

BioShock: The Collection Available Now on PS4™ and Xbox One

September 13, 2016 8:00 AM ET

Revisit the worlds of Rapture and Columbia, fully remastered for modern consoles

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NEW YORK--(BUSINESS WIRE)--Sep. 13, 2016-- [2K](#) announced today that **BioShock®: The Collection** is available now in North America for the PlayStation®4 computer entertainment system, and Xbox One, containing all three installments of the award-winning **BioShock** franchise fully remastered for modern consoles. Originally developed by Irrational Games and 2K Marin, and revitalized in full 1080p HD and up to 60 frames-per-second by Blind Squirrel Games, **BioShock: The Collection** brings all three games and all single-player add-on content from one of the highest-rated franchises* of the last console generation to new audiences at an incredible value of \$59.99. **BioShock: The Collection** will be available for the PS4™ system and Xbox One in Australia on September 15, 2016, and internationally on September 16, 2016, and will be released globally on Windows PC via Steam on September 15th, 2016 at 3:00 p.m. PT. PC owners of **BioShock**, **BioShock 2**, and/or **Minerva's Den** will be able to access the remastered versions of these titles as a free upgrade. For more details on the upgrade process, please visit the [official 2K blog](#).

“We’re immensely proud of the **BioShock** series, and we’ve taken great care in bringing these beloved games to the current generation of consoles,” said Christoph Hartmann, President of 2K. “Whether you’ve experienced these critically acclaimed classics before or are new to the series, there’s never been a better time to play and immerse yourself in the rich worlds of Rapture and Columbia.”

BioShock: The Collection brings together the epic and immersive stories set in the **BioShock** universe in one incredible package with 1080p resolution and up to 60 frames-per-second, along with new and improved textures and art assets created by Blind Squirrel Games. The remastered collection also includes an all-new Director Commentary series, “Imagining **BioShock**,” which is unlocked by finding Golden Reels hidden throughout Rapture in the remastered version of the first **BioShock**. By collecting these Golden Reels, players can watch nearly two hours of director's commentary, featuring Ken Levine, creative director on **BioShock** and **BioShock Infinite** and Shawn Robertson, animation lead on **BioShock** and animation director on **BioShock Infinite**.

BioShock: The Collection comes with two discs and contains all single-player content available for **BioShock**, **BioShock 2** and **BioShock Infinite**, including all single-player add-on content.

Add-on content for **BioShock: The Collection** includes:

BioShock

- Museum of Orphaned Concepts;
- Challenge Rooms.

BioShock 2

- Minerva's Den;
- Protector Trials.

BioShock Infinite

- All Episodic Add-On Content:
 - Clash in the Clouds Add-On Pack;
 - Burial at Sea - Episode 1 Add-On Pack;

- Burial At Sea - Episode 2 Add-On Pack.
- All Additional Content:
 - Industrial Revolution Rewards Pack;
 - BioShock Infinite Upgrade Pack;
 - Columbia's Finest Pack;
 - Comstock's China Broom Shotgun;
 - Comstock's Bird's Eye Sniper Rifle.

BioShock: The Collection is rated M for Mature by the ESRB.

For more information about the ***BioShock*** franchise, please visit the [official website](#), become a fan on [Facebook](#), follow the game on [Twitter](#) or subscribe to the official [2K YouTube](#) channel.

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

About *BioShock*

Developed by Irrational Games in 2007 for Windows PC and Xbox 360[®] video game and entertainment system from Microsoft, and PlayStation[®]3 computer entertainment system, ***BioShock*** launched to wide critical acclaim, winning more than 50 Game of the Year awards from prestigious organizations including Associated Press, the British Academy of Film and Television Arts (BAFTA), Game Informer, Spike TV's VGAs and Paste Magazine. ***BioShock*** is a narrative-driven action experience that allows players to do the impossible as they journey through an amazing, immersive and terrifying world. Caught between powerful forces and hunted down by genetically mutated citizens, the player will come to grips with the mysterious and fascinating world of Rapture, a distinct Art Deco underwater utopia gone mad. ***BioShock*** not only challenges the players' capacity to adapt and survive, but brings to question their values and commitment to the inhabitants of Rapture. With smart and adaptive AI, no encounter ever plays out the same, while numerous customization options provide gamers with an experience that adapts to their playing style.

About *BioShock 2*

BioShock 2 launched to critical acclaim and provides fans with an unsettling storyline, dazzling visual design and the evolution of the genetically enhanced shooter gameplay. Set almost a decade after a grueling civil war consumed the once magnificent city of Rapture, evil reverberates through the halls and a wickedness once thought gone forever returns along the Atlantic seaboard. An unspeakable series of kidnappings from local seaside communities by an unseen monster leads to the repopulation of Little Sisters in Rapture's failed utopia under the ocean. Players must step into the boots of one of gaming's most iconic characters, the Big Daddy, as they traverse the fallen city, fending off attacks from an army of genetically modified Splicers, while searching for escape and the key to their survival. ***BioShock 2*** was developed by 2K Marin in collaboration with 2K Australia, Digital Extremes and 2K China for the Xbox 360, PS3[™] system, and Windows PC.

About *BioShock Infinite*

From the creators of one of the highest-rated first-person shooter of all time*, ***BioShock***, ***BioShock Infinite*** puts players in the shoes of U.S. Cavalry veteran turned hired gun, Booker DeWitt. Indebted to the wrong people and with his life on the line, DeWitt has only one opportunity to wipe his slate clean. He must rescue Elizabeth, a mysterious girl imprisoned since childhood and locked up in the flying city of Columbia. Forced to trust one another, Booker and Elizabeth form a powerful bond during their daring escape. Together, they learn to harness an expanding arsenal of weapons and abilities, as they fight on zeppelins in the clouds, along high-speed Sky-Lines, and down in the streets of Columbia, all while surviving the threats of the air-city and uncovering its dark secret. ***BioShock Infinite*** was developed by Irrational Games for the Xbox 360, PS3[™] system, and Windows PC.

**Based on Metacritic average ranking across available platforms.*

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™, and XCOM® franchises, the beloved Sid Meier's Civilization series, Evolve™, Battleborn®, 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 - 2016 [Metacritic.com](http://www.metacritic.com) and The NPD Group estimates of U.S. retail video game sales through August 2016.*

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. 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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