

## Rockstar Games Announces *L.A. Noire: The Complete Edition* for Consoles

October 20, 2011 8:05 AM ET

NEW YORK, Oct 20, 2011 (BUSINESS WIRE) -- Rockstar Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), and Team Bondi Pty. Ltd., are proud to announce that *L.A. Noire: The Complete Edition* is coming to the PlayStation(R)3 computer entertainment system and Xbox 360(R) video game and entertainment system from Microsoft on November 15, 2011 in North America and November 18, 2011 internationally.

Similar to its PC counterpart, *L.A. Noire: The Complete Edition* on consoles will feature all of the previously released downloadable content for *L.A. Noire*, including the "Nicholson Electroplating" Arson case, "Reefer Madness" Vice case, "The Consul's Car" Traffic case, "The Naked City" Vice case, "A Slip of the Tongue" Traffic case, The Badge Pursuit Challenge, and all weapons and outfits released to date.

Developed by Team Bondi in conjunction with Rockstar Games, *L.A. Noire* is a crime thriller set in post-World War II Los Angeles. As Detective Cole Phelps, players must search for clues, interrogate suspects and chase down criminals to solve a series of cases inspired by real world incidents. As he rises through the ranks of the LAPD, Phelps comes face-to-face with the corrupt heart of Los Angeles: from fallen starlets to double-dealing police officers and the vast reaches of the criminal underworld - and finally, the darkness of his own personal demons.

Utilizing a brand new type of facial capture technology called MotionScan, *L.A. Noire* breathes unprecedented life into character performances and was honored as an official selection of the 2011 Tribeca Film Festival.

Critical reviews for *L.A. Noire* have been outstanding. Following is a short list of accolades:

- *"No one makes the real world virtual like Rockstar... We've seen it with the Grand Theft Auto series, and we saw it with last year's Red Dead Redemption. Rockstar has turned out its most pointed, and poignant, statement with L.A. Noire."* - Seth Schiesel, The New York Times<sup>1</sup>
- *"Ever since it first worked out how to assemble pixels so that they resembled something more recognisable than aliens, the games industry has dreamed of creating one thing above all else - a game that is indistinguishable from a film, except that you can control the lead character. With L.A. Noire, it just might, finally, have found the embodiment of that particular holy grail."* - The Guardian<sup>2</sup>
- *"L.A. Noire is not only something totally new for the modern gamer, it's one of the first cerebral titles that will force people to rethink the potential of video games."* - CNET<sup>3</sup>
- *"L.A. Noire is a testament to the possibility of bringing dark, adult, mature games to the mainstream market... truly mature, with the kind of narrative you'd only expect to see in a major TV drama series or crime movie. No game released this generation has tackled the subject matter found in L.A. Noire with the same degree of intelligence and respect, and no game has so seamlessly blended gameplay from various genres together so seamlessly, in a way that delivers something far more unique in experience than the sum of its parts."* - Destructoid<sup>4</sup>
- *"All the things I've only read about in Dashiell Hammett novels, or seen in film classics like Double Indemnity, have all come to interactive life in L.A. Noire... L.A. Noire had me more involved in its first thirty minutes than some other games do in their entirety."* - 1UP<sup>5</sup>
- *"L.A. Noire is a bold release, because it defies the expectations not just for the type of game Rockstar usually releases, but also for the type of game that receives this degree of care and proficiency in its execution."* - Giant Bomb<sup>6</sup>
- *"L.A. Noire is a unique game with a terrific sense of period atmosphere, absorbing investigation mechanics, and a haunting tale with plenty of moments that would be right at home in a classic film noir."* - GameSpot<sup>7</sup>
- *"L.A. Noire transcends genre and the expectations of what a game can be and casts a spell that I have yet to shake."* - G4TV<sup>8</sup>

*L.A. Noire: The Complete Edition* is rated M for Mature by the ESRB and will be available at retail for \$49.99 / EUR 49.99 / £39.99.

For more information, log onto <http://www.rockstargames.com/lanoire>.

1. [http://www.nytimes.com/2011/05/17/arts/video-games/la-noire-by-rockstar-games-review.html?\\_r=1&scp=1&sq=l.a.%20noire&st=cse](http://www.nytimes.com/2011/05/17/arts/video-games/la-noire-by-rockstar-games-review.html?_r=1&scp=1&sq=l.a.%20noire&st=cse)
2. <http://www.guardian.co.uk/technology/gamesblog/2011/may/16/la-noire-game-review?INTCMP=SRCH>
3. [http://news.cnet.com/l.a-noire-not-a-simple-black-and-white-case/8301-17938\\_105-20063328-1.html?tag=mncol;8n](http://news.cnet.com/l.a-noire-not-a-simple-black-and-white-case/8301-17938_105-20063328-1.html?tag=mncol;8n)
4. <http://www.destructoid.com/review-l-a-noire-201203.phtml>
5. <http://www.lup.com/reviews/la-noire-review?pager.offset=0>
6. <http://www.giantbomb.com/la-noire/61-21500/reviews/>
7. <http://www.gamespot.com/ps3/adventure/la-noire/review.html?tag=topslot%3Bimg%3B1>
8. <http://www.g4tv.com/games/xbox-360/51451/la-noire/review/>

### **About Take-Two Interactive Software**

Headquartered in New York City, Take-Two Interactive Software, Inc. is a global developer, marketer and publisher of interactive entertainment software games for the PC, PlayStation(R)3 and PlayStation(R)2 computer entertainment systems, PSP (R) (PlayStation(R)Portable) system, Xbox 360(R) video game and entertainment system from Microsoft, Wii(TM), Nintendo DS (TM), iPhone(R), iPod(R) touch and iPad(R). The Company publishes and develops products through its wholly owned labels Rockstar Games and 2K, which publishes its titles under 2K Games, 2K Sports and 2K Play. 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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Photos/Multimedia Gallery Available: <http://www.businesswire.com/cgi-bin/mmg.cgi?eid=50036803&lang=en>

SOURCE: Take-Two Interactive

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