

Rockstar Games Announces Grand Theft Auto: San Andreas Now Available for Android and Amazon Kindle

January 7, 2014 11:00 AM ET

NEW YORK--(BUSINESS WIRE)--Jan. 7, 2014-- Rockstar Games is proud to announce that ***Grand Theft Auto: San Andreas*** is now available for select Android and Amazon Kindle 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 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 and has been specially tuned for use with mobile devices. Upgrades and enhancements for all mobile versions include:

- Re-mastered, high-resolution graphics, including lighting enhancements, an enriched color palette and improved character models;
- Context Sensitive Actions: automatically vault over low walls and objects;
- Full suite of aiming options: auto-aim, free-aim, and touch targeting;
- Dual analog stick controls for full camera and movement control;
- Three different touch control schemes and customizable controls;
- Physical controller support for compatible devices;
- Cloud save support for Rockstar Social Club Members;
- Updated checkpoint system.

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 on the Google Play Store, Amazon Appstore and the iOS App Store. Coming soon to Windows mobile 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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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 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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