

2K Games Announces Sid Meier's Civilization IV: Warlords; Critically Acclaimed Strategy Game Set to Conquer New Territories This Summer

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NEW YORK--(BUSINESS WIRE)--March 16, 2006--2K Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), and the Company's world-renowned development studio Firaxis Games, today announced Sid Meier's Civilization IV: Warlords, an expansion pack for the critically acclaimed Sid Meier's Civilization IV for the PC.

Since its October 2005 release, Sid Meier's Civilization IV has sold over a million units worldwide and was named both PC and Strategy Game of the Year by GameSpot. An all-new expansion pack, Warlords pays homage to some of history's greatest military leaders, delivering six new scenarios, giving players the chance to change the course of history with the help of their new powerful "warlord" unit. The expansion pack is loaded with new civilizations, new leaders and more units, resources and wonders that can be used in both single and multiplayer games.

"Civilization IV has been a great success for us," said Christoph Hartmann, Managing Director of 2K Games. "We believe Warlords will exceed the extremely high demands of gamers worldwide with new additions to its already successful formula."

Created in 1991 by industry legend Sid Meier, the Sid Meier's Civilization franchise has been internationally recognized as one of the greatest PC game franchises of all time. Each Civilization is a turn-based strategy game that challenges players to build and expand an empire throughout all of human history in order to become the most powerful ruler in the world. As the latest game in the series, Civilization IV has won countless Game of the Year awards from print and online publications around the world, including North American publications such as PC Gamer, Computer Games, IGN, GameSpy and GameSpot. Most recently, Sid Meier's Civilization IV was named Best Strategy Game in the Ninth Annual Interactive Achievement Awards held by the Academy of Interactive Arts and Sciences.

"We're very happy with the success of Civilization IV," said Sid Meier, Director of Creative Development for Firaxis Games. "Within days of its release, gamers around the world were fully addicted, staying up late at night and just hoping for 'one more turn'...what could be better! Warlords will feed that addiction with more of everything gamers want."

Sid Meier's Civilization IV: Warlords will require the full version of Sid Meier's Civilization IV and will be released for PC this summer. For more information please visit <http://www.civiv.com/>.

About Sid Meier's Civilization Franchise

Created by industry legend Sid Meier in 1991, Civilization instantly set the standard and defined a new genre of empire-building strategy games. An addictive blend of building, exploration, discovery and conquest, the original Civilization is still recognized as one of the greatest games of all time. Sid Meier's Civilization IV was released in 2005 for the PC to critical acclaim, receiving numerous Game of the Year awards from outlets around the world.

About Firaxis Games

Firaxis Games is one of the world's premier game development studios, and home of legendary designer Sid Meier. Firaxis has developed some of the most successful and award-winning computer and video games on the market today including; 2005 PC Game of the Year - Sid Meier's Civilization IV(R), Sid Meier's Pirates!(R) (PC and Xbox), the blockbuster Sid Meier's Civilization III(R) series, and Sid Meier's SimGolf(R). Firaxis legacy titles include the Sid Meier's Civil War Series!(R) (Gettysburg!, Antietam!, and South Mountain), and the Sid Meier's Alpha Centauri(R) series. In 2005, Firaxis Games was acquired by Take-Two Interactive Software, Inc., joining the 2K Games publishing label, a wholly owned subsidiary of Take-Two Interactive.

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(TM) (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 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), 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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