

## **2K Games Announces CivCity: Rome; Innovative City Builder Inspired by Sid Meier's Civilization Coming this Summer**

March 16, 2006 1:01 PM ET

NEW YORK--(BUSINESS WIRE)--March 16, 2006--2K Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), and the Company's world-renowned development studio Firaxis Games, today announced CivCity: Rome for the PC, a new city building strategy game inspired by the world of Sid Meier's Civilization. CivCity: Rome is being developed by Firefly Studios, the acclaimed creators of the Stronghold franchise, in collaboration with Firaxis Games.

In CivCity: Rome, gamers will recreate the glory of Rome by building a small settlement into a mighty imperial city. Featuring hundreds of buildings including gladiatorial schools, amphitheatres, the circus maximus, legionnaire forts, weapons workshops and much more, CivCity: Rome offers the most detailed look at Roman life ever depicted on a computer screen.

"Firefly Studios has always been at the forefront of the city building strategy genre," said Christoph Hartmann, Managing Director of 2K Games. "The unprecedented collaboration between Firaxis and Firefly Studios will allow gamers to see the world of ancient Rome unfold before their eyes."

"We're very excited to be teaming up with the talented folks at Firefly," said Steve Martin, President of Firaxis Games. "The teams at Firefly and Firaxis have worked hard to ensure that CivCity: Rome has the same depth and quality that gamers have come to expect from a Firaxis title."

"Firefly has a long history with the city building genre," added Simon Bradbury, Director at Firefly Studios. "CivCity: Rome is our latest take on the theme, and with the influence of Civilization, it's certain to be the best yet."

CivCity: Rome will be released for PC this summer. For more information please visit <http://www.2kgames.com/>.

### About Sid Meier's Civilization Franchise

Created by industry legend Sid Meier in 1991, Civilization instantly set the standard and defined a new genre of empire-building strategy games. An addictive blend of building, exploration, discovery and conquest, the original Civilization is still recognized as one of the greatest games of all time. Sid Meier's Civilization IV was released in 2005 for the PC to critical acclaim, receiving numerous Game of the Year awards from outlets around the world.

### About Firefly Studios

Firefly Studios is a computer and video games development company, formed in 1999. The company has produced a number of high profile and commercially successful strategy games including the Stronghold series. It is currently working on a number of PC and next Gen console titles. Firefly Studios has offices in the United Kingdom and United States. For more information, please visit our website at [www.fireflyworlds.com](http://www.fireflyworlds.com)

### About Firaxis Games

Firaxis Games is one of the world's premier game development studios, and home of legendary designer Sid Meier. Firaxis has developed some of the most successful and award-winning computer and video games on the market today including; 2005 PC Game of the Year - Sid Meier's Civilization IV(R), Sid Meier's Pirates! (R) (PC and Xbox), the blockbuster Sid Meier's Civilization III (R) series, and Sid Meier's SimGolf (R). Firaxis legacy titles include the Sid Meier's Civil War Series! (R) (Gettysburg!, Antietam!, and South Mountain), and the Sid Meier's Alpha Centauri (R) series. In 2005, Firaxis Games was acquired by Take-Two Interactive Software, Inc., joining the 2K Games publishing label, a wholly owned subsidiary of Take-Two Interactive.

## About Take-Two Interactive Software, Inc.

Headquartered in New York City, Take-Two Interactive Software, Inc. is an integrated global developer, marketer, distributor and publisher of interactive entertainment software games and accessories for the PC, PlayStation(R) game console, PlayStation(R)2 computer entertainment system, PSP(TM) (PlayStation(R)Portable) system, Xbox(R) and Xbox 360(TM) video game and entertainment systems from Microsoft, Nintendo GameCube(TM), Nintendo DS(TM) and Game Boy(R) Advance. The Company publishes and develops products through its wholly owned labels Rockstar Games, 2K Games, 2K Sports and Global Star Software; and distributes products in North America through its Jack of All Games subsidiary. Take-Two also manufactures and markets video game accessories in Europe, North America and the Asia Pacific region through its Joytech subsidiary. The Company maintains sales and marketing offices in Cincinnati, New York, Toronto, London, Paris, Munich, Madrid, Vienna, Milan, Sydney, Breda (Netherlands), Auckland, Shanghai and Tokyo. Take-Two'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](http://www.take2games.com).

All trademarks and copyrights contained herein are the property of their respective holders.

Safe Harbor Statement under the Private Securities Litigation Reform Act of 1995: This press release contains forward-looking statements made in reliance upon the safe harbor provisions of Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934, as amended. The statements contained herein which are not historical facts are considered forward-looking statements under federal securities laws. Such forward-looking statements are based on the beliefs of our management as well as assumptions made by and information currently available to them. The Company has no obligation to update such forward-looking statements. Actual results may vary significantly from these forward-looking statements based on a variety of factors. These important factors are described in the Company's Form 10-Q for the quarter ended January 31, 2006 in the section entitled "Cautionary Statement and Risk Factors".

CONTACT: 2K Games  
Marcelyn Ditter, 646-723-4232  
[marcelyn.ditter@2kgames.com](mailto:marcelyn.ditter@2kgames.com)  
or  
Jay Boor, 646-723-4253  
[jay.boor@2kgames.com](mailto:jay.boor@2kgames.com)  
or  
Take-Two Interactive Software, Inc  
Jim Ankner, 646-536-3006  
[james.ankner@take2games.com](mailto:james.ankner@take2games.com)  
or  
Firaxis Games  
Kelley Gilmore, 410-891-3001 ext. 131  
[kgilmore@firaxis.com](mailto:kgilmore@firaxis.com)

SOURCE: Take-Two Interactive Software, Inc.