

## **Rockstar Games Ships Grand Theft Auto: Vice City for PlayStation-R-2 Computer Entertainment System**

October 29, 2002 8:01 AM ET

NEW YORK, Oct 29, 2002 (BUSINESS WIRE) -- Rockstar Games, a division of Take-Two Interactive Software, Inc. (Nasdaq:TTWO), has announced that Grand Theft Auto: Vice City, the critically acclaimed follow-up to last year's blockbuster video game title, Grand Theft Auto 3, has shipped to retailers.

Grand Theft Auto: Vice City is currently available at stores in North America, and will be available in Europe on November 8th. Grand Theft Auto: Vice City is available exclusively for the PlayStation(R)2 computer entertainment system.

"Grand Theft Auto 3 set the bar incredibly high but we are confident that Grand Theft Auto: Vice City dramatically exceeds the standards we set last year," said Sam Houser, president of Rockstar Games. "We are absolutely delighted with the game. The world feels totally immersive. The game play is fluid and organic. The experience is gripping and completely liberating."

"Vice City has been incredibly exciting to work on," said Les Benzies, development director of Rockstar North. "We already had an extremely efficient production methodology in place and it allowed us to get some very ambitious targets in terms of content for ourselves. I think players will truly appreciate the result."

Grand Theft Auto 3 has quickly become the fastest selling, highest grossing PlayStation(R)2 game released to date, with global sales exceeding 8 million units.

Additional information about Grand Theft Auto: Vice City can be found at <http://www.rockstargames.com/vicecity/>.

### 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), 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](http://www.take2games.com).

All trademarks and copyrights contained herein are the property of their respective holders.

Safe Harbor Statement under the Private Securities Reform Act of 1995: The statements contained herein which are not historical facts are considered forward-looking statements under federal securities laws. Such forward-looking statements are based on the beliefs of our management as well as assumptions made by and information currently available to them. The words "expect," "anticipate," "believe," "may," "estimate," "intend" and similar expressions are intended to identify such forward-looking statements. Forward-looking statements involve risks, uncertainties and assumptions including, but not limited to: risks associated with our future growth and operating results; our ability to continue to successfully manage growth and integrate the operations of acquired businesses; the availability of adequate financing to fund periodic cash flow shortages; credit risks; seasonal factors; inventory obsolescence; technological change; competitive factors; product returns; failure of retailers to sell-through our products; the timing of the introduction and availability of the Company's new software products and third-party hardware platforms; market and industry factors adversely affecting the carrying value of our assets; unfavorable general economic conditions (including the current economic downturn); and acts of war and terrorism, any or all of which could have a material adverse effect on our business, operating results and financial condition. These important factors and other factors that could affect the Company are described in the Company's Annual Report on Form 10-K, as amended, for the fiscal year ended October 31, 2001 and on Form 10-Q for the quarter ended July 31, 2002. Actual operating results may vary significantly from such forward-looking statements. The Company has no obligation to update such forward-looking statements.

CONTACT: TAKE-TWO INTERACTIVE SOFTWARE, INC.  
Corporate Press/Investor Relations  
Dawn Berrie, 212/334-6633  
[dawn@take2games.com](mailto:dawn@take2games.com)

or  
ROCKSTAR GAMES  
Jeff Castaneda, 212/334-6633  
jeff@rockstargames.com  
or  
WOLFE AXELROD WEINBERGER ASSOC. LLC  
Investor Relations  
Stephen D. Axelrod/Donald Weinberger, 212/370-4500  
or  
EURO RSCG MIDDLEBERG  
Press Relations  
Jason Schlossberg, 212/699-2564  
jason@middleberg.com

URL: <http://www.businesswire.com>  
Today's News On The Net - Business Wire's full file on the Internet  
with Hyperlinks to your home page.

Copyright (C) 2002 Business Wire. All rights reserved.