



2K and Bethesda Softworks Announce The Elder Scrolls® IV: Shivering Isles™ Now Available

New York, NY - March 27, 2007 - 2K, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), and Bethesda Softworks®, a ZeniMax Media company, today announced that The Elder Scrolls® IV: Shivering Isles™ for Windows the official expansion for the award-winning The Elder Scrolls IV: Oblivion®, is available now at retail stores throughout North America. The title will be available in European stores on March 30th.

The Elder Scrolls IV: Shivering Isles features more than 30 hours of new gameplay and allows players to explore an entirely new plane of Oblivion - the realm of Sheogorath, the Daedric Prince of Madness. The Elder Scrolls IV: Shivering Isles adds to the existing world of Oblivion so players can continue with their existing save game/character, or create an all new character just to explore the new content.

Within the Realm of Sheogorath, players can explore the two extreme sides of the god's madness - the sublimely creative and the completely psychotic. Something is happening to the Shivering Isles and Sheogorath himself looks to compel players to be his champion and defend his realm and its inhabitants from destruction. The Elder Scrolls IV: Shivering Isles will challenge players to survive his trials, tame a realm fraught with paranoia and despair, and wear the mantle of a god.

The Elder Scrolls IV: Shivering Isles features a bizarre landscape split between the two sides - Mania and Dementia - filled with vast, twisting dungeons mirroring the roots of the trees they are buried within. Players will encounter more than a dozen new creatures including hideous insects, Flesh Atronachs, skeletal Shambles, and amphibious Grummites. Throughout the adventure, players will discover all new items, ingredients, spells, and much more. Or, they can have the talented craftsmen of Crucible and Bliss forge new armor and weapons just for them.

Released in March 2006 for Xbox 360™ video game and entertainment system from Microsoft and Windows, The Elder Scroll: IV: Oblivion has sold more than three million units**. Among the countless awards and accolades it has garnered to date are Game of the Year and RPG of the Year honors from numerous outlets, including Spike TV's 2006 Video Game Awards, G4's G-phoria, the Golden Joystick Awards, GameSpot.com, ShackNews.com, Voodoo Extreme, FiringSquad.com, and many more. The Elder Scrolls IV: Oblivion received the #1 ranking on PC Gamer's (UK) list of the top 100 games of all time and is the highest rated Xbox 360 game of all time according to Gamerankings.com.

The Windows version of The Elder Scrolls IV: Shivering Isles, co-published by 2K and Bethesda Softworks, is rated M for Mature and is now available at retail stores in North America for \$29.99. For more information on The Elder Scrolls IV: Oblivion, The Elder Scrolls IV: Shivering Isles, or The Elder Scrolls, visit the official website: www.elderscrolls.com.

**Represents sales in territories where 2K has distribution rights to the title.

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® game console, PlayStation®2 and PLAYSTATION®3 computer entertainment systems, PSP® (PlayStation®Portable) system, Xbox® and Xbox 360™ video game and entertainment systems from Microsoft, Wii™, Nintendo GameCube™, Nintendo DS™ and Game Boy™. 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.

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