

Rockstar Games Announces *Grand Theft Auto: San Andreas* Now Available for iOS

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NEW YORK--(BUSINESS WIRE)--Dec. 12, 2013-- Rockstar Games is proud to announce that *Grand Theft Auto: San Andreas* is now available for select iOS devices. Upon its original release, *Grand Theft Auto: San Andreas* took the groundbreaking series to new heights, delivering three detailed cities and an entire state for players to roam.

"*Grand Theft Auto: San Andreas* was a giant leap forward for the series, bringing the early '90s West Coast to life in a massive world full of possibilities," said Sam Houser, Founder of Rockstar Games. "We're thrilled for players to experience it all on mobile devices."

Grand Theft Auto: San Andreas features a vast open-world covering the state of San Andreas and its three major cities – Los Santos, San Fierro and Las Venturas. In addition to enhanced visual fidelity and over 70 hours of gameplay, the game has received several technical upgrades for the iOS version and has been specially modified for use with mobile devices. Upgrades and enhancements include:

- Re-mastered, high-resolution graphics including lighting enhancements, an enriched color palette and improved character models;
- Dynamic detailed shadows and real-time environmental reflections (iPhone 5 series/iPad 4th Gen and above);
- Physical controller support for all Made-for-iOS controllers;
- Cloud save support for playing across all of your iOS devices for Rockstar Social Club Members;
- Updated checkpoint system;
- Dual analog stick controls for full camera and movement control;
- Three different touch control schemes and customizable controls.

Five years ago, Carl Johnson escaped from the pressures of life in Los Santos, a city tearing itself apart with gang trouble, drugs and corruption. Now it's the early 90's and Carl's got to go home. His mother has been murdered, his family has fallen apart and his childhood friends are all heading towards disaster. On his return to the neighborhood, a couple of corrupt cops frame him for homicide. CJ is forced on a journey that takes him across the entire state of San Andreas, to save his family and to take control of the streets.

Grand Theft Auto: San Andreas is available for \$6.99, and can be purchased for iOS via the App Store on iPhone 4s, iPhone 5, iPhone 5s, iPhone 5c, iPod Touch 5th gen, iPad 2, 3rd and 4th generation, iPad Air, iPad Mini and iPad Mini with Retina Display or at www.itunes.com/appstore/. Coming soon to select Android, Amazon Kindle and Windows Phone devices.

For a full list of supported devices and any further information please visit www.rockstargames.com.

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, 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. 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://www.take2games.com>.

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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, 2013, in the section entitled "Risk Factors," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended September 30, 2013, and the Company's other periodic filings with the SEC, which can be accessed at 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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