

## Grand Theft Auto V® for PlayStation®4 and Xbox One Available Now

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NEW YORK--(BUSINESS WIRE)--Nov. 18, 2014-- Rockstar Games® is proud to announce that the critically acclaimed and record-breaking open world experience, **Grand Theft Auto V®** is now available for the PlayStation®4 computer entertainment system and Xbox One, the all-in-one games and entertainment system from Microsoft.

Rebuilt and enhanced specifically for these new platforms, **Grand Theft Auto V** for PlayStation®4 and Xbox One includes an all-new First Person Mode, allowing players to experience the world of Los Santos and Blaine County in an entirely new way.

“This was our chance to push **Grand Theft Auto V** even further, adding a new First Person Mode and working to make the most of the power of the new consoles,” said Sam Houser, Founder of Rockstar Games. “We’re incredibly proud of what the team has been able to achieve.”

**Grand Theft Auto V** for PlayStation®4 and Xbox One also features a range of sweeping visual and technical upgrades, including vastly increased draw distances, new weather and lighting effects and an increased resolution of 1080p on both platforms. The world of Los Santos and Blaine County is deeper and more immersive than ever with new weapons, vehicles and activities, additional wildlife, and over 150 additional songs across the game’s 17 radio stations.

Enhancements to **Grand Theft Auto Online** for PlayStation®4 and Xbox One include the seamless integration of First Person Mode and online play for up to 30 players. All existing gameplay upgrades and Rockstar-created content released since the launch of **Grand Theft Auto Online** will also be available for the PlayStation®4 and Xbox One with much more to come.

Existing players can transfer their **Grand Theft Auto Online** characters and progression to their choice of PlayStation®4 or Xbox One. Returning players also get access to [exclusive new content](#) including rare versions of classic vehicles to collect from across the **Grand Theft Auto** series, such as the Dukes, the Dodo Seaplane and a faster, more maneuverable Blimp; new activities, collectibles, weapons and much more.

For more information about **Grand Theft Auto V** and **Grand Theft Auto Online** for PlayStation®4, Xbox One and PC, including a gallery of new screenshots, please visit [www.rockstargames.com/V](http://www.rockstargames.com/V).

For more information about gaining access to exclusive content for returning players, please visit [www.rockstargames.com/V/bonuscontent](http://www.rockstargames.com/V/bonuscontent).

### About Rockstar Games

Founded in 1998 and headquartered in New York, Rockstar Games creates and publishes some of the world’s most critically acclaimed and best-selling video game franchises, including the ground-breaking **Grand Theft Auto** series, **Red Dead Redemption**, **L.A. Noire**, the **Max Payne** series, **Bully** and the **Midnight Club** street racing games. Rockstar’s award-winning development team consists of studios in Edinburgh, Leeds, London, New England, San Diego and Toronto.

### 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. The Company develops and publishes products through its two wholly-owned labels Rockstar Games and 2K. 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>.

## 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," "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: 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 for current and next-generation platforms, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, our ability to raise capital if needed and risks associated with international operations. Other important factors and information are contained in the Company's Annual Report on Form 10-K for the fiscal year ended March 31, 2014, including the risks summarized in the section entitled "Risk Factors," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended September 30, 2014, and the Company's other periodic filings with the SEC, which can be accessed at [www.take2games.com](http://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.

Source: Take-Two Interactive

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