

2K Games Announces The Zombie Island of Dr. Ned, the First Downloadable Expansion for Borderlands(TM), Available Now

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NEW YORK, Nov 24, 2009 (BUSINESS WIRE) -- 2K Games announced today that the first game add-on content for Borderlands(TM), The Zombie Island of Dr. Ned*, is now available for download from the Xbox(R) LIVE Marketplace for the Xbox 360(R) video game and entertainment system from Microsoft and the PlayStation(R)Network for 800 Microsoft Points and \$9.99, respectively. Developed by Gearbox Software, The Zombie Island of Dr. Ned is the first in a series of electrifying downloadable expansions that continue the exhilarating Borderlands experience while upholding the franchise's core gameplay elements.

Tasked with keeping the workers of Jakobs Cove alive, Dr. Ned does his job a little too well, creating flesh eating zombies and other ghastly abominations that now run rampant in this region. Players will have to work alongside Dr. Ned as they embark on an explosive journey to cure the decaying inhabitants of Jakobs Cove in this expansion filled with new formidable enemies, new grueling quests and rare loot drops.

"We are very excited to present fans of the highly acclaimed *Borderlands* with the first expansion," said Christoph Hartmann, president of 2K. "*The Zombie Island of Dr. Ned* presents a bold new storyline that entertains and excites, and simultaneously ensures that fans still receive the same great gameplay experience that made the original game a success."

Featuring extensive co-op integration that seamlessly blends the single-player and multiplayer experiences, *Borderlands* allows players to freely join or leave each other's games at any time for collaborative mayhem or the freedom to choose to play in full single-player mode to experience the world on their own. *Borderlands* also includes a groundbreaking weapon generation system that offers a near infinite variety of weapons to the player. *Borderlands* combines these fan favorite features with addictive non-stop action to form a breakthrough experience that challenges the conventions of modern shooters and RPGs.

Developed by Gearbox Software, the highly acclaimed *Borderlands* is available for the Xbox 360(R) video game and entertainment system from Microsoft, the PlayStation(R)3 computer entertainment system and Windows PC. *Borderlands* is rated M for Mature by the ESRB.

** Requires standalone Borderlands product in order to be played.*

For more information, please visit <http://www.borderlandsthegame.com>.

2K Games is a division of 2K, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO).

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(R)3 and PlayStation(R)2 computer entertainment systems, PSP(R) (PlayStation(R)Portable) system, Xbox 360(R) video game and entertainment system from Microsoft, Wii(TM) and Nintendo DS(TM). The Company publishes and develops products through its wholly owned labels Rockstar Games and 2K, which publishes its titles under 2K Games, 2K Sports and 2K Play. Take-Two also distributes software, hardware and accessories in North America through its Jack of All Games subsidiary. 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 www.take2games.com.

About Gearbox Software

Gearbox Software is respected industry wide for the award winning, best-selling original and licensed video games they have developed for major video game platforms.

Founded in 1999 and located near Dallas, TX, Gearbox Software is well known for the creation and development of their original blockbuster franchise, Brothers in Arms, which has sold over 7 million units. Additionally, Gearbox Software has developed

games and added value to many of the industry's top franchises including Halo, Half-Life, Tony Hawk, James Bond and others.

Gearbox Software's success has been enabled and supported through several key mutually beneficial business relationships with strong publishing partners including Activision, Electronic Arts, Ubisoft Entertainment, Microsoft Games Studios, Sega of America and Take-Two/2K Games.

Currently Gearbox Software is in development with Aliens: Colonial Marines, published by Sega, and other unannounced AAA games for multiple platforms including the Microsoft Xbox 360, PlayStation 3, Nintendo Wii, Windows PC, Mac, Nintendo DS, PSP and more.

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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 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, and the matters relating to the investigation by a special committee of our board of directors of the Company's stock option grants and the claims and proceedings relating thereto (including stockholder and derivative litigation and negative tax or other implications for the Company resulting from any accounting adjustments or other factors). 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," as updated in the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended July 31, 2009, 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 Software, Inc.

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