

## 2K Announces Carnival Games® VR Now Available on HTC Vive™ and PlayStation®VR

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*2K's first virtual reality offering challenges consumers to step right up and play their favorite carnival games; Coming to Oculus Rift on December 6, 2016*

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NEW YORK--(BUSINESS WIRE)--Oct. 28, 2016-- [2K](#) today announced that [Carnival Games® VR](#), a new take on the hit franchise created by Cat Daddy Games that has sold-in more than 9 million copies worldwide, is now available as a \$19.99 digital download for HTC Vive™ and PlayStation®VR. *Carnival Games VR* marks 2K's first virtual reality offering, bringing the thrill of 12 different carnival games into living rooms in an engaging entertainment experience for all ages.

This Smart News Release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20161028005092/en/>



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Carnival Alleys. All prizes are held in the Play Room where they can be used to unlock unique achievements. In addition, players can challenge their friends and see if they can earn the top spot on the online leaderboard. For full details on all 12 games, please see the [Official 2K Blog](#).

*Carnival Games VR* is rated E-10+\* by the ESRB, is available now for the HTC Vive™ and PlayStation®VR, and will be available for Oculus Rift worldwide on December 6, 2016. For more information on *Carnival Games VR*, subscribe on [YouTube](#), follow us on [Twitter](#), become a fan on [Facebook](#) and visit <http://www.2K.com/carnivalgames>.

*\*Users should consult the operating instructions provided with their VR hardware for safety guidelines and age restrictions.*

Oculus and Rift are trademarks of Oculus VR, LLC.

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, and Cat Daddy Games. 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](http://www.2k.com).

*\*\*According to 2008 - 2016 [Metacritic.com](http://www.metacritic.com) and The NPD Group estimates of U.S. retail video game sales through September 2016.*

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## Cautionary Note Regarding Forward-Looking Statements

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](http://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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Source: Take-Two Interactive

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