

2K Games Reveals First Details of the BioShock(R) 2 Multiplayer Experience

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Digital Extremes tapped to create extensive and exciting multiplayer element for 2K Games' highly anticipated shooter

NEW YORK--(BUSINESS WIRE)--May. 8, 2009-- 2K Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), announced today that it has signed a partnership with Digital Extremes to develop the multiplayer experience for *BioShock® 2*. Under this partnership, Digital Extremes is working closely with the creative team at 2K Marin to develop a new and substantial element that enhances the lore and fiction of the *BioShock* universe.

“The fans asked for a multiplayer experience and we answered,” said Christoph Hartmann, president of 2K. “With Digital Extremes delivering a multiplayer experience for *BioShock 2* that features all of the things that make *BioShock* unique, we’re holding ourselves to a high standard so that we can deliver the depth and variety that fans of the *BioShock* universe demand.”

Multiplayer in *BioShock 2* provides a rich prequel experience that expands the origins of the *BioShock* fiction. Set during the fall of Rapture, players assume the role of a Plasmid test subject for Sinclair Solutions, a premier provider of Plasmids and Tonics in the underwater city of Rapture that was first explored in the original *BioShock*. Players will need to use all the elements of the *BioShock* toolset to survive as the full depth of the *BioShock* experience is refined and transformed into a unique multiplayer experience that can only be found in Rapture.

Key features:

- **Evolution of the genetically enhanced shooter** – Earn experience points during gameplay to earn access to new Weapons, Plasmids and Tonics that can be used to create hundreds of different combinations, allowing players to develop a unique character that caters to their playing style.
- **Extend the Rapture fiction** – Players will step into the shoes of Rapture citizens and learn more about the fall of Rapture as they progress through the experience.
- **See Rapture before the fall** – Experience Rapture before it was reclaimed by the ocean and engage in combat over iconic environments in locations such as Kashmir Restaurant and Mercury Suites, all of which have been reworked from the ground up to deliver a fast-paced multiplayer experience.
- **FPS veterans add their touch to the multiplayer experience** – Digital Extremes brings more than 10 years of first person shooter experience including development of award-winning entries in the *Unreal®* and *Unreal Tournament®* franchise.

BioShock 2 is currently in development at 2K Marin, 2K Australia and Digital Extremes for PLAYSTATION®3 computer entertainment system, the Xbox 360® video game and entertainment system from Microsoft and Windows-based PC. This title is not yet rated by the ESRB.

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® video game and entertainment system from Microsoft, Wii™ and Nintendo DS™. 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 www.take2games.com.

About Digital Extremes

Founded in 1993 by industry visionary, James Schmalz, Digital Extremes ranks as one of the world's top independent development studios in the interactive entertainment industry. The Canadian based developer is known for its high quality, technologically innovative productions such as the co-creation of Epic Games' multi-million unit selling, Unreal® franchise, including the award-winning *Unreal*, *Unreal Tournament* and *Unreal Championship* brands; the technical marvel, *Dark Sector*® utilizing the proprietary Evolution Engine™ as well as co-development of top-selling and critically acclaimed, *BioShock*® for PLAYSTATION®3 system. Digital Extremes recently expanded its reach beyond development with the licensing of its Evolution Engine™. For more information on the studio or its technology, please visit www.digitalextremes.com.

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