

2K Games Announces Action Strategy Game **XCOM: Enemy Unknown** in Development at Firaxis Games

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Regarded as one of the finest games ever made, the original X-COM is reimagined by the strategy experts at Firaxis Games

NEW YORK--(BUSINESS WIRE)--Jan. 5, 2012-- 2K Games announced today that Firaxis Games, the creative team behind the iconic *Sid Meier's Civilization®* franchise, is developing **XCOM: Enemy Unknown**, an action strategy title that is planned for release in fall 2012. **XCOM: Enemy Unknown** will be instantly recognizable to fans of the original *X-COM*, while breaking new ground in strategy games for today's console and Windows PC gamers. With equal emphasis on deep strategy and intense tactical combat, **XCOM: Enemy Unknown** will place players in control of a secret paramilitary organization called XCOM. As the XCOM commander, players will defend against a terrifying global alien invasion by managing resources, advancing technologies, and overseeing combat strategies and individual unit tactics.

"We're looking forward to building upon the core gameplay experiences that fans of the original *X-COM* love, while introducing the franchise to a new generation," said Sarah Anderson, senior vice president of marketing for 2K. "With Firaxis' **XCOM: Enemy Unknown** and 2K Marin's upcoming **XCOM**, 2K Games will be offering two different gameplay experiences drawing from the classic *X-COM* universe. Each game offers a unique XCOM experience in different genres, as envisioned by two different studios with unique creative visions."

Released in 1993, the original *X-COM* is widely regarded as one of the best games ever made and has now been re-imagined by the strategy experts at Firaxis Games. **XCOM: Enemy Unknown** will expand on that legacy with an entirely new invasion story, enemies and technologies to fight aliens and defend Earth. Players will control the fate of the human race through researching alien technologies, creating and managing a fully operational base, planning combat missions and controlling soldier movement in battle.

"It's been a dream of ours to recreate *X-COM* with our unique creative vision. We're huge fans of the original game and it's a once in a lifetime opportunity to re-envision a game that is as beloved as *X-COM*," said Steve Martin, president of Firaxis Games. "We were careful to keep **XCOM: Enemy Unknown** true to the elements that made *X-COM* such a revered game while delivering an entirely new story and gameplay experience for both die-hard *X-COM* fans and newcomers to the franchise."

To learn more about **XCOM: Enemy Unknown**, gamers can pick up the latest issue of *Game Informer Magazine*, which currently has the worldwide exclusive cover story on the title. The story is rich with game details, including gameplay impressions, a first look at four of the alien enemy types, insight into combat strategies and tactics, the new base setup and more.

Players who wish to experience the original *X-COM* titles can do so by purchasing them on Steam. Please visit <http://www.steampowered.com>.

XCOM: Enemy Unknown will be available in fall 2012 for Games for Windows, Xbox 360® video game and entertainment system from Microsoft and PlayStation®3 computer entertainment system.

XCOM: Enemy Unknown is not yet rated by the ESRB. For more information, please visit <http://www.xcom.com>.

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

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: Sid Meier's Civilization® Revolution™ for console, iPhone®, iPod touch®, iPad® and Nintendo DS, 2005 PC Game of the Year - Sid Meier's Civilization IV®, the expansions Civilization IV: Warlords®, Civilization IV: Beyond The Sword™, and Civilization IV: Colonization™, the blockbuster Sid Meier's Civilization® III series, Sid Meier's Pirates!® (PC, Xbox® and PSP®), Sid Meier's SimGolf™ and Sid Meier's Railroads!™. Firaxis legacy titles include the Sid Meier's Civil War Series!™ (Gettysburg!, Antietam!, and South Mountain), and the Sid Meier's Alpha Centauri® series. In 2005, Firaxis Games was acquired by Take-Two Interactive Software, Inc., joining its 2K publishing label. The company has just released Sid Meier's Civilization® V for the

PC to great critical acclaim, as well as Sid Meier's Civilization World TM, for the Facebook platform.

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>.

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Photos/Multimedia Gallery Available: <http://www.businesswire.com/cgi-bin/mmg.cgi?eid=50121688&lang=en>

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