

2K Games Announces *Minerva's Den* - Narrative-Driven Single-Player DLC That Expands the Storied World of *BioShock(R) 2*

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Final installment of DLC introduces new characters, locations and enemies to the world of Rapture later this fall

NEW YORK, Aug 05, 2010 (BUSINESS WIRE) --

2K Games announced today *Minerva's Den**, an all-new single-player focused downloadable game add-on for *BioShock(R) 2* that introduces new characters, locations and mystery to the fiction-rich world of Rapture. In development for the Xbox 360(R) video game and entertainment system from Microsoft, PlayStation(R)3 computer entertainment system and Games for Windows-LIVE, *Minerva's Den* is a self-contained narrative experience that puts players in the role of an all-new character who has teamed up with Brigid Tenenbaum to unravel a dictator's stranglehold on a key district in the distinctive city under the sea.

"*Minerva's Den* is a substantial addition that will give players more of what they're looking for: more story, more narrative, more gameplay and more of Rapture," said Christoph Hartmann, president of 2K. "The core team has created an exciting product that further enhances the mystery and allure of the world of Rapture. *Minerva's Den* will be a fitting conclusion to the *BioShock 2* saga."

Prepare to explore Rapture Central Computing, a never-before-seen district of the undersea city, and uncover the dark secrets hidden in its founder's past. Wield new high-tech weaponry and a devastating new Plasmid to best the towering threats in *Minerva's Den*: more dangerous Splicers that command the power of the elements, upgraded Security Bots that throw rockets and lightning bolts, and even a never-before-seen type of Big Daddy. Developed by 2K Marin, *Minerva's Den* offers new twists on the story-driven experience that drew players into *BioShock 2* when it launched earlier this year.

About *BioShock 2*

BioShock 2 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's multiplayer modes provide fans with an engrossing prequel experience that expands upon the fiction of Rapture's origins. Set during the year before Rapture's descent into chaos, players assume the role of a Plasmid test subject for Sinclair Solutions, a key provider of Plasmids and Tonics in the underwater city that was first explored in *BioShock*. Players will enter into areas from the original title as they struggle to gain superiority and fight for survival in frantically paced battles.

BioShock 2 is available now for the Xbox 360, PlayStation 3 system and Games for Windows-LIVE and is rated M for Mature by the ESRB. For more information on *BioShock 2* please visit <http://www.bioshock2game.com>, <http://www.cultofrapture.com> and <http://www.somethinginthesea.com>.

* *Requires standalone BioShock 2 product in order to be played.*

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

About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is a global developer, marketer and publisher of interactive entertainment software games for the PC, PlayStation(R)3 and PlayStation(R)2 computer entertainment systems, PSP (R) (PlayStation(R)Portable) system, Xbox 360(R) video game and entertainment system from Microsoft, Wii(TM), Nintendo DS(TM), iPhone(TM), iPod(R) touch and iPad. 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. The Company's common stock is

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