

Rockstar Games Ships Midnight Club II for Playstation 2

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NEW YORK--(BUSINESS WIRE)--April 8, 2003--Rockstar Games, the world-renowned publishing division of Take-Two Interactive Software, Inc. (NASDAQ: TTWO) is proud to announce that Midnight Club II for the PlayStation(R)2 computer entertainment system is shipping today to retail stores in North America. Midnight Club II is the sequel to the best-selling, Greatest Hits PlayStation(R)2 computer entertainment system launch title Midnight Club.

This latest installment of the Midnight Club franchise features unprecedented racing technology, online play, and three massive cities to race in. The April 2003 issue of Official U.S. PlayStation Magazine named Midnight Club II its "Game of the Month" and awarded it a perfect score of 5 out of 5 stars.

"For over two years, we have worked non-stop to ensure that Midnight Club II delivers an experience unmatched in terms of open-ended, non-linear racing action and quite simply, the fastest racing game ever created," said Dan Houser, Vice President of Creative. "With sprawling urban environments, over 30 vehicles, and engaging, immersive online modes, Midnight Club II is set to redefine the racing genre."

Midnight Club II moves racing games from tracks to the city streets. The most notorious drivers meet each night in three of the world's greatest cities - Los Angeles, Paris and Tokyo, driving the latest performance enhanced cars and bikes and competing head-to-head in hopes of making a name for themselves. Now it's your turn. There are no rules. Drive anywhere in the city, find the fastest route, and win the car or bike.

Additional information about Midnight Club II is available at www.rockstargames.com/midnightclub2.

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(TM), 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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CONTACT: Company:
Take-Two Interactive Software, Inc.
Corporate Press/Investor Relations
Dawn Berrie, 646/536-3006
Fax: 646/536-2926
dawn@take2games.com
or
Rockstar Games
Jeff Castaneda, 212/334-6633
Fax: 212/334-6644
jeff@rockstargames.com

or
Corporate Press Relations:
Euro RSCG Middleberg
Jason Schlossberg, 212/699-2564
Fax: 212/699-2599
jason.schlossberg@eurorscg.com

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