

L.A. Noire: The VR Case Files Now Available for HTC Vive

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NEW YORK--(BUSINESS WIRE)--Dec. 15, 2017-- Rockstar Games[®], a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), is proud to announce that *L.A. Noire: The VR Case Files* is now available for HTC Vive. Featuring seven self-contained cases from *L.A. Noire* rebuilt specifically for virtual reality, *L.A. Noire: The VR Case Files* blends breathtaking action with true detective work to deliver an unprecedented interactive experience.

L.A. Noire: The VR Case Files for HTC Vive has players step into the painstakingly recreated world of 1940's L.A. through the eyes of Detective Cole Phelps to solve cases from across all five desks of the original *L.A. Noire*, including: *Upon Reflection*, *Armed and Dangerous*, *Buyer Beware*, *The Consul's Car*, *The Silk Stocking Murder*, *Reefer Madness*, and *A Different Kind of War* - each picked for their suitability to the virtual reality experience.

L.A. Noire: The VR Case Files also features MotionScan, a revolutionary technology that accurately captures 100 percent of an actor's facial performances, breathing remarkable life into characters and creating new gameplay from the art of interrogation as players read character's faces to separate truth from lies.

Come face to face with key witnesses for interrogations, investigate crime scenes for evidence with the ability to physically pick up and manipulate objects and clues, get behind the wheel of period-specific cars, engage in chases and shootouts, and much more - all with 360 degrees of immersion and freedom.

L.A. Noire: The VR Case Files is rated M for Mature by the ESRB.

Experience the dark and violent detective thriller, *L.A. Noire* in full on PlayStation 4, Xbox One and Nintendo Switch systems. For more information, please visit www.rockstargames.com/lanoire.

About Rockstar Games

Rockstar Games cemented their reputation as creators of complex living worlds with the *Grand Theft Auto* series, one of the most successful entertainment properties of all time with over 270 million units sold-in worldwide. Through a string of critically acclaimed games including the *Grand Theft Auto* series, *Red Dead Redemption*, the *Max Payne* series, *Bully*, *L.A. Noire*, the *Midnight Club* series and *The Warriors*, Rockstar Games has helped propel interactive entertainment into the center of modern culture.

About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is a leading developer, publisher and marketer of interactive entertainment for consumers around the globe. The Company develops and publishes products principally through its wholly-owned labels Rockstar Games and 2K, as well as its new Private Division label. In addition, Take-Two owns Social Point, a leading developer of mobile games. Our products are designed for console 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>.

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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," "should," "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, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, and risks associated with international operations. Other important factors and information are contained in the Company's most recent Annual Report on Form 10-K, including the risks summarized in the section entitled "Risk Factors," the Company's most recent Quarterly Report on Form 10-Q, 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.

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