

Irrational Games Announces E-Book Prequel to BioShock® Infinite

January 22, 2013 10:00 AM ET

BioShock Infinite: Mind in Revolt will be available for Kindle and free with Amazon.com pre-orders of *BioShock Infinite*

NEW YORK--(BUSINESS WIRE)--Jan. 22, 2013-- 2K Games and Irrational Games announced today that **BioShock® Infinite: Mind in Revolt**, an e-book prequel to the forthcoming **BioShock Infinite**, will be available worldwide for the Amazon Kindle beginning February 12, 2013 for \$2.99 and will be free for those who pre-order the game through [Amazon](#).

BioShock Infinite: Mind in Revolt provides insight into the mysterious sky-city of Columbia prior to the events of **BioShock Infinite** and is written by Irrational Games' writer Joe Fielder with creative director [Ken Levine](#).

"Since we first announced **BioShock Infinite**, our fans have asked for more information about Columbia and the complex cast of characters that inhabit the floating city," said Fielder. "After reading the e-book, players will have a better understanding of **BioShock Infinite**'s world, the struggle between its factions, and the motivations of key characters, like rebel leader Daisy Fitzroy, without spoiling the mysteries of **BioShock Infinite**."

Also available worldwide for free to those who pre-order **BioShock Infinite** is the **Industrial Revolution Pack**, which grants exclusive access to three in-game gear items that boost combat abilities, 500 bonus in-game currency, five lock picks, and the [Industrial Revolution](#) puzzle game which unlocks stories of Columbia and allows players to pledge their allegiance to the Vox Populi or Founders through Facebook.

BioShock Infinite is rated M for Mature by the ESRB. For the latest news and information on [BioShock Infinite](#), become a fan on [Facebook](#) and follow Irrational Games on [Twitter](#).

About *BioShock Infinite*

From the creators of the highest-rated first-person shooter of all time*, **BioShock**, and with over 80 editorial awards to date, **BioShock Infinite** puts players in the shoes of U.S. Cavalry veteran turned hired gun, Booker DeWitt. Indebted to the wrong people and with his life on the line, DeWitt has only one opportunity to wipe his slate clean. He must rescue Elizabeth, a mysterious girl imprisoned since childhood and locked up in the flying city of Columbia. Forced to trust one another, Booker and Elizabeth form a powerful bond during their daring escape. Together, they learn to harness an expanding arsenal of weapons and abilities, as they fight on zeppelins in the clouds, along high-speed Sky-Lines, and down in the streets of Columbia, all while surviving the threats of the air-city and uncovering its dark secret.

BioShock Infinite is planned to launch globally on March 26, 2013 for the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system and Windows PC. For more information on **BioShock Infinite**, please visit <http://www.bioshockinfinite.com>.

*Based on Metacritic average ranking across available platforms.

About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is a leading developer, marketer and publisher of interactive entertainment for consumers around the globe. The Company develops and publishes products through its two wholly-owned labels Rockstar Games and 2K, which publishes its titles under the 2K Games, 2K Sports and 2K Play brands. Our products are designed for console systems, handheld gaming systems and personal computers, including smartphones and tablets, and are delivered through physical retail, digital download, online platforms and cloud streaming services. 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 <http://www.take2games.com>.

About 2K

Founded in 2005, 2K develops and publishes interactive entertainment for console systems, handheld gaming systems and

personal computers, including smartphones and tablets through its three divisions: 2K Games, 2K Sports, and 2K Play that are delivered through physical retail, digital download, online platforms and cloud streaming services. 2K publishes titles in today's most popular gaming genres, including first-person shooters, action, role-playing, real-time strategy, sports, casual, and family entertainment. The 2K label has some of the most talented development studios in the world today, including Firaxis Games, Visual Concepts, Irrational Games, 2K Marin, 2K Australia, 2K Czech, Cat Daddy Games, and 2K China. In just a few short years, 2K launched the 2007 Game of the Year - *BioShock*®; published the critically acclaimed *Borderlands*™; continued the award-winning *Sid Meier's Civilization*® series; delivered the #1 rated and #1 selling basketball franchise with *NBA*® 2K**; and broke new ground in the family entertainment market with its multi-million unit selling hit *Carnival Games*. 2K is headquartered in Novato, California and is a wholly owned label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO). For more information, please visit www.2K.com.

**According to 2008 - 2012 *Gamerankings.com* and *The NPD Group estimates of U.S. retail video game sales through December 2012*.

About Irrational Games

Located near 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*, and the original *BioShock*. For more information, visit <http://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).

Microsoft, Windows, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are registered trademarks or trademarks of the Microsoft group of companies and are used under license from Microsoft.

"PlayStation" is a registered trademark of Sony Computer Entertainment Inc.

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

Cautionary Note Regarding Forward-Looking Statements

The statements contained herein which are not historical facts are considered forward-looking statements under federal securities laws and may be identified by words such as "anticipates," "believes," "estimates," "expects," "intends," "plans," "potential," "predicts," "projects," "seeks," "will," or words of similar meaning and include, but are not limited to, statements regarding the outlook for the Company's future business and financial performance. Such forward-looking statements are based on the current beliefs of our management as well as assumptions made by and information currently available to them, which are subject to inherent uncertainties, risks and changes in circumstances that are difficult to predict. Actual outcomes and results may vary materially from these forward-looking statements based on a variety of risks and uncertainties including: our dependence on key management and product development personnel, our dependence on our Grand Theft Auto products and our ability to develop other hit titles for current generation platforms, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, our ability to raise capital if needed and risks associated with international operations. Other important factors and information are contained in the Company's Annual Report on Form 10-K for the fiscal year ended March 31, 2012, in the section entitled "Risk Factors," and the Company's other periodic filings with the SEC, which can be accessed at www.take2games.com. All forward-looking statements are qualified by these cautionary statements and apply only as of the date they are made. The Company undertakes no obligation to update any forward-looking statement, whether as a result of new information, future events or otherwise.

Source: Take-Two Interactive

Irrational Games

Leonie Manshanden, 617-934-0772

lmanshanden@irrationalgames.com

or

Access Communications for Irrational Games

Kimberly Kaspar, 415-844-6229

kk@accesspr.com

or

Take-Two Interactive Software, Inc.

Alan Lewis, 646-536-2983

Corporate Press

alan.lewis@take2games.com