

2K Games Announces *The Darkness™ II* Now Available

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The Darkness™ returns with Quad-Wielding™ combat and four-person cooperative play

NEW YORK--(BUSINESS WIRE)--Feb. 7, 2012-- 2K Games announced today that *The Darkness™ II*, the sequel to the hit 2007 title, *The Darkness™*, is now available in North America for the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system and Windows PC*. The title will be available internationally on February 10, 2012. Inspired by the comic book series created by Top Cow Productions, Inc., and developed by Digital Extremes, *The Darkness II* continues the story of Jackie Estacado, head of a New York crime family and wielder of an ancient and brutal force of chaos and destruction known as the Darkness. Introducing unique Quad-Wielding™ combat and four-person cooperative gameplay distinct from the first-person campaign, *The Darkness II* breaks the mold of traditional first-person shooter titles.

“*The Darkness II* combines a powerful driving narrative with imaginative violence, creating a unique gameplay experience,” said Christoph Hartmann, president of 2K. “We are able to stay true to the origins of *The Darkness* comics while introducing significant new features to the game, which is a great accomplishment for the franchise.”

The Darkness II introduces a new combat mechanic through Quad-Wielding, allowing players to slash, grab, and throw objects and enemies with two Demon Arms while simultaneously firing two weapons. The game is layered with thematic elements of dark versus light, steeped in deep and twisted storytelling, and maintains the stylistic violence visualized through a hand-painted graphic noir technique, true to its comic book origins.

“Jackie Estacado’s saga returns in epic form with *The Darkness II*,” added Marc Silvestri, founder and CEO of Top Cow Productions and co-creator of *The Darkness* comics. “There’s a certain level of anxiousness when you see a favorite character move from ink on a page to pixels on a screen. 2K Games and Digital Extremes were able to do it in a way that stayed true to the Jackie from the comic books, while making a brutally awesome game at the same time.”

Also new in *The Darkness II* is the cooperative Vendettas campaign, a fast-paced, story-driven experience that takes place parallel to the single-player campaign. Vendettas lets up to four friends play together as one of four new playable characters – all with their own unique Darkness weapon – and begin their dangerous and bloody journey. Designed as a team-focused, mission-based experience, Vendettas explores the crucial role each character plays in Jackie Estacado’s campaign to defeat the Brotherhood.

A playable demo** of *The Darkness II* is broadly available worldwide for Xbox 360, PS3™ and Windows PC. *The Darkness II* is rated M for Mature by the ESRB. For more information on *The Darkness II*, please visit <http://cts.vresp.com/c/?AccessCommunications/2615c8b573/0b38f3d13a/4bc3f0b5ab>.

***Steam account and Internet connection required to activate game.**

****Xbox LIVE®, PlayStation®Network or Steam account and Internet connection required to access demo.**

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

About Top Cow Productions

Top Cow Productions, Inc. (<http://cts.vresp.com/c/?AccessCommunications/2615c8b573/0b38f3d13a/c1ee551eb6/AccessCommunications/4068dcd7f5/edb5888943/be03a9a63c>), a Los Angeles-based entertainment company, was founded in December of 1992 by artist Marc Silvestri, who also co-founded Image Comics earlier that same year. Top Cow currently publishes its line of comic books in 21 languages in over 55 different countries. The Darkness is © and ® 2011 Top Cow Productions, Inc.

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, which publishes its titles under the 2K Games, 2K Sports and 2K Play brands. 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 Digital Extremes

Founded in 1993 by industry visionary, James Schmalz, Digital Extremes ranks as one of the world's top independent game development studios. Having worked with some of the top publishers in the videogame industry including 2K Games, THQ, Electronic Arts and Atari, Digital Extremes is best known for its co-creation of the award-winning and multi-million unit selling franchise, Epic Games' *Unreal*®, its work on 2K Games' BioShock franchise as well as its own original title, *Dark Sector*® for PlayStation®3 system and Xbox 360® using their proprietary technology, the Evolution Engine™. For its creativity and innovation in the workplace, Digital Extremes has been named as one of Canada's top 100 employers by Maclean's magazine for the past two years. For more information about the company or licensing the Evolution Engine, please visit <http://www.digitalextremes.com>.

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Photos/Multimedia Gallery Available: <http://www.businesswire.com/cgi-bin/mmg.cgi?eid=50159185&lang=en>

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