Rockstar Games' Max Payne 2: The Fall of Max Payne Goes Gold

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Action-packed sequel to the award-winning Max Payne is set to hit retail on October 15th In North America and October 24th in Europe

NEW YORK, Oct 6, 2003 (BUSINESS WIRE) -- Rockstar Games, the world-renowned publishing division of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), announced today that Max Payne 2:The Fall of Max Payne for PC has officially gone gold and is currently in manufacturing. Developed by Remedy Entertainment, the sequel to the original film-noir action thriller, Max Payne, will be in stores in North America on October 15, 2003 and in Europe on October 24, 2003.

"With Max Payne 2: The Fall of Max Payne, Remedy has done an incredible job in raising the bar for technical innovation and creating a truly superb cinematic experience," said Sam Houser, President of Rockstar Games. "With two and a half years invested in this project, the results exceeded even our high expectations. Everyone at Rockstar is eagerly anticipating the reaction of gamers around the world when it hits the streets."

"Working with the vast array of talent and resources that Rockstar Games brings to the table, we've been able to push the production values to an incredibly high level in Max Payne 2: The Fall of Max Payne," said Petri Jarvilehto, lead game designer at Remedy Entertainment. "We are confident we've created a strong successor to the first game that pushes the envelope on cinematic action and intense storytelling."

Max Payne 2: The Fall of Max Payne surpasses the high standards set by 2001's award-winning Max Payne, which revolutionized the action genre with cinematic combat sequences fueled by groundbreaking use of slow motion and dramatic narrative-driven gameplay, becoming one of the best-selling PC games of the year. Console gamers were equally thrilled by the original Max Payne as it later went on to achieve "Greatest Hits" status on the PlayStation(R)2 computer entertainment system and "Platinum Hits" recognition on the Xbox(R) video game system from Microsoft. The original Max Payne has sold over 4 million units to date worldwide.

Max Payne 2: The Fall of Max Payne will be in stores on the PlayStation 2 and Xbox on December 3, 2003.

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) game console, PlayStation (R)2 computer entertainment system, Xbox, 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, 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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SOURCE: Take-Two Interactive Software, Inc.

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