

Rockstar Games Announces South Central Upgrade and Content Pack for Midnight Club: Los Angeles

December 12, 2008 3:00 PM ET

NEW YORK--(BUSINESS WIRE)--Dec. 12, 2008--Rockstar Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), is proud to announce the massive downloadable upgrade and content pack for Midnight Club: Los Angeles, the latest installment of its critically acclaimed and genre-defining Midnight Club franchise. The content will be available early next year for the Xbox 360(R) video game and entertainment system from Microsoft and PLAYSTATION(R)3 computer entertainment system.

The "South Central Upgrade Map" provides players with a whole new area of the city, about one-third the size of the original map, and will be available for free. This area features L.A. landmarks such as Exposition Park, the USC campus, Shrine Auditorium, Crenshaw Plaza, and the L.A. Memorial Coliseum and stretches south to the 105 Freeway. In addition to the free new city area, players will be able to purchase the "South Central Content Pack" which includes new character competitions, races, cars and music available in a single complete package. The new vehicles include a variety of cars and a motorcycle. Also making an appearance for the first time in Midnight Club: Los Angeles will be SUVs, a longtime favorite of the series' fans.

"This downloadable content hones in on a very iconic area of Los Angeles," said Jay Panek, Midnight Club Producer at Rockstar San Diego. "This South Central download features staples of the area, from the landmarks to the types of cars, and we think it really helps enhance the overall L.A. feel we set out to recreate."

Game Informer described Midnight Club: Los Angeles as "just what the doctor ordered: a fun, fast racing experience with enough content to keep you playing for months." The addition of South Central will enhance the overall experience and extend the game even further.

Developed by Rockstar San Diego, Midnight Club: Los Angeles provides a seamless, breathtaking environment for everyone who loves to compete. With no load times, no tracks, and no rules, the game allows players to race at breakneck speeds through an unbelievable recreation of Los Angeles in fully customizable, licensed cars.

The racing experience in Midnight Club: Los Angeles is extended online at the Rockstar Games Social Club (www.rockstargames.com/socialclub), where players are able to enter tournaments, share in-game photos, rate other people's rides, track stats with other gamers, and listen to and purchase music from the soundtrack.

Midnight Club: Los Angeles is currently available for the Xbox 360 and PLAYSTATION 3 and is rated T for Teen. The "South Central Upgrade Map" and "South Central Content Pack" both require players to have the full version of Midnight Club: Los Angeles for Xbox 360 or PLAYSTATION 3 and an Xbox LIVE or a PlayStation Network membership to download. For more information, log onto www.rockstargames.com/midnightclubla.

About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is a global developer, marketer, distributor and publisher of interactive entertainment software games for the PC, PLAYSTATION(R)3 and PlayStation(R)2 computer entertainment systems, PSP(R) (PlayStation(R)Portable) system, Xbox 360(R) and Xbox(R) video game and entertainment systems from Microsoft, Wii(TM), Nintendo GameCube(TM), Nintendo DS(TM) and Game Boy(R) Advance. The Company publishes and develops products through its wholly owned labels Rockstar Games, 2K Games, 2K Sports and 2K Play; and distributes software, hardware and accessories in North America through its Jack of All Games subsidiary. 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: Take-Two Interactive Software, Inc.