

Take-Two Interactive Software, Inc. Unveils Its 2003 Electronic Entertainment Expo Lineup

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Publishing Labels Rockstar Games, Gotham Games and Gathering Introduce Some of the Industry's Most Anticipated New Games

NEW YORK, May 12, 2003 (BUSINESS WIRE) -- Take-Two Interactive Software, Inc. (NASDAQ: TTWO) is pleased to announce its product lineup for the 2003 Electronic Entertainment Expo (E3) to be held May 14-16 in Los Angeles.

Take-Two will display its products in Booth #724 of the South Hall.

"Take-Two has succeeded in developing original gaming franchises that push the envelope creatively, aesthetically and culturally, led by Rockstar's blockbuster Grand Theft Auto, Midnight Club and Max Payne brands," said Jeffrey Lapin, Chief Executive Officer of the Company. "Our E3 lineup showcases new titles and platform extensions for these proprietary brands, as well as exciting new products from our Gotham Games and Gathering publishing labels based on both original and licensed content. We are confident that our solid pipeline of products will extend our track record of success as a leading publisher of interactive entertainment software."

Rockstar Games' Lineup:

Grand Theft Auto: Vice City (PC)

From the decade of big hair, excess and pastel suits comes the ultimate story of money, power, and corruption as one man attempts to rise to the top of a criminal empire in Grand Theft Auto: Vice City. The latest installment of the phenomenon that started with a commitment to expansive non-linear gameplay, irreverent humor, and unparalleled action has gone on to worldwide success and is now unleashed upon the PC. Rebuilt from the ground up for the PC platform with all new features such as player skinning, customizable mp3 radio station, gameplay sequence replay and more, Grand Theft Auto: Vice City for the PC is set to be in stores on May 13th in North America and May 16th in Europe.

Midnight Club II (Xbox(R))

Midnight Club II will shortly 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. With Xbox Live support, up to 8 players at a time can now compete for global street credibility in five thrilling multiplayer game modes. Midnight Club II for the Xbox is slated to arrive in stores on June 4th in North America and on June 6th in Europe.

Max Payne 2: The Fall Of Max Payne (PC)

When it debuted in July 2001 as an award-winning, best-selling PC game, Max Payne revolutionized the action genre with its cinematic combat sequences fueled by the groundbreaking use of slow motion and compulsive narrative-driven gameplay. Later that year, console audiences were equally impressed by the stylish, urban, revenge-driven story of a fugitive cop with nothing to lose and Max Payne went on to achieve "Greatest Hits" status on PlayStation(R)2 and "Platinum Hits" recognition on Xbox(TM). Now, the highly anticipated Max Payne 2: The Fall of Max Payne will be unveiled to an extremely select audience by invitation only at this year's E3. Details regarding the console versions will be available later this summer.

Gotham Games' Lineup:

Celebrity Death Match

Celebrities Are Dangerous! MTV's claymation mega-hit comes to console this fall when Gotham Games releases MTV's

Celebrity Deathmatch. With over 15 of today's top stars to choose from, now gamers get to create the match ups of their dreams, gaining total control of the action. It's time for the famous to stop being nice, and start being destroyed! Celebrity Deathmatch for PlayStation(R)2, Xbox(R), GameCube, PlayStation(R) and PC is expected to ship in Fall 2003.

The Great Escape

Shot out of the skies over Germany. Imprisoned behind enemy lines. Trapped in the toughest Prisoner of War camp man has ever built. You must command the most daring of the Allies' escape artists to break free, and wreak havoc in the heart of the Nazi empire! Superstar Steve McQueen is digitally resurrected to star in this classic WWII saga, based on the MGM classic. Triumph over the Third Reich as the mastermind of The Great Escape! The Great Escape for PlayStation(R)2, Xbox(R), PlayStation(R) and PC is expected to ship in Summer 2003.

Conflict: Desert Storm II - Back to Baghdad:

At the height of the 1991 Gulf War, 300 clicks into the heart of Iraq, you must command your squad of Special Forces operatives to strike at the evil Iraqi dictator's fascist regime. Advanced squad based combat with more levels, more weapons, smarter enemies and tougher squadmates than the original. The troops are in position, so lock and load, and get ready to GO LOUD. Conflict: Desert Storm II - Back to Baghdad for PlayStation(R)2, Xbox(R) and PC is expected to ship in Fall 2003.

Starksy & Hutch

Driving games are about to get a lot funkier. Based on the 70's television show, Starsky & Hutch will be careening to a home console near you this fall. Race through Bay City, while Hutch takes aim at criminals with his .357 Magnum - but don't go thinking this will be a joy ride! If your driving and shooting skills can't keep the TV audience on the edge of their sofas, your ratings will plummet, the show will be cancelled, and it's game over! Don't think you can handle all the high-speed thrills by yourself? Find a partner and let them shoot while you drive. It's time to clean up the streets...in style! Starsky & Hutch for PlayStation(R)2, Xbox(R) and PC is expected to ship in Fall 2003.

Gathering's Lineup:

Mafia (PS2)

Tommy Angelo used to be a cab driver, but fate had something more sinister in mind. He became a Mafia mobster - respected by the family, feared by enemies and prepared to solve things his own way. Follow Tommy in this epic gangster adventure, as he relives his rise to the top of the most infamous Crime Corporation - THE MAFIA. Mafia for PlayStation(R)2 and Xbox(R) is expected to ship in Fall 2003.

Hidden & Dangerous 2 (PC)

The next installment of World War II through the eyes of the Special Air Service. Set over European, African and Asian continents and reflecting on the theaters of war in which the SAS operated, Hidden & Dangerous 2 will be every bit as ground breaking as the launch of the original game. This title will be displayed in a private area in the Take-Two booth at E3. Hidden & Dangerous 2 for PC is expected to ship in Fall 2003.

Railroad Tycoon 3 (PC)

The third game in this multi-million selling series is building up a full head of steam. PopTop raises the bar once again with a fully realized 3D gaming world, scaling from eye in the sky views of entire continents down to incredibly detailed close-ups of beautifully modeled locomotives, buildings and landscapes. Play 25 challenging scenarios to recreate magnificent feats of railroading history. Use the 40 plus locomotives, 35 plus different cargoes and more than 150 buildings to build your railroad empire. Railroad Tycoon 3 defines the essence of tycoon simulations with incredible attention to detail in a living, breathing world, built around a truly amazing game! This title will be displayed in a private area in the Take-Two booth at E3. Railroad Tycoon 3 for PC is expected to ship in Fall 2003.

Space Colony (PC)

Taking your team of starry-eyed misfits with you, you must search out and colonize some of the galaxies' most inhospitable planets. Starting from scratch, your colony will need to quickly grow from a simple life-supporting pod into a sprawling meteoric metropolis, capable of keeping this most eclectic troop of tenants happy. As difficult as this can be, life in the colony isn't just about surviving, it's about big bucks and you're going to need to use every resource this planet has to offer to make them. Whether that's capturing the locals to create an alien zoo to attract tourists, mining the planet's core for materials, building a discotheque big enough to accommodate both country and rock, or defending your settlement against alien attack - whatever it takes, responsibility for the colony's survival rests squarely with you. This title will be displayed in a private area in the Take-Two booth at E3. Space Colony for PC is expected to ship in Fall 2003.

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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