**2K Games Announces E3 Lineup**

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NEW YORK, May 16, 2005 (BUSINESS WIRE) -- 2K Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), today announced their lineup for the 2005 E3 Expo in Los Angeles on May 18 - 20, 2005. 2K Games will feature a wide variety of games for the PC, PlayStation(R)2 computer entertainment system, the Xbox(R) video game and entertainment system from Microsoft, and the Xbox 360(TM) video game and entertainment system from Microsoft in booth #968 in the South Hall, as well as additional titles that will be featured by ATI and Bethesda Softworks in their respective booths.

"We're very proud of the lineup we've assembled at 2K Games and are extremely excited to be showcasing it publicly for the first time at the biggest games show of the year," said Christoph Hartmann, Managing Director for 2K Games. "In a very short period of time, by working with some of the best developers in the business, we've been able to create a lineup that will satisfy the cravings of any and all types of gamers."

2K Games' E3 2005 product lineup:

Prey: Developed by Human Head Studios and produced by 3D Realms, Prey is a revolutionary first person shooter for PC and the Xbox 360. Prey is being exclusively showcased by ATI in a movie theater-style exhibition in booth #600 in the South Hall.

Sid Meier's Civilization IV: The fourth game in the PC strategy series that has sold over five million copies, Sid Meier's Civilization IV is a bold step forward for the franchise, with spectacular new 3D graphics and all-new single and multiplayer content.

Sid Meier's Pirates!: In Sid Meier's Pirates! for Xbox, players take the leading role of a Pirate Captain in the 17th century Caribbean - amassing fortune and fame in an attempt to seize a rightful place as one of the most revered and feared pirates in history. Players test their skills as a sea captain exploring the high seas and exotic ports in a richly detailed 3D world. Some of the many additions for the Xbox version of the game include two new 2-4 player console-exclusive mini-games, Xbox Live leaderboards and content downloads, support for Dolby Digital 5.1 surround sound and HDTV resolutions and much more.

The Elder Scrolls IV: Oblivion: In development for PC and a next-generation console system, the fourth title in the best-selling Elder Scrolls series brings the RPG genre to new heights with its combination of freeform gameplay and cutting-edge graphics. Oblivion features a 3D engine that can render stunningly realistic environments, groundbreaking AI for all characters in the game, and the same open-ended gameplay style that has made The Elder Scrolls one of the most critically acclaimed franchises of all-time. Oblivion will be shown by appointment only at Bethesda Softworks' meeting room, #2352 in the West Hall.

Serious Sam II: Sam "Serious" Stone returns to PC and Xbox in this first person shooter from Croteam, the creators of the Serious Sam franchise. Serious Sam II features a brand new 3D engine, over 40 new levels, new vehicles and crazy weapons, and the waves upon waves of enemies that the series is known for.

24: The Game: Set between seasons two and three of the hit series on FOX, 24: The Game puts gamers in the shoes of Jack Bauer, a counter terrorism agent dealing with the longest day of his life, with jaw-dropping revelations for fans of the series and thrilling, non-stop time-pressure gameplay.

Shattered Union: Set atop the smoldering ruins of a fictional United States torn apart by civil war, Shattered Union is an action-packed turn-based strategy game for console and PC. Gamers will play through an exciting single player campaign to reunite the country by force or online in one-on-one matches.

Conflict: Global Terror: The Conflict series joins the war on terrorism in this highly anticipated entry in the successful franchise which has shipped over 2.5 million units in North America alone. In fall 2005, the original Delta Force members from the Conflict series will return to fight alongside players on consoles and PC in a variety of locations around the world where terrorism is present.

Snow: A gritty strategy game for PC and Xbox that follows the tradition of classic movie and television crime dramas and requires players to oversee every aspect of the criminal organization. This will surely make for an intense, paranoid and most importantly, strategic gaming experience.

Vietcong 2: With its brand new 3D engine, all-new single player campaign and new multiplayer modes, Vietcong 2 for PC aims to improve on the acclaimed gameplay of the first game, while presenting a completely new experience. a believable story driven by the player's character, which takes place in one area over several weeks, during the Tet offensive in the Imperial city of Hue. Player's will fight through dense jungle, sparsely populated suburbs, city streets, various houses, water canals and even an extremely large ancient citadel complex with an imperial palace.

Zathura: Based on the highly anticipated film of the same name, Zathura will be released for PlayStation 2 and Xbox in conjunction with the theatrical release of the movie in late 2005, and will allow players to create their own high-action space adventures in a visually stunning 3D game environment.

Call of Cthulhu: Dark Corners of the Earth: A first-person horror game for Xbox that combines intense action with adventure gameplay, Call of Cthulhu: Dark Corners of the Earth draws upon the rich mythology created by author H.P. Lovecraft that has been enjoyed by fans around the world for nearly 80 years.

For more information about these games, visit www.2kgames.com.

About Take-Two Interactive Software

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) handheld entertainment system, the Xbox(R) video game and entertainment system from Microsoft, the Xbox 360(TM) video game and entertainment system from Microsoft, the 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 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) and Auckland. 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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SOURCE: Take-Two Interactive Software, Inc.

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