Rockstar Games Sets Release Dates for Midnight Club II Xbox and PC

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NEW YORK, May 13, 2003 (BUSINESS WIRE) -- Rockstar Games, the world-renowned publishing division of Take-Two Interactive Software, Inc. (NASDAQ: TTWO) has announced the North American release date for Midnight Club II for the Xbox(R) video game system from Microsoft(TM) and the PC.

Midnight Club II for the Xbox(R) will be in stores on June 4th in North America and June 6th in Europe. The PC version of Midnight Club II will be available on June 25th in North America and June 27th in Europe.

"Midnight Club II has been a tremendous success for us on the PlayStation(R)2 and we are extremely pleased that players have embraced our vision of what can be achieved with an open-ended racing game," said Dan Houser, Rockstar Games' Vice President of Creative. "Now, the PC and Xbox(R) offer us powerful new hardware to showcase and add features to an already astounding racing game that is unparalleled in speed, adrenaline and style."

Midnight Club II is set to make its long awaited debut on the Xbox(R), offering non-linear gameplay, huge urban environments, and an extreme sense of speed that redefines the very idea of what a racing game can be. The most notorious street racers meet each night in three of the world's greatest cities - LA, Paris, and Tokyo, driving the latest performance enhanced cars and bikes and competing head-to-head to make a name for themselves. Now it's your turn. There are no rules. Drive anywhere in the city. Find the fastest route, and win your opponent's car. The level of competition intensifies as players take the high-octane, nitrous infused experience of Midnight Club II online. Midnight Club II provides both online and LAN support for the PC and Xbox(R) Live. Up to 8 players at a time can now compete for international street credibility in five thrilling multiplayer game modes ranging from Career and Circuit Races, arcade style Battle Modes and an advanced Race Editor. Midnight Club II also now features an online ranking system for the Xbox so players can see how well they stack up against the best street racers on the planet.

Additional information about Midnight Club II is available at http://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(R) video game system from Microsoft(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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SOURCE: Rockstar Games

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