

2K and Bethesda Softworks Release Legendary Bundles

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The Elder Scrolls® V: Skyrim and *BioShock® Infinite*; *Borderlands® 2* and *Dishonored™* bundles deliver supreme quality at an unprecedented price

NEW YORK--(BUSINESS WIRE)--Feb. 11, 2014-- 2K and Bethesda Softworks® today announced that four of the most critically-acclaimed video games of their generation – *The Elder Scrolls® V: Skyrim*, *BioShock® Infinite*, *Borderlands® 2*, and *Dishonored™* – are now available in two all-new bundles* for \$29.99 each in North America on the Xbox 360 games and entertainment system from Microsoft, PlayStation®3 computer entertainment system, and Windows PC.



- *The Elder Scrolls V: Skyrim & BioShock Infinite Bundle* combines two blockbusters from world-renowned developers Bethesda Game Studios and Irrational Games.
- The *Borderlands 2 & Dishonored Bundle* combines Gearbox Software's fan favorite shooter-looter with Arkane Studio's first-person action breakout hit.

Critics agree that *Skyrim*, *BioShock Infinite*, *Borderlands 2*, and *Dishonored* are four of the most celebrated and influential games of all time.

2K and Bethesda Softworks(R) today announced that four of the most critically-acclaimed video games of their generation - *The Elder Scrolls(R) V: Skyrim*, *BioShock(R) Infinite*, *Borderlands(R) 2*, and *Dishonored(TM)* - are now available in two all-new bundles* for \$29.99 each in North America on the Xbox 360 games and entertainment system from Microsoft, PlayStation(R)3 computer entertainment system, and Windows PC.

rating** and more than 120 awards to date, including the Associated Press' unanimous Game of the Year, on its way to becoming the highest-rated first-person shooter of 2013**.

- *Borderlands 2* and its industry-leading downloadable content has earned more than 60 awards to date, a 90 overall rating**, and was described by Game Informer as "one of the most rewarding gaming experiences of this console generation."
- *Dishonored* earned more than 100 awards from outlets including Game Informer, PC Gamer, Yahoo!, GameSpot.com, MSNBC.com, and CNN on its way to an 89 overall rating**.

"When you think of the best games of the modern era, you think of *Skyrim*, *BioShock Infinite*, *Borderlands 2*, and *Dishonored*," said Christoph Hartmann, president of 2K. "Combined, these four instant classics have sold tens of millions of copies worldwide, and have been recognized by hundreds of critics as the best in the industry, and now 2K and Bethesda Softworks are offering these games at an incredible value."

"Not only have these games been critical successes, but they have also won the hearts of gamers everywhere," added Vlatko Andonov, President, Bethesda Softworks. "Each of these games has an extraordinarily passionate fan base and we look forward to seeing those grow even larger as more people get to explore these fully-realized worlds."

The Elder Scrolls V: Skyrim & BioShock Infinite Bundle on PS3 also comes with a copy of the highest-rated first-person shooter of all time*, *BioShock*. [*The Elder Scrolls V: Skyrim*](#), [*BioShock Infinite*](#), [*Borderlands 2*](#), [*Dishonored*](#), and [*BioShock*](#) are rated M for Mature by the ESRB. For additional information on these games, you can visit their official web sites, or follow them on Facebook or Twitter.

**Bundles include the base games; downloadable content can be purchased separately.*

***Based on Metacritic.com scores as of January 27, 2014 across all available platforms.*

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, Irrational Games, 2K Marin, 2K Australia, 2K Czech, 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 - 2013 [Metacritic.com](http://www.metacritic.com) and The NPD Group estimates of U.S. retail video game sales through December 2013.*

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, development and management of its original blockbuster video game franchises including the best-selling new property of 2009, *Borderlands*, and its record setting downloadable content, the critically acclaimed award winning *Brothers in Arms* series, and the *Duke Nukem* and *Homeworld* franchises. The company has also developed licensed video games for many of the industry's top franchises including *Halo*, *Half-Life*, *Tony Hawk's Pro Skater*, *007 James Bond*, *Aliens* 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, and Take-Two/2K Games.

About Irrational Games

Located near Boston, Massachusetts, Irrational Games is widely recognized as one of the industry's leading game developers. Irrational has earned a reputation for creating story-driven, genre-defining games with award-winning hits like *System Shock 2*, *Freedom Force*, the original *BioShock*, and *BioShock Infinite*. For more information, visit <http://www.irrationalgames.com>.

About Bethesda Softworks

Bethesda Softworks, part of the ZeniMax Media Inc. family of companies, is a worldwide publisher of interactive entertainment software. Titles featured under the Bethesda label include such blockbuster franchises as *The Elder Scrolls*®, *DOOM*®, *QUAKE*®, *Fallout*®, *Wolfenstein*®, *Dishonored*®, *Prey*® and *RAGE*®. For more information on Bethesda Softworks' products, visit <http://www.bethsoft.com>.

About Arkane Studios

Arkane Studios, a ZeniMax Media company with offices in Lyon, France and Austin, Texas, was founded in 1999 and has

earned an enviable reputation for creating distinctive games. Their most recent release, the innovated first-person action game *Dishonored*, has received worldwide critical-acclaim, winning over 50 awards at the 2012 Electronic Entertainment Expo (E3) as well as GamesCom's "Game of the Show". Since its release in October 2012, *Dishonored* has received over 100 'Game of the Year' and 'Action/Adventure Game of the Year' awards from the industry's most influential media outlets.

About Bethesda Game Studios

Bethesda Game Studios is the award-winning development studio known around the world for its groundbreaking work on *The Elder Scrolls* series. Creators of the 2011 Game of the Year, *The Elder Scrolls V: Skyrim*®, the 2006 Game of the Year, *The Elder Scrolls IV: Oblivion*®, and 2008 Game of the Year, *Fallout*® 3, Bethesda Game Studios has earned its reputation as one of the industry's most respected and accomplished game development studios. For more information on Bethesda Game Studios, visit <http://bgs.bethsoft.com>.

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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, 2013, in the section entitled "Risk Factors," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended December 31, 2013, 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.

Photos/Multimedia Gallery Available: <http://www.businesswire.com/multimedia/home/20140211005226/en/>

Source: Take-Two Interactive

Scott Pytlik

2K

(415) 507-7944

pr@2k.com

or

Alan Lewis (Corporate Press)

Take-Two Interactive Software, Inc.

(646) 536-2983

alan.lewis@take2games.com

or

Joe Sullivan

Access Communications for 2K

(415) 844-6271

jsullivan@accesspr.com

