Laboral Kutxa Vitoria;
- **Lietuvos Rytas Vilnius (new)**;
- **Lokomotiv Kuban Krasnodar (new)**;
- Maccabi Electra Tel Aviv;
- Montepaschi Siena;
- Olympiacos Piraeus;
- Panathinaikos Athens;
- **Partizan NIS Belgrade (new)**;
- Real Madrid;
- **Stelmet Zielona Góra (new)**;
- **Strasbourg (new)**;

- Unicaja Málaga;
- Zalgiris Kaunas.

2K also recently announced Oklahoma City Thunder superstar Kevin Durant, newly-crowned 2014 NBA Most Valuable Player, as cover athlete on **NBA 2K15**, and that customers can now pre-order for PS4™, PS3™, Xbox One, Xbox 360, and Windows PC by visiting <http://2kgam.es/BuyNBA2K15>.

Developed by Visual Concepts, a 2K studio, **NBA 2K15** is not yet rated by the ESRB.

**According to 2008 - 2014 [Metacritic.com](http://www.metacritic.com) and The NPD Group estimates of U.S. retail video game sales through April 2014.*

***Roster update available as a free update, requiring a connection to the Internet.*

2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ:TTWO).

About Euroleague Basketball

A global leader in sports management, Euroleague Basketball is enjoying its second decade of sustained growth as an innovative organizer of elite competitions and events. Euroleague Basketball was founded in 2000 under a private organizational model considered a breakthrough for European professional team sports. It now manages the continent's two premier basketball competitions, the Turkish Airlines Euroleague and the Eurocup, consisting of 72 teams from as many as 25 countries. Each season culminates in the naming of a continental champion at the Turkish Airlines Euroleague Final Four, now a signature event on the world sports calendar. All recent Final Fours have been broadcast live to nearly 200 countries on all five continents, matching the company's growth both on line and in arena attendance. Euroleague Basketball also manages the Nike International Junior Tournament, a season long U18 competition with four qualifying tournaments in four different countries culminating in the crowning of the U18 men's continental champion each spring in parallel with the Turkish Airlines Euroleague Final Four. Off the court, the Euroleague Basketball Institute also takes an active role in educating and inspiring talented individuals in the fields of sports management and coaching, while its acclaimed CSR & Marketing One Team programme, with already 17 clubs and other partners and organizations across the globe, develops educational programmes that use the power of basketball to integrate communities.

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, 2K Marin, 2K Czech, 2K Australia, 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 - 2014 Metacritic.com and The NPD Group estimates of U.S. retail video game sales through April 2014.*

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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, 2014, in the section entitled "Risk Factors," 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/20140516005038/en/>

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