

Original BioShock(R) Video Game Included in Smithsonian American Art Museum's Upcoming "The Art of Video Games" Exhibit

May 20, 2011 7:31 AM ET

NEW YORK, May 20, 2011 (BUSINESS WIRE) -- 2K Games today announced that the winner of the 2007 Game Critics Game of the Year award, **BioShock**(R), has been selected for inclusion in the Smithsonian American Art Museum's "The Art of Video Games" exhibit that will be on display in Washington, D.C., March 16, 2012 through September 30, 2012. Along with other games selected for this honor, **BioShock** will represent the action genre on the current generation of gaming platforms.

BioShock was developed by Irrational Games, one of the industry's leading studios, and has sold over 4 million units since its release in 2007. Of the 240 titles selected by the exhibition curator, Chris Melissinos, and reviewed by the exhibition's advisory group consisting of game developers, designers, industry pioneers and journalists, fans cast their vote and selected 80 games to represent the industry in one of the first exhibitions to explore the forty-year evolution of video games as an artistic medium.

"The thought of seeing **BioShock** on display next to Georgia O'Keeffe and Thomas Hart Benton is, well, humbling," said Ken Levine, president and creative director of Irrational Games. "The fact that gamers put us there makes it all the better."

In **BioShock**, players fight to survive in the failed underwater utopia of Rapture, a once-glorious city that had since been torn apart by civil war and populated with genetically modified enemies. In 2012, players will leave Rapture to head to the skies of Columbia, when Irrational Games unleashes the newest entry into the **BioShock** series - **BioShock Infinite**(R).

"When I worked to put together the list of games, with input from the advisory group, for 'The Art of Video Games,' I looked for games that ran the gamut of art, social commentary, storytelling and artistic license, and **BioShock** combined these elements in new ways," said Melissinos. "Ultimately, the fans got the final say regarding the games they believe best represent the medium and we're extremely pleased with the results."

For more information about the exhibition, please visit the Smithsonian American Art Museum's website americanart.si.edu/taovg.

About **BioShock**

BioShock is the "genetically enhanced" first-person shooter that lets players do things never before possible in the genre: turn everything into a weapon, biologically modify their character's body with plasmids, hack devices and systems, upgrade weapons and craft new ammo variants, and experiment with different battle techniques.

Players experience the game as a castaway in Rapture, an underwater Utopia torn apart by civil war. Caught between powerful forces and hunted down by genetically modified "splicers" and deadly security systems, players will have to come to grips with a deadly, mysterious world filled with powerful technology and fascinating characters. No encounter ever plays out the same, and no two gamers will play the game the same way.

BioShock is currently available and rated M for Mature by the ESRB. For additional game details, visit www.2kgames.com/bioshock/bioshock.html.

About **BioShock Infinite**

With the United States emerging as a world power, the floating City of Columbia is a mighty symbol of American ideals, launched with great fanfare to the cheers of a captivated public. But what begins as an endeavor of hope soon turns to disaster, as the city disappears into the clouds, its whereabouts unknown.

The player assumes the role of former Pinkerton agent Booker DeWitt, sent to Columbia to rescue Elizabeth, a young woman imprisoned there since childhood. He will develop a relationship with Elizabeth, augmenting his abilities with hers so the pair may escape from a city that is literally falling from the sky. DeWitt will learn to fight foes in high-speed Sky-Line battles, engage in combat both indoors and amongst the clouds, and harness the power of dozens of new weapons and abilities.

BioShock Infinite is not yet rated by the ESRB. For more information on **BioShock Infinite** please visit

www.bioshockinfinite.com.

About Irrational Games

Located in 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*, *Tribes: Vengeance* *SWAT 4*, and *BioShock*. For more information, visit www.IrrationalGames.com.

Irrational Games is a 2K Games studio. 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(R), iPod(R) touch and iPad(TM). 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 publicly traded on NASDAQ under the symbol TTWO. For more corporate and product information please visit our website at www.take2games.com.

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SOURCE: Take-Two Interactive

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