

2K Sports Announces Top Spin Tennis for Nintendo's Wii(TM)

August 22, 2007 2:01 PM ET

Popular Top Spin franchise to make its Wii debut by combining real

life tennis experiences and fun features this spring

NEW YORK--(BUSINESS WIRE)--Aug. 22, 2007--2K Sports, the sports publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), announced today it will be releasing Top Spin Tennis for the Wii(TM) home video game system from Nintendo. As part of 2K's critically acclaimed Top Spin franchise, Top Spin Tennis features fun, flawless tennis action and the most real life tennis experience to date for the Wii. Developed by 2K's Paris studio PAM Development in conjunction with 2K Shanghai, Top Spin Tennis will be available exclusively on the Wii in spring 2008.

The intuitive pick-up-and-play action in Top Spin Tennis allows gamers to use the Wii Remote(TM) and Nunchuk(TM) controllers in a way that matches the movements players would make on a real court. The Nunchuk controls the player and aim, while the vibration-enabled Wii Remote hits the ball like a tennis racquet and determines the style of shot ranging from a top spin move to a slice. The Wii Remote also allows players to control the power and the quality of the shot and to serve in many different ways.

The gameplay in Top Spin Tennis will feature an array of modes including singles, doubles, mixed and non-mixed matches, exhibition, tournament and more, with four levels of difficulty and ten international venues. It will also feature more than a dozen licensed tennis stars as well as ten original characters. Up to four players can play Top Spin Tennis using as many as four sets of controllers. To add to the group fun, there are a collection of party games included.

"We are excited to bring our popular Top Spin series to the Wii," said Christoph Hartmann, President of 2K. "Given the Wii's unique controllers and the fun family-oriented gameplay, Top Spin Tennis effectively bridges the gap between a sports and a party game."

About PAM Development

Founded in 1997, PAM Development is located in Paris, France. In 2005, PAM Development was acquired by Take-Two Interactive Software, Inc. PAM has developed a diversity of sports titles on consoles, handheld platforms and PC. The studio is best known for Top Spin, first published by Microsoft on the Xbox(R) video game and entertainment system from Microsoft in 2003. The sequel, Top Spin 2, was released in 2006 on the Xbox 360(TM) video game and entertainment system from Microsoft, PC, Nintendo DS(TM) and Game Boy(R) Advance. The innovative gameplay, state of the art visuals and flawless online play made Top Spin one of the most acclaimed sports franchises.

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(R) game console, PlayStation(R)2 and PLAYSTATION(R)3 computer entertainment systems, PSP(R) (PlayStation(R)Portable) system, Xbox(R) and Xbox 360(TM) video game and entertainment systems from Microsoft, Wii(TM), 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 and 2K Sports, and Global Star Software; 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.

(TM) and the Wii logo are trademarks of Nintendo. (C) 2006 Nintendo.

All trademarks and copyrights contained herein are the property of their respective holders.

Safe Harbor Statement under the Private Securities Litigation Reform Act of 1995: This press release contains forward-looking statements made in reliance upon the safe harbor provisions of Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934, as amended. The statements contained herein which are not historical facts are considered forward-looking statements under federal securities laws. Such forward-looking statements are based on the beliefs of our management as well as assumptions made by and information currently available to them. The Company has no obligation to update such forward-looking statements. Actual results may vary significantly from these forward-looking statements based on a variety of factors. These risks and uncertainties include the matters relating to the Special Committee's investigation of the Company's stock option grants and the restatement of our consolidated financial statements. The investigation and conclusions of the Special Committee may result in claims and proceedings relating to such matters, including previously disclosed shareholder and derivative litigation and actions by the Securities and Exchange Commission and/or other governmental agencies and negative tax or other implications for the Company resulting from any accounting adjustments or other factors. Other important factors are described in the Company's Annual Report on Form 10-K for the fiscal year ended October 31, 2006, and in the Company's Form 10-Q for the second quarter ended April 30, 2007 in the section entitled "Risk Factors."

CONTACT: 2K Games
Marcelyn Ditter, 646-723-4232
marcelyn.ditter@2kgames.com
or
Access Communications for 2K Games
Heather Silverberg, 917-522-3503
hsilverberg@accesspr.com
or
Corporate Press/Investor Relations:
Take-Two Interactive Software, Inc.
Meg Maise, 646-536-2932
meg.maise@take2games.com

SOURCE: Take-Two Interactive Software, Inc.