Borderlands®: The Pre-Sequel™ Available October 14, 2014

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Pre-order for exclusive access to Shock Drop Slaughter Pit *bonus content*

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NEW YORK--(BUSINESS WIRE)--Jun. 5, 2014-- 2K and Gearbox Software announced today that ***Borderlands®: The Pre-Sequel***™, the next standalone game in the wildly popular ***Borderlands*** franchise, will be available in North America on October 14, 2014, and internationally on October 17, 2014, for the Xbox 360 games and entertainment system from Microsoft, PlayStation®3 computer entertainment system and Windows PC. Currently in co-development with Gearbox Software and 2K Australia, ***Borderlands: The Pre-Sequel*** is set in between the award-winning ***Borderlands*** and ***Borderlands 2***, *and* brings low-gravity shoot 'n' loot mayhem to Pandora's moon for the first time. Additionally, those who pre-order the game through participating retailers will receive the ***Shock Drop Slaughter Pit*** bonus content, which features intense zero-atmosphere combat against the fiercest enemies Pandora's moon has to offer, and rewards players with unique in-game loot.

Borderlands: The Pre-Sequel offers gravity-bending gameplay with oxygen-propelled jetpacks, as well as new weapons, enemies, vehicles, and moon environments. Playing as four all-new character classes with unique skill trees, gamers will contribute to the rise of Handsome Jack and experience his origin story as he transforms into the megalomaniacal tyrant fans loved to hate in ***Borderlands 2.***

"The teams at Gearbox and 2K Australia have combined the best talent from both studios to create a ***Borderlands*** experience that we know fans are going to love," said *Christoph* Hartmann, president of 2K. "For those that haven't played the critically acclaimed franchise, there's never been a better time to jump in than with ***Borderlands: The Pre-Sequel***."

Borderlands: The Pre-Sequel continues the franchise's tradition of industry-leading co-op allowing friends to play together locally via split-screen as well as online with drop-in-drop-out capabilities. With co-op being as seamless as ever, ***Borderlands: The Pre-Sequel*** remains accessible for gamers and their friends to play alone or together in a variety of configurations.

"It's incredibly exciting that an all-new ***Borderlands*** experience is as close as this October," added Randy Pitchford, president of Gearbox Software. "If you've played any of the ***Borderlands*** games or if you have a friend who hasn't yet, the opportunity to blast off as a new set of playable characters in a whole new campaign experience, including shooting and looting on the moon, is just around the corner."

"We are huge fans of the ***Borderlands*** franchise and are thrilled to have this opportunity to show what we can bring to the ***Borderlands*** universe," concluded Tony Lawrence, general manager of 2K Australia. "We can't wait for fans to play as Athena, Wilhelm, Nisha and Claptrap and experience the new low-gravity gunplay with awesome new guns to freeze and smash enemies, all in the name of Handsome Jack."

Gamers who pre-order ***Borderlands: The Pre-Sequel*** will gain access to the ***Shock Drop Slaughter Pit*** bonus content. Taking place in an old Dahl facility on Pandora's moon, players will meet TR4-NU, who once was one of Dahl's military recruiters until he went crazy. TR4-NU is now hosting the ***Shock Drop Slaughter Pit*** and giving awesome loot to those who succeed against the moon's toughest enemies. To pre-order ***Borderlands: The Pre-Sequel,*** please visit http://borderlandsthegame.com/index.php/retail/borderlands-the-presequel.

Borderlands: The Pre-Sequel will be available on October 14, 2014 in North America and on October 17, 2014 internationally, for Xbox 360, PS3™, and Windows PC. ***Borderlands: The Pre-Sequel*** is not yet rated by the ESRB. Watch the first trailer for ***Borderlands: The Pre-Sequel*** at https://www.youtube.com/watch?v=xe6oobNa_RA. For more information, please visit the official Borderlands web site, follow @borderlands on twitter, become a fan of ***Borderlands*** on Facebook, and subscribe to the new ***Borderlands*** channel on YouTube.

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.*

About Gearbox Software

Gearbox Software is respected industry wide for award winning, best-selling video games developed for all major video game platforms. Founded in 1999 and headquartered near Dallas, TX, Gearbox Software is well known for the creation, development and management of its original blockbuster video game franchises including the critically acclaimed, award winning Brothers in Arms franchise and the record-breaking, genre-setting Borderlands franchise. In addition to having developed video games in some of the world's greatest video game brands, including Half-Life and Halo, Gearbox Software has also acquired and produced content for powerful, landmark intellectual property including Duke Nukem and Homeworld. Gearbox Software's success has been supported through many key and mutually beneficial business relationships with the world's greatest video game platform and publishing partners including Sony, Microsoft, Nintendo, Valve/Steam, Apple and Take-Two/2K.

About 2K Australia

Founded in 2006 and based in Canberra, 2K Australia has played an integral role in the development of 2K's critically acclaimed BioShock franchise – working closely on BioShock and BioShock Infinite, as well as supporting the development of BioShock 2. 2K Australia is currently co-developing the next installment in the Borderlands franchise with Gearbox Software, Borderlands: The Pre-Sequel.

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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 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.

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