2K Sports Brings Don King Boxing to Wii(TM) and Nintendo DS(TM)

January 29, 2009 4:01 PM ET

Step into the ring with the Wii Balance Board(TM)!

NEW YORK--(BUSINESS WIRE)-- 2K Sports, the sports publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), today announced that *Don King Boxing* will be available March 31st, 2009 for Wii[™] home video game system from Nintendo and Nintendo DS[™]. *Don King Boxing* provides a revolutionary boxing experience for Wii via accurate controls, a unique story mode, an exhilarating multiplayer system, and implementation of the Wii Balance Board*. The game for both platforms is rated T for Teen by the ESRB.

"*Don King Boxing* has been specifically designed to take advantage of everything the Wii and DS have to offer," said Christoph Hartmann, 2K president. "We worked closely with Nintendo to make *Don King Boxing* a unique experience, especially using the Wii Balance Board. It is great for those who love boxing or those who just want a fun way to get some exercise."

Developed by 2K China, *Don King Boxing* allows players to fight with or against over 20 licensed boxers in real venues like Madison Square Garden, Boardwalk Hall, and Trump Taj Majal. Players will experience what it's like to be a real boxer as they throw jabs, hooks, and uppercuts with both hands all while ducking and dodging blows on the Wii Balance Board.

To get in shape, 2K Sports worked closely with Don King and his staff to design a Boxercise portion of the game that mimics the routines used by real boxers. The training program isn't just for the human player; it also helps to improve your boxer's skills for the next match in the game.

"*Don King Boxing* is not your prototypical boxing game," Don King said. "What we have done here is truly innovative and provocative. Our goal with 2K Sports was to create realistic motions that most closely resemble the actual training regimens of prizefighters for maximum results."

King added, "We've created our best set of real-life boxing exercises ever for *Don King Boxing*. It wouldn't surprise me if a future world champion was introduced to the sport through this game. This is where you can get the skills that make for thrills."

For more information about *Don King Boxing*, log onto <u>http://www.2ksports.com/games/donkingboxing</u>.

*The Wii Balance Board provides additional experiences for the game but is not required for play. Wii Balance Board sold separately with Wii Fit.

About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc., is a global developer, marketer, distributor and publisher of interactive entertainment software games for the PC, PLAYSTATION®3 and PlayStation®2 computer entertainment systems, PSP® (PlayStation®Portable) system, Xbox 360 and Xbox video game and entertainment systems from Microsoft, Wii, Nintendo DS, Nintendo GameCube[™] and Game Boy® Advance. The Company publishes and develops products through its wholly owned labels Rockstar Games, 2K Games, 2K Sports and 2K Play, and distributes software, hardware and accessories in North America through its Jack of All Games subsidiary. 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 <u>www.take2games.com</u>.

Wii and Nintendo DS are trademarks of Nintendo.

The Don and Crown logo is a registered trademark of Don King Productions, Inc., and such logo and Don King's name, image and likeness are used under the license of Don King Productions, Inc. All rights reserved.

Uses Bink Video Technology. Copyright © 1997-2005 by RAD Game Tools, Inc.

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

Cautionary Note Regarding Forward-Looking Statements

This press release may contain 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 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 realization of the anticipated benefits from our recent business reorganization, the ability to maintain acceptable pricing levels on our games, our reliance on a primary distribution service provider for a significant portion of our products, our ability to raise capital if needed, risks associated with international operations, the matters relating to the Special Committee's investigation of the Company's stock option grants and the claims and proceedings relating thereto (including stockholder and derivative litigation, actions by the SEC and/or other governmental agencies and negative tax or other implications for the Company resulting from any accounting adjustments or other factors) and risks associated with the Company's concluded process to evaluate its strategic alternatives including stockholder litigation arising there from. Other important factors and information are contained in the Company's Annual Report on Form 10-K for the fiscal year ended October 31, 2008, in the section entitled "Risk Factors," and the Company's other periodic filings with the SEC, and 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 Software, Inc.

2K Sports April M. Jones, 415-507-7712 april.jones@2ksports.com or Take-Two Interactive Software, Inc. Meg Maise, 646-536-2932 meg.maise@take2games.com or Cornerstone for 2K Sports Ed James, 212-652-9295 ed@cornerstonepromotion.com