

Go Back to Rapture with BioShock® Infinite: Burial at Sea – Episode 1 Available for Download Starting November 12

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Return to Rapture in a story that brings Booker and Elizabeth to the underwater city on the eve of its fall from grace

NEW YORK--(BUSINESS WIRE)--Oct. 25, 2013-- 2K and Irrational Games announced today that **BioShock® Infinite: Burial at Sea – Episode 1**, the second add-on content pack for the award-winning **BioShock Infinite**, will be available for download worldwide* on the PlayStation®3 computer entertainment system, Xbox 360 games and entertainment system from Microsoft, and Windows PC starting November 12.

BioShock Infinite: Burial at Sea – Episode 1, developed by Irrational Games, the studio behind the original **BioShock** and **BioShock Infinite**, features Rapture as you've never seen it before—a shining jewel at the bottom of the ocean, built almost entirely from scratch in the **BioShock Infinite** game engine. Join Booker and Elizabeth in a film noir-style story that places them in a shining, pristine Rapture on the eve of its fall from grace. Explore the underwater city, try your hand at a gift or two, and even encounter some old “friends” from the original **BioShock**.

The combat experience has been rebalanced and reworked with a greater emphasis on stealth and resource management that merges the best parts of **BioShock** and **BioShock Infinite**. It includes a new weapon, an old favorite weapon from the original **BioShock**, the return of the weapon wheel, a new Plasmid, new Gear, and Tears.

BioShock Infinite: Burial at Sea – Episode 1 will be available via online marketplaces on all participating platforms starting November 12, and can be purchased separately for \$14.99, or as part of the **BioShock Infinite Season Pass**. The **Season Pass**, which is currently available for purchase, contains \$35 of playable content for \$19.99, including both **Burial at Sea** episodes, the previously released **Clash in the Clouds** add-on pack, as well as the **Early Bird Special Pack** that has powerful weapon upgrades, exclusive gold weapon skins, and infusion bottles to upgrade player abilities.

“This is a love letter to the fans, but it’s also the beginning of a story that will give gamers a new perspective on the **BioShock** universe,” said Ken Levine, creative director of Irrational Games. “With **Burial at Sea**, we built a Rapture not from **BioShock** and **BioShock Infinite** scraps and pieces, but with environments almost entirely crafted from scratch.”

Still in development at Irrational Games, and also included in the **Season Pass**, is **BioShock Infinite: Burial at Sea – Episode 2**, which brings gamers something they have been asking for since they first met the character of Elizabeth: the chance to see the world through her eyes and face challenges as she would. In this second episode of **Burial at Sea**, players will experience a new storyline, and a new stealth-oriented gameplay experience.

The previously released add-on content pack, **Clash in the Clouds**, allows players to take Elizabeth and Booker through a series of unique and intense challenges, and combine the diverse toolset of weapons, Vigors, Gear, Tears and Sky-Lines in all-new ways. This combat-focused content features 60 Blue Ribbon challenges in four stunning new environments. By completing challenges, players will delve deeper into the world of **BioShock Infinite** via the Columbian Archeological Society, gaining access to Voxophones, Kinetoscopes, concept art and more.

BioShock Infinite is rated M for Mature by the ESRB and is available now for the Xbox 360, PS3™, Mac®, and Windows PC. For the latest news and information on **BioShock Infinite**, become a fan on [Facebook](#) and follow [Irrational Games](#) on [Twitter](#).

* *BioShock Infinite is not included in this add-on content, but is required to play all of the included content.*

About BioShock Infinite

From the creators of the highest-rated first-person shooter of all time**, **BioShock**, **BioShock Infinite** puts players in the shoes of U.S. Cavalry veteran turned hired gun, Booker DeWitt. Indebted to the wrong people and with his life on the line, DeWitt has only one opportunity to wipe his slate clean. He must rescue Elizabeth, a mysterious girl imprisoned since childhood and locked up in the flying city of Columbia. Forced to trust one another, Booker and Elizabeth form a powerful bond during their daring escape.

Together, they learn to harness an expanding arsenal of weapons and abilities, as they fight on zeppelins in the clouds, along high-speed Sky-Lines, and down in the streets of Columbia, all while surviving the threats of the air-city and uncovering its dark secret.

***Based on Metacritic average ranking across available platforms*

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. 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>.

About 2K

Founded in 2005, 2K develops and publishes interactive entertainment globally for console systems, handheld gaming systems and personal computers, including smartphones and tablets, which are delivered through physical retail, digital download, online platforms and cloud streaming services. 2K publishes titles in today's most popular gaming genres, including shooters, action, role-playing, strategy, sports, casual, and family entertainment. The 2K label has some of the most talented development studios in the world today, including Firaxis Games, Visual Concepts, Irrational Games, 2K Marin, 2K Australia, 2K Czech, Cat Daddy Games and 2K China. 2K's stable of high quality titles includes the critically acclaimed *BioShock®*, *Borderlands™* and *XCOM®* franchises, the beloved *Sid Meier's Civilization* series, the popular *WWE 2K* franchise and *NBA 2K*, the #1 rated and #1 selling basketball franchise***. 2K is headquartered in Novato, California and is a wholly owned label of Take-Two Interactive Software, Inc. (NASDAQ:TTWO). For more information, please visit www.2k.com.

****According to 2008 - 2013 [Metacritic.com](http://www.metacritic.com) and The NPD Group estimates of U.S. retail video game sales through September 2013.*

About Irrational Games

Located near Boston, Massachusetts, Irrational Games is widely recognized as one of the industry's leading game developers. Irrational has earned a reputation for creating story-driven, genre-defining games with award-winning hits like *System Shock 2*, *Freedom Force*, the original *BioShock*, and *BioShock Infinite*. For more information, visit <http://www.irrationalgames.com>.

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

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for the fiscal quarter ended June 30, 2013, 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

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