

BioShock® Infinite Now Available

March 26, 2013 8:00 AM ET

Head to the skies in the highest rated game of the year*

NEW YORK--(BUSINESS WIRE)--Mar. 26, 2013-- 2K and Irrational Games today announced that **BioShock® Infinite** from Irrational Games is now available for Windows PC, the Xbox 360® video game and entertainment system from Microsoft and PlayStation®3 computer entertainment system. The highly anticipated narrative-driven first-person shooter has critics raving and is the highest rated* game of the year, with perfect review scores of 10 out of 10 from *Game Informer*, 10 out of 10 from *Eurogamer*, 4 out of 4 stars from *USA Today*, and [many more](#).

“Today’s the day we’ve been looking forward to. Our redefinition of *BioShock* is ready to be delivered from our hands to those of gamers around the world,” said Ken Levine, Creative Director and co-founder of Irrational Games. “We believe *Infinite* is very much a *BioShock* experience, but at the same time something very fresh that both fans of the original and newcomers to the series will be able to enjoy.”

“2K and Irrational Games are committed to bringing players experiences they cannot find anywhere else,” added Christoph Hartmann, president of 2K. “From the crumbling city of Rapture to the clear skies of Columbia, we’re proud to help Irrational Games bring their unique vision to players around the world.”

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 as of March 25, 2013.*

About BioShock Infinite

BioShock Infinite launches on the Xbox 360® video game and entertainment system from Microsoft, PlayStation®3 computer entertainment system and Windows PC. For more information on **BioShock Infinite**, please visit <http://www.bioshockinfinite.com>.

Also available for **BioShock Infinite**:

The [Premium Edition](#) of **BioShock Infinite** is teeming with ardently crafted limited edition collectible items designed by the same Irrational Games artists who created the game. Also featuring exclusive digital content, as well as a look at the making of **BioShock Infinite**’s unique art style, this edition is a must-have for any **BioShock** fan. It includes a hand-distressed linen cover art book, a 25mm resin cast Handyman figurine, a Murder of Crows key chain, a lithographic print, a digital soundtrack, an exclusive Gear pack, and other digital goodies.

Calling on the true patriots of Columbia: For the true **BioShock** collector and fan, the limited [Ultimate Songbird Edition](#) features a bounty of high-end memorabilia items – designed by the same Irrational Games artists who created **BioShock Infinite**. It also boasts exclusive digital content, collectible display packaging, and a breathtakingly detailed statue of the sentinel of Columbia: Songbird.

The [BioShock Infinite Season Pass](#) provides nearly \$30.00 of add-on content for \$19.99 (PlayStation®Network, Windows® PC) or 1,600 Microsoft Points (Xbox LIVE® online entertainment network) - a savings of more than 30%. The Season Pass will include all three add-on packs, and those who purchase the **BioShock Infinite Season Pass** will also receive the **Early Bird Special** Pack at no extra cost. This bonus pack contains four pieces of exclusive gear, a Machine Gun Damage Upgrade, a Pistol Damage Upgrade, a gold skin for both weapons and five Infusion bottles that allow players to increase their health, their shield durability or their ability to use Vigors by increasing the quantity of Salts they can carry.

BioShock Infinite is rated M for Mature by the ESRB. For the latest news and information on [**BioShock Infinite**](#), become a fan on [Facebook](#) and follow Irrational Games on [Twitter](#).

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*, and the original *BioShock*. 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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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. In just a few short years, 2K launched the 2007 Game of the Year – *BioShock®*; published the critically acclaimed *Borderlands™*; continued the award-winning *Sid Meier's Civilization®* series; delivered the #1 rated and #1 selling basketball franchise with *NBA® 2K***; and broke 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 2008-2013 Metacritic.com and The NPD Group estimates of U.S. retail video game sales through February 2013.*

Cautionary Note Regarding Forward-Looking Statements

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/20130326005159/en/>

Source: Take-Two Interactive

Irrational Games

Leonie Manshanden, 617-934-0772

lmanshanden@irrationalgames.com

or

Access Communications for Irrational Games

Kimberly Kaspar, 415-844-6229

kk@accesspr.com

or

Take-Two Interactive Software, Inc.

Alan Lewis (Corporate Press)

646-536-2983

alan.lewis@take2games.com