

Rockstar Games Announces Grand Theft Auto: Vice City; Next Installment of Grand Theft Auto Franchise To Hit Streets in October

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NEW YORK, May 21, 2002 (BUSINESS WIRE) -- Rockstar Games, the world-renowned publishing division of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), proudly announces Grand Theft Auto: Vice City, the follow-up to the global blockbuster title Grand Theft Auto 3.

Grand Theft Auto: Vice City is the latest installment in the gaming franchise that has exceeded 11 million units in total sales to-date. It will be available exclusively for PlayStation(R)2 and is expected to hit retail shelves in the United States on October 22nd.

Grand Theft Auto: Vice City will surpass the unprecedented gameplay, cinematic graphics and immersive audio experience that gamers associate with Grand Theft Auto 3, which was released in October 2001 and has rapidly become the fastest selling, highest grossing game for PlayStation(R)2 computer entertainment system to-date, with global sales exceeding 6 million units. Rockstar Games will release additional information about the game's content in July, but the following details are clear: It's an entirely new game set in the '80s, the location is Vice City, and the vibe is glamour, power and corruption...

Sam Houser, the executive producer of the Grand Theft Auto franchise and president of Rockstar Games, commented, "The success of Grand Theft Auto 3 has made us very proud, but it has also motivated us enormously. The work currently being done by our development and production teams in Edinburgh and New York is going to surpass the efforts of last year, as we set our sights on making an even more revolutionary gaming experience. This will be reflected in the size of the game, the scope of the gameplay, the extent of the gameplayer's freedom, the quality of production value and the all-important sense of style."

Les Benzie, the producer of Grand Theft Auto games, noted, "Although it may appear to be a challenge to develop a game superior to Grand Theft Auto 3, our progress to date on Vice City makes me highly confident that we can deliver a truly innovative game."

Kelly Sumner, Take-Two Interactive Software's Chief Executive Officer added, "Grand Theft Auto 3 has become the "must-have" title for PlayStation(R)2 and is appropriately regarded as a landmark in interactive entertainment. We are delighted with the plans for Vice City, and are totally committed to supporting Rockstar's creative efforts and investing in the development and marketing approach that made Grand Theft Auto 3 such a tremendous success."

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), PlayStation(R)2, Xbox (TM), Nintendo Game Boy Color, Nintendo GameCube and Nintendo Game Boy Advance. The Company publishes and develops products through various wholly owned subsidiaries including: Rockstar Games, Rockstar Studios, Gathering of Developers, TalonSoft, Joytech, PopTop, Global Star and under the Take-Two brand name. The Company maintains sales and marketing offices in Cincinnati, New York, Toronto, London, Paris, Munich, Vienna, Copenhagen, Milan, Sydney 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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