

Rockstar Games Expands Toronto Development Studio

July 9, 2012 7:00 PM ET

New, larger facility opened through partnership with Ontario government; Combines Vancouver studio and expects to grow staff over time

NEW YORK--(BUSINESS WIRE)--Jul. 9, 2012-- Rockstar Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), today announced that it is expanding its development capabilities in Toronto, and has opened a larger, new, custom-built facility in Oakville, Ontario for the Rockstar Toronto team. The studio expansion is being supported by the Ontario government. Financial details were not disclosed. In conjunction with the expansion, Rockstar Games is moving its 35-person Vancouver-based development team to the new facility over the next six months, and is offering all members of that team the opportunity to join Rockstar Toronto or take positions in other Rockstar studios.

Rockstar Toronto has worked on several critically acclaimed Rockstar Games titles, including the recently released *Max Payne 3*, as well as *The Warriors* and the *Grand Theft Auto* series. Rockstar Vancouver has worked on *Bully* and *Max Payne 3*.

"Expanding Rockstar Toronto and bringing our Canadian development talent together under one roof underscores our commitment to building world-class teams that can make the kind of groundbreaking entertainment experiences Rockstar Games is known for," said Jennifer Kolbe, Vice President of Publishing and Operations for Rockstar Games. "We believe a single Canadian team will make for a powerful creative force on future projects. We plan to add more than 50 new positions to our combined Canadian team, and are pleased to be entering into this strategic partnership with the Ontario government."

"Rockstar Games' decision to expand its Toronto studio demonstrates the confidence in Ontario's leading-edge digital gaming industry. By providing financial support and tax incentives to help companies grow, we maximize Ontario's competitiveness in the global economy and support job creation," said Brad Duguid, Minister of Economic Development and Innovation.

About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is a leading developer, marketer and publisher of interactive entertainment for consumers around the globe. The Company develops and publishes products through its two wholly-owned labels Rockstar Games and 2K, which publishes its titles under the 2K Games, 2K Sports and 2K Play brands. Our products are designed for console systems, handheld gaming 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://webmail.rockstargames.com/exchweb/bin/redir.asp?URL=http://www.take2games.com>.

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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 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, 2012, in the section entitled "Risk Factors," and the Company's other periodic filings with the SEC, which can be accessed at <http://webmail.rockstargames.com/exchweb/bin/redir.asp?URL=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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