

Slingshot Content Pack Add-On Now Available for Critically Acclaimed XCOM®: Enemy Unknown

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Alien invasion continues in the skies over China with new missions, maps, character and more

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NEW YORK--(BUSINESS WIRE)--Dec. 4, 2012-- 2K Games and Firaxis Games announced today that the ***Slingshot Content Pack***, the first add-on content for the critically acclaimed ***XCOM®: Enemy Unknown***, is now available for purchase for Windows PC, the Xbox 360® video game and entertainment system from Microsoft and PlayStation®3 computer entertainment system. The ***Slingshot Content Pack*** is available for \$6.99 (PlayStation®Network) / 560 Microsoft Points (Xbox LIVE® online entertainment network) / \$6.99 (Windows PC).



The Slingshot Content Pack, the first add-on content for the critically acclaimed XCOM: Enemy Unknown, is now available for purchase for Windows PC, the Xbox 360 video game and entertainment system from Microsoft and PlayStation3 computer entertainment system (Photo: Business Wire)

Enemy Unknown is rated M for Mature by the ESRB.

For the latest news and information on ***XCOM: Enemy Unknown***, become a fan on [Facebook](#).

**** Xbox LIVE® online entertainment network for Xbox 360, PlayStation®Network for PlayStation®3 computer entertainment system or Internet connection and acceptance of Steam Subscriber agreement required to access demo.***

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

With the ***Slingshot Content Pack***, players will meet an enigmatic Triad operative, divert an alien ship's course, and do battle with the aliens in the skies over China in a new set of linked Council missions. The ***Slingshot Content Pack*** includes three new maps tied to the Council missions, a new playable squad character with a unique story and voice, and new character customization options.

Developed by the strategy experts at Firaxis Games, ***XCOM: Enemy Unknown*** released in October 2012 to wide critical acclaim, including review scores of 5 out of 5 from GameSpy, 9.1 out of 10 from GameTrailers.com, and 9.5 out of 10 from *Game Informer* - earning "Game of the Month" honors in their November 2012 issue. In ***XCOM: Enemy Unknown***, players oversee combat strategies and individual unit tactics, as well as base management and resource allocation while playing as the commander of a secret global military organization, XCOM. With equal emphasis on deep strategy and intense tactical combat, ***XCOM: Enemy Unknown*** allows gamers to control the fate of the human race by defending against a terrifying global alien invasion.

A free playable demo* of ***XCOM: Enemy Unknown*** is available for Windows PC via Steam, Xbox 360 and PS3™. Gamers who download the demo will be guided through two levels of the single-player tutorial campaign, experiencing the combat controls and effective tactics for defending humanity against the alien threat. The two tutorial missions will also introduce players to the XCOM base, where soldier training and researching alien technology takes place, and offers a chance to experience the tactical and strategic layers of ***XCOM: Enemy Unknown***.

XCOM: Enemy Unknown and the ***Slingshot Content Pack*** are available now for Windows PC, Xbox 360 and PS3™. ***XCOM:***

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>.

About 2K

Founded in 2005, 2K develops and publishes interactive entertainment for console systems, handheld gaming systems and personal computers, including smartphones and tablets through its three divisions: 2K Games, 2K Sports, and 2K Play that are delivered through physical retail, digital download, online platforms and cloud streaming services. 2K publishes titles in today's most popular gaming genres, including first-person shooters, action, role-playing, real-time 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 has achieved many key industry milestones, including launching the 2007 Game of the Year - *BioShock®*; publishing the critically acclaimed *Borderlands®* franchise; continuing the award-winning *Sid Meier's Civilization®* series; delivering the #1 rated and #1 selling basketball franchise with *NBA® 2K**; and breaking new ground in the family entertainment market with its multi-million unit selling hit *Carnival Games*. 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 - 2012 Gamerankings.com and The NPD Group estimates of U.S. retail video game sales through October 2012.*

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: the award winning Sid Meier's Civilization® V for the PC, as well as the critically acclaimed expansion pack, Sid Meier's Civilization® V: Gods and Kings, 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® (PlayStation®Portable) system), 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 XCOM®: Enemy Unknown for Windows PC, the Xbox 360® video game and entertainment system from Microsoft and PlayStation®3 computer entertainment system to much critical acclaim.

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The statements contained herein which are not historical facts are considered forward-looking statements under federal securities laws and may be identified by words such as "anticipates," "believes," "estimates," "expects," "intends," "plans," "potential," "predicts," "projects," "seeks," "will," or words of similar meaning and include, but are not limited to, statements regarding the outlook for the Company's future business and financial performance. Such forward-looking statements are based on the current beliefs of our management as well as assumptions made by and information currently available to them, which are subject to inherent uncertainties, risks and changes in circumstances that are difficult to predict. Actual outcomes and results may vary

materially from these forward-looking statements based on a variety of risks and uncertainties including: our dependence on key management and product development personnel, our dependence on our Grand Theft Auto products and our ability to develop other hit titles for current generation platforms, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, our ability to raise capital if needed and risks associated with international operations. Other important factors and information are contained in the Company's Annual Report on Form 10-K for the fiscal year ended March 31, 2012, in the section entitled "Risk Factors," 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.

Photos/Multimedia Gallery Available: <http://www.businesswire.com/multimedia/home/20121204005236/en/>

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