



Rockstar Games Acquires Ruffian Games

October 14, 2020

NEW YORK--(BUSINESS WIRE)--Oct. 14, 2020-- Rockstar Games® is proud to announce that it has acquired Ruffian Games. Based in Dundee, Scotland, the studio will operate under the new name of Rockstar Dundee. Terms of the acquisition were not disclosed.

"We are thrilled to have Ruffian join the Rockstar Games family," said Sam Houser, Founder of Rockstar Games. "The Ruffian team are a talented addition to Rockstar's global studios, and we look forward to working together on future projects."

Founded in 2008 by Gary Liddon and Billy Thomson, Ruffian partnered with Microsoft to work on the *Crackdown* series, and with 343 Industries on *Halo: Reach* from the *Halo Master Chief Collection*, among many other projects. Ruffian's talented team of just over 40 have a depth of development experience that even includes some early Rockstar titles from the *Grand Theft Auto* and *Manhunt* series. Both Liddon and Thomson will remain on-board as Co-Studio Directors of Rockstar Dundee.

"We are incredibly excited to be joining the Rockstar team," said Billy Thompson, Co-Founder of Ruffian. "Not only do we have the opportunity to work on some of the most successful entertainment properties in the world, but Rockstar's investment in our studio is a great sign for the continued expansion of game development here in Scotland."

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* and *Red Dead Redemption 2*, 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. We develop and publish products principally through Rockstar Games, 2K, Private Division, and Social Point. 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: the uncertainty of the impact of the COVID-19 pandemic and measures taken in response thereto; the effect that measures taken to mitigate the COVID-19 pandemic have on our operations, including our ability to timely deliver our titles and other products, and on the operations of our counterparties, including retailers and distributors; the effects of the COVID-19 pandemic on consumer demand and the discretionary spending patterns of our customers; the impact of reductions in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of potential inflation; volatility in foreign currency exchange rates; 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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