

## **2K Games Announces Mad Moxxi's Underdome Riot, a Villainous Downloadable Addition to Borderlands(TM), Available Now**

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NEW YORK, Dec 29, 2009 (BUSINESS WIRE) -- 2K Games announced today that Mad Moxxi's Underdome Riot\*, the second game add-on content developed by Gearbox Software for the highly acclaimed Borderlands(TM), is now available from Xbox LIVE(R) Marketplace for the Xbox 360(R) video game and entertainment system from Microsoft for 800 Microsoft Points. Mad Moxxi's Underdome Riot will be available for the PlayStation(R)Network beginning January 7, 2010 for \$9.99 and Windows PC in early 2010. The explosive excitement of Mad Moxxi's Underdome Riot further enhances Borderlands'reputation as one of this year's best role playing shooter experiences.

**Mad Moxxi's Underdome Riot** presents fans with new gameplay features that expand upon the popular **Borderlands** video game in dangerous and exciting ways. The all-new Riot Mode challenges players to test their weaponry against hordes of menacing antagonists, thirsting for carnage in tournaments where the rules of warfare are constantly changing. **Mad Moxxi's Underdome Riot** also offers several new game features, including the ability to earn two more skill points making player's characters an even deadlier lethal weapon, and an all-new bank feature that provides extra storage capacity for weapons of devastation.

"Our fans loved **Borderlands** because it was addictive gameplay at its best with over the top action that satisfied their appetites for destruction," said Christoph Hartmann, president of 2K. "**Mad Moxxi's Underdome Riot** expands upon the original **Borderlands** universe by taking the co-operative mayhem that gamers loved about the original game and amplifying it."

Complete with extensive co-op integration seamlessly blending the single-player and multiplayer experiences, **Mad Moxxi's Underdome Riot** allows players to freely join or leave each other's games at any time for collaborative mayhem or the freedom to enjoy the game in full single-player mode. It also includes the groundbreaking weapon generation system that offers more than 16 million weapons from which to choose.

**Mad Moxxi's Underdome Riot** is available now on Xbox Live Marketplace for Xbox 360 and will be downloadable on January 9, 2010 for the PlayStation Network for \$9.99 and will also be offered for Windows PC users in early 2010. **Borderlands(TM)**, rated M for Mature by the ESRB, was developed by Gearbox Software and is currently available for Xbox 360, the PlayStation (R) 3 computer entertainment system and Windows PC.

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

**\* Requires standalone Borderlands product in order to be played.**

For more information, please visit [the Borderlands Web site](#).

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### **About Take-Two Interactive Software**

Headquartered in New York City, Take-Two Interactive Software, Inc. is a global developer, marketer, distributor and publisher of interactive entertainment software games for the PC, PlayStation<sup>(R)</sup>3 and PlayStation<sup>(R)</sup>2 computer entertainment systems, PSP<sup>(R)</sup> (PlayStation<sup>(R)</sup>Portable) system, Xbox 360<sup>(R)</sup> video game and entertainment system from Microsoft, Wii<sup>(TM)</sup>, Nintendo DS<sup>(TM)</sup>, iPhone<sup>(TM)</sup> and iPod<sup>(R)</sup> touch. The Company publishes and develops products through its wholly owned labels Rockstar Games and 2K, which publishes its titles under 2K Games, 2K Sports and 2K Play. Take-Two also distributes software, hardware and accessories in North America through its Jack of All Games subsidiary. The Company's common stock is publicly traded on NASDAQ under the symbol TTWO. For more corporate and product information please visit [our website](#).

### **About Gearbox Software**

Gearbox Software is respected industry wide for the award winning, best-selling original and licensed video games they have developed for major video game platforms.

Founded in 1999 and located near Dallas, TX, Gearbox Software is well known for the creation and development of their original blockbuster franchise, Brothers in Arms, which has sold over 7 million units. Additionally, Gearbox Software has developed games and added value to many of the industry's top franchises including Halo, Half-Life, Tony Hawk, James Bond and others. Gearbox Software's success has been enabled and supported through several key mutually beneficial business relationships with strong publishing partners including Activision, Electronic Arts, Ubisoft Entertainment, Microsoft Games Studios, Sega of America and Take-Two/2K Games.

Currently Gearbox Software is in development with Aliens: Colonial Marines, published by Sega, and other unannounced AAA games for multiple platforms including the Microsoft Xbox 360, PlayStation 3 system, Nintendo Wii, Windows PC, Mac, Nintendo DS, PSP system and more.

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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 for current generation platforms, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, our reliance on a primary distribution service provider for a significant portion of our products, our ability to raise capital if needed, risks associated with international operations, and the matters relating to the investigation by a special committee of our board of directors of the Company's stock option grants and the claims and proceedings relating thereto (including stockholder and derivative litigation and negative tax or other implications for the Company resulting from any accounting adjustments or other factors). Other important factors and information are contained in the Company's Annual Report on Form 10-K for the fiscal year ended October 31, 2009, in the section entitled "Risk Factors," and the Company's other periodic filings with the SEC, which can be accessed on our [SEC filings page](#). 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.

SOURCE: Take-Two Interactive Software, Inc.

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