

## **Take-Two Interactive Software Ships Conflict: Desert Storm II - Back to Baghdad for the PlayStation 2, Xbox and PC**

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NEW YORK--(BUSINESS WIRE)--Oct. 9, 2003--Take-Two Interactive Software, Inc. (Nasdaq:TTWO)

The Ultimate Experience In Tactical, Squad-Based Combat Brings  
Gamers Back To Iraq To Command U.S. Delta Forces In A New  
Gulf Campaign

Gotham Games, a publishing label of Take-Two Interactive Software, Inc. (Nasdaq:TTWO), announced today that Conflict: Desert Storm II - Back to Baghdad(TM) for the PlayStation(R)2 computer entertainment system, the Xbox(R) video game system from Microsoft, and PC has shipped to retail outlets in North America. The game follows up on the successful title Conflict: Desert Storm, which sold over 750,000 units in North America since its launch in September 2002. Conflict: Desert Storm II captures all of the intense, third-person squad-based action of the original and builds on it as players command U.S. Delta Forces or British SAS over the sands of Iraq to crush what remains of Saddam's evil regime.

Based on events of the 1991 Gulf War, Conflict: Desert Storm II challenges gamers with a multitude of intense, expansive missions that offer greater levels of atmosphere, realism and tactical tasks than its predecessor. In order to present the most realistic depiction of the intense ground war in Iraq, Gotham Games has brought back Cameron Spence as technical consultant, a former high-ranking British SAS officer who served in the 1991 Gulf War. Cameron's expertise was tapped even further, giving the developers further insight into desert warfare. An incredible number of authentic weapons, equipment and Gulf War-era vehicles are included to add an amazing level of realism and detail. Each highly intricate campaign will require players to coordinate the unique skills and weapons of each team member, to strategically combat a variety of scenarios and enemy forces. Additional advances include a new weapon-specific targeting system, dynamic lighting, environmental effects, and deformable terrain among other features.

### 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, Nintendo GameCube(TM) and Nintendo Game Boy Advance(TM). 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 Web site at [www.take2games.com](http://www.take2games.com).

### About Gotham Games

Headquartered in New York City, Gotham Games is a publisher of interactive entertainment software games for the PlayStation (R), PlayStation(R)2, Xbox(R), Nintendo GameCube(TM) and Nintendo Game Boy(R) Advance. Gotham Games is focused on publishing outstanding titles for gamers of all ages. Gotham Games is a subsidiary of Take-Two Interactive Software, Inc. For more information, please visit [www.gothamgames.com](http://www.gothamgames.com).

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