

## **2K Games Announces North American Publishing Agreement with Sony Computer Entertainment Europe and Twentieth Century Fox for 24: The Game; The Countdown Begins as 24: The Game Heads to North America for Fall 2005 Release**

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NEW YORK--(BUSINESS WIRE)--May 16, 2005--2K Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), today announced that it has signed an agreement with Sony Computer Entertainment Europe and Twentieth Century Fox for exclusive North American publishing rights to 24: The Game, developed by Sony Computer Entertainment Europe's Cambridge Studio exclusively for the PlayStation(R)2 computer entertainment system.

24: The Game features an unprecedented level of involvement from the people behind the groundbreaking television series. Many key actors and actresses from the series will provide their likenesses and voice talent to 24: The Game, including Kiefer Sutherland, Elisha Cuthbert and Carlos Bernard. In addition, the game's storyline has been written in collaboration with series writer Duddy Demetrius and the music has been composed by Sean Callery, an Emmy award-winner for his work on 24.

"24 is one of the hottest shows on television right now, getting the best ratings of its four-year run, and is the perfect property to translate into an interactive entertainment experience," said Christoph Hartmann, Managing Director for 2K Games. "24: The Game not only creates an intense gaming experience with the same time-based tension the show is well known for, but also answers questions fans have had about the events that transpired between seasons two and three."

24: The Game lets gamers take on multiple roles from the show as they frantically complete over 100 solo and team-based missions that feature shooting, stealth and puzzle-based gameplay, along with the ability to interrogate captured enemies to obtain vital information. The designers have incorporated many of the series' distinctive visual and audio features, such as its innovative use of split-screen windows for simultaneous plot developments and a constant race against the 24-hour clock.

24: The Game is planned for release on PlayStation 2 in fall 2005. For more information, please visit [www.2kgames.com](http://www.2kgames.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) handheld entertainment system, the Xbox(R) video game and entertainment system from Microsoft, the Xbox 360(TM) video game and entertainment system from Microsoft, the 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 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](http://www.take2games.com).

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### **Sony Computer Entertainment Europe Ltd.**

Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PS one and PlayStation 2 software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. At the end of December 2004, over 39 million PlayStation units had been shipped across these PAL territories, over 101 million worldwide. Between its European debut on 24 November 2000 and the end of December 2004, over 29 million PlayStation 2 units have been shipped across the PAL territories, over 81 million world-wide, making it one of the most successful consumer electronic products in history.

PlayStation and the PlayStation logo, PS one and PS2 are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are property of their respective owners.

More information about PlayStation products can be found at <http://www.scee.com> and [www.playstation.com](http://www.playstation.com).

Safe Harbor Statement under the Private Securities 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, 2005 in the section entitled "Cautionary Statement and Risk Factors".

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