

Rockstar Games Announces Grand Theft Auto: Vice City for PC

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NEW YORK, Feb 18, 2003 (BUSINESS WIRE) -- Rockstar Games, the world-renowned publishing division of Take-Two Interactive Software, Inc. (Nasdaq:TTWO), announced today that the PC version of the global blockbuster, Grand Theft Auto: Vice City, is set to hit retail shelves in North America on May 13th and in Europe on May 16th. The PC version will have enhanced features including improved graphics and sound, additional PC controls, as well as several options for players to customize the game.

Grand Theft Auto: Vice City, the sequel to last year's best-selling Grand Theft Auto 3, has once again received universal critical acclaim, a multitude of awards and financial success by becoming the fastest selling, highest grossing PlayStation(R)2 game released to date, outdoing its predecessor, Grand Theft Auto 3. Released for the PlayStation(R)2 computer entertainment system last October, Grand Theft Auto: Vice City had the distinct honor of becoming the undisputed number-one selling video game of 2002. The Grand Theft Auto franchise has now achieved the unimaginable feat of ruling the video game sales charts two years in a row.

"We felt that we had to truly outdo ourselves when it came to developing Grand Theft Auto: Vice City and felt that we owed it to the fans to continue to keep enhancing and delivering the gameplay, cinematic graphics, production values and audio experience that have become synonymous with the Grand Theft Auto franchise," said Sam Houser, president of Rockstar Games. "We are truly humbled by the response that the game has received so far and are extremely excited to showcase Grand Theft Auto: Vice City on the PC."

"The real beauty behind Grand Theft Auto is not only the freedom that it allows the players, but also the freedom that it has given us as developers," added Leslie Benzies, president of Rockstar North. "The open ended, non-linear world of Grand Theft Auto allows us to stretch the limits of our imaginations by giving us an open canvas to work with. This was especially the case when it came to creating Grand Theft Auto: Vice City. The 80's fashion styles, music, and sensibility fueled our creativity to the fullest. We are extremely excited for the PC world to experience the fruits of our labor when the enhanced version of the game is released this spring."

About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is an integrated global developer, marketer, distributor, and publisher of interactive entertainment software games and accessories for the PC, PlayStation(R), PlayStation(R)2, Xbox (TM) video game system from Microsoft, Nintendo GameCube(TM) and Nintendo Game Boy Advance. The Company publishes and develops products through its wholly owned subsidiary labels: Rockstar Games, Gotham Games, Gathering of Developers, Joytech and Global Star. The Company maintains sales and marketing offices in Cincinnati, New York, Toronto, London, Paris, Munich, Vienna, Copenhagen, Milan, Sydney, Amsterdam and Auckland. 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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