

## **2K Games Signs Exclusive Worldwide Agreement with Sony Pictures Consumer Products to Publish The Da Vinci Code Video Game**

November 2, 2005 8:01 AM ET

NEW YORK--(BUSINESS WIRE)--Nov. 2, 2005--

The Da Vinci Code Video Game to Feature Action-Oriented Suspense  
Based on Upcoming Feature Film that is Based on Best-selling Novel

2K Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), announced today an exclusive worldwide agreement with Sony Pictures Consumer Products to publish and distribute current generation console video games based on the highly-anticipated The Da Vinci Code film by Oscar(TM) winning director Ron Howard, which is based on Dan Brown's best-selling novel. The games are being developed by The Collective, a division of Foundation 9 Entertainment and a top developer of action titles. Timed to coincide with the film release date, The Da Vinci Code games are expected to be available in May 2006.

"We are thrilled to work with Sony Pictures on one of its most anticipated film properties," said Christoph Hartmann, Managing Director at 2K Games. "The Da Vinci Code is exactly the type of high-caliber licensed property 2K Games looks for when developing movie-based games."

Charles Cecil, designer of the critically acclaimed title Broken Sword, has joined the development team at The Collective to aid in the game's design. Revolving around secret societies, ancient cover-ups and calculated vengeance, the gameplay in The Da Vinci Code will feature action-oriented suspense for seasoned gamers and The Da Vinci Code fans alike.

Dan Brown's critically-acclaimed book "The Da Vinci Code" is the best-selling novel of all time and has spent more than two years on the New York Times best-seller list. It has also been translated into 42 languages. To date, there are more than 38.6 million copies of the novel in print, averaging more than two million copies sold each month.

### **About Sony Pictures Consumer Products**

Sony Pictures Consumer Products (SPCP), a Division of Columbia TriStar Consumer Marketing (CTCM), is based in Los Angeles and handles the merchandising and branding efforts for some of the most recognized properties in film and television.

Columbia TriStar Consumer Marketing is a division of Sony Pictures Entertainment (SPE). SPE is a subsidiary of Sony Corporation of America (SCA), a subsidiary of Tokyo-based Sony Corporation. SPE's global operations encompass motion picture production and distribution; television production and distribution; digital content creation and distribution; worldwide channel investments; home entertainment acquisition and distribution; operation of studio facilities; development of new entertainment products, services and technologies; and distribution of filmed entertainment in 67 countries. Sony Pictures Entertainment can be found on the World Wide Web at <http://www.sonypictures.com>.

### **About The Collective**

Part of Foundation 9 Entertainment ([www.F9E.com](http://www.F9E.com)), the largest independent game developer in North America, The Collective is a leading developer of console video games, and known for groundbreaking third-person action adventure games. The Collective is based in Newport Beach, CA and can be found on the web at: [www.collectivestudios.com](http://www.collectivestudios.com).

The Collective, along with Backbone Entertainment, Pipeworks, ImaginEngine, and Digital Eclipse make up Foundation 9 Entertainment. The company's studios have developed more than 250 titles, including more than 50 in 2004 alone. Foundation 9 Entertainment employs more than 325 employees, and has offices in Los Angeles, Newport Beach, Emeryville, Vancouver, Boston, Eugene, and Honolulu. For more information on Foundation 9 Entertainment, please visit: [www.F9E.com](http://www.F9E.com).

## About Take-Two Interactive Software

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, the Xbox(R) video game and entertainment system from Microsoft, the Xbox 360(TM) video game and entertainment system 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) and Auckland. 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 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 July 31, 2005 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)

SOURCE: Take-Two Interactive Software, Inc.