

2K Announces “Nobody Wants to Die” by Ice Cube and DJ Shadow Created for Mafia III

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Original song featured in Mafia III Revenge Launch Trailer ahead of tomorrow’s release

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NEW YORK--(BUSINESS WIRE)--Oct. 6, 2016-- [2K](#) and [Hangar 13](#) today announced that Ice Cube and DJ Shadow have created an original song specifically for the [Mafia III Revenge Launch Trailer](#), which was released today. [Mafia III](#), the thrilling organized crime drama set in the immersive open world of 1968 New Bordeaux, launches tomorrow for PlayStation®4 computer entertainment system, Xbox One and Windows PC.

Ice Cube and DJ Shadow’s “Nobody Wants to Die” is an original track that evokes the spirit and themes of **Mafia III** and protagonist Lincoln Clay’s path of revenge against the Italian mafia in 1968 New Bordeaux. Full lyrics for “Nobody Wants to Die,” as well as custom commentary by Ice Cube, is available from Genius at <https://genius.com/Ice-cube-nobody-wants-to-die-lyrics>.

Standard, limited Deluxe and limited Collector’s Editions of **Mafia III** are available for pre-order. The [Mafia III Deluxe Edition](#) (\$79.99 MSRP) will be available digitally, and physically in a limited capacity from select retailers, and includes both the game and access to additional, post-release downloadable content, including the Season Pass at additional savings. The limited [Mafia III Collector’s Edition](#) (\$149.99 MSRP) is packed with physical and digital items, providing a window into the sights and sounds of 1968 New Bordeaux, including the official soundtrack and original game score, both on 180 gram vinyl, a collectable art book, art prints, and more. Those who pre-order any edition of **Mafia III** from participating retailers will receive the **Family Kick-Back**, which includes three exclusive lieutenant-themed vehicle and weapon gifts available to players at launch.

Mafia III will be available tomorrow for PS4™ system, Xbox One and Windows PC. **Mafia III** is rated M for Mature by the ESRB. For more information on **Mafia III**, subscribe on [YouTube](#), follow us on [Twitter](#), become a fan on [Facebook](#) and visit <http://MafiaGame.com>.

2K is a wholly owned 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, publisher and marketer 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 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, Hangar 13, Cat Daddy Games and 2K China. 2K’s stable of high quality titles includes the critically acclaimed BioShock®, Borderlands™, Mafia, and XCOM® franchises, the beloved Sid Meier’s Civilization series, Evolve™, Battleborn®, the popular WWE 2K franchise and NBA 2K, the highest rated* annual sports title of this console generation.

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 - 2016 Metacritic.com*

About Hangar 13

Located at 2K headquarters in Novato, California, Hangar 13 is the newest studio to design and develop games under the 2K publishing label. With a team of fantastic talent built from some of the most well-known studios in the industry, Hangar 13 is aiming to use its own proprietary technology to advance the art of player-driven experiences, creating games that will become industry benchmarks.

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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, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, and risks associated with international operations. Other important factors and information are contained in the Company's most recent Annual Report on Form 10-K, including the risks summarized in the section entitled "Risk Factors," the Company's most recent Quarterly Report on Form 10-Q, 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.

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