Grand Theft Auto: The Trilogy – The Definitive Edition Now Available for PlayStation 5, Xbox Series X|S, Nintendo Switch, PlayStation 4, Xbox One, and PC via the Rockstar Games Launcher

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NEW YORK--(BUSINESS WIRE)--Nov. 11, 2021-- Rockstar Games®, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), is proud to announce that the ***Grand Theft Auto: The Trilogy – The Definitive Edition*** is now available digitally for the PlayStation® 5 computer entertainment system, Xbox Series X|S games and entertainment system, Nintendo Switch, PlayStation® 4, Xbox One, and PC via the Rockstar Games Launcher. Available through the PlayStation Store, the Microsoft Store on Xbox, Nintendo eShop, and the Rockstar Games Launcher, ***Grand Theft Auto: The Trilogy – The Definitive Edition*** will also release physically for Xbox Series X|S and Xbox One, Nintendo Switch, and PlayStation 4 on December 7, 2021.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20211111005478/en/

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"The response and impact we felt from the original *Grand Theft Auto Trilogy* was – and still is – truly humbling for us all," said Sam Houser, Founder of Rockstar Games. "We are so grateful to all the players, and we cannot wait for everyone to play these new versions."

Celebrating this year's 20th Anniversary of the launch of *Grand Theft Auto III*, ***Grand Theft Auto: The Trilogy – The Definitive Edition*** comprises of the genre-defining titles *Grand Theft Auto III, Grand Theft Auto: Vice City,* and *Grand Theft Auto: San Andreas,* bringing the iconic locations of Liberty City, Vice City, and San Andreas to the latest platforms with across-the-board enhancements such as *GTAV*-inspired modern controls; graphical and environmental upgrades, including higher resolution textures; enhanced lighting and weather; and more. All three games included in ***Grand Theft Auto: The Trilogy – The Definitive Edition*** also feature platform-specific enhancement, including Gyro aiming and touch screen camera zooming, pans and menu selections on the Nintendo Switch, 4K-resolution support with up to 60 FPS performance for PlayStation 5 and Xbox Series X systems, and NVIDIA DLSS support for PC.

Originally developed by Rockstar Games, ***Grand Theft Auto: The Trilogy – The Definitive Edition*** has been adapted to modern platforms by Grove Street Games using the Unreal Engine to make these classics more vibrant and more immersive than ever, honoring the experience of the original titles, while enhancing them for a whole new generation of players.

Launching in October 2001, *Grand Theft Auto III* first pioneered Rockstar Games' approach to building highly immersive and detailed, fully 3D open worlds, delivering unprecedented freedom and nonlinear gameplay combined with rich, cinematic storytelling, and earning the series critical and commercial success. *Grand Theft Auto: Vice City* refined this approach, delivering heightened levels of immersion, detail, and humor, as it took players back to the 1980s and into a neon-soaked tropical town brimming with excess through the story of Tommy Vercetti and his quest for revenge. *Grand Theft Auto: San Andreas* elevated these concepts even further with the introduction of three distinct cities and surrounding areas as well as a host of new features as Carl 'CJ' Johnson battles the streets and corrupt cops to save his family in a loving homage to the 1990s. Each title in the series set a new standard for the open world genre, and helped to redefine the possibilities of interactive entertainment with each release.

GTA Trilogy: The Definitive Edition is rated M for Mature by the ESRB. For more information, please visit https://www.rockstargames.com/GTATrilogy.

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 350 million units sold-in worldwide. Through a string of critically acclaimed games including the ***Grand Theft Auto*** series, the ***Red Dead Redemption*** series, 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 T2 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 www.take2games.com.

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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 both consumer demand and the discretionary spending patterns of our customers as the situation with the pandemic continues to evolve; the risks of conducting business internationally; 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 NBA 2K and Grand Theft Auto products and our ability to develop other hit titles; our ability to leverage opportunities on PlayStation®5 and Xbox Series X|S; 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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