

Dungeon Siege II: Broken World Now Available For PC; Official Expansion Pack Concludes the Story of Dungeon Siege II

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NEW YORK, Aug 04, 2006 (BUSINESS WIRE) -- 2K, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), today announced Dungeon Siege II: Broken World, the official expansion pack to the award winning action role playing game, is now available for PC at retail stores in North America.

Developed by Gas Powered Games, Dungeon Siege II: Broken World brings closure to the epic storyline begun in Dungeon Siege II. In an all-new single-player campaign, the maniacal Dark Wizard has ravaged the fantasy world of Aranna, and players must put an end to his evil machinations. Additional expanded offerings include two new multi-class characters, the return of the Dwarf as a playable race, more items to discover and a newly enhanced tactical-combat system.

"We are very excited to offer fans of Dungeon Siege II the chance to continue and ultimately conclude their epic adventure with the Dungeon Siege II: Broken World expansion pack," said Christoph Hartmann, President, 2K. "As the last chapter in one of the most popular role playing games for PC, this is a finale that delivers in both its breadth of content and its depth of emotion."

Chosen by PC Gamer and GameSpy as the 2005 RPG of the year, Dungeon Siege II has proven its appeal to fans of epic role playing games, with Dungeon Siege II: Broken World rounding out the series as a must own expansion pack.

Key Features:

- The epic adventure begun in Dungeon Siege II reaches its shocking conclusion in this explosive final act.
- 10 additional hours of primary quest gameplay and an additional five hours of optional quests and levels. Also included are two additional modes of play, Veteran and Elite.
- More than 60 new monsters and beasts with each armed with horrific powers that will alter the way in which you play the game.
- New items include powerful new weapons and armor, as well as enchanted magic items.
- Two brand new character classes that combine the powers of magic and combat. All new spells and powers.
- New pets and races enhance the gameplay and expand the world of Aranna. Best of all, Dwarves are now back by popular demand, available as player characters and party members.
- New reagent recipes that will allow you to create unique and powerful items.

Dungeon Siege II: Broken World for PC will require the full version of Dungeon Siege II and is rated "M" for mature by the ESRB. For more information on the title, visit www.dungeonsiege.com.

About Dungeon Siege Series

2K acquired publishing rights to selected titles in Gas Powered Games' critically acclaimed Dungeon Siege series in March 2006. Following the release of Dungeon Siege II: Broken World, 2K will introduce an all-new entry in the Dungeon Siege series - Dungeon Siege: Throne of Agony for the PSP(R) (PlayStation(R)Portable) system - planned for release this fall.

About Gas Powered Games

Gas Powered Games is a leading interactive entertainment company and video game developer. Founded in 1998 by

industry veteran Chris Taylor, Gas Powered Games (GPG) is the creator of the award-winning Dungeon Siege and Dungeon Siege II, named "RPG of the Year" by GameSpy and PC Gamer. GPG's current projects include Supreme Commander, a revolutionary real-time strategy game slated for release in early 2007, and several other unannounced projects. A theatrical release, In The Name of the King: A Dungeon Siege Tale, is currently in post-production with Brightlight Pictures and is scheduled to hit theaters this holiday season. Gas Powered Games is located in Redmond, WA. For more information, please visit www.gaspowered.com.

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(R) (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 and 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, 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.

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SOURCE: Take-Two Interactive Software, Inc.

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