

Rockstar Games Announces Midnight Club II for Xbox-TM- and PC; PlayStation-R-2 Gets Midnight Club II On February 11, 2003

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NEW YORK--(BUSINESS WIRE)--Nov. 15, 2002--Rockstar Games, the world-renowned publishing division of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), proudly announces Midnight Club II, the sequel to the best-selling PlayStation(R) 2 computer entertainment system launch title Midnight Club.

Developed by Angel Studios, Midnight Club II is expected to hit retail shelves in the United States for PlayStation(R)2 on February 11, 2003, with versions for the Xbox(TM) video game system from Microsoft(TM) and the PC expected to hit in Spring 2003.

"Midnight Club redefined the racing genre by offering an entirely new freedom and style never before seen in a racing game," said Dan Houser, Rockstar Games' Vice President of Creative. "Midnight Club II evolves those trademark ideas, adds a host of innovative features with a revolutionary new design creating a racing experience that continues the tradition of excellence and innovation expected from a Rockstar title. We believe we are making the fastest and most complete racing game people will have ever seen."

Midnight Club II moves racing games from tracks to the city streets. The world's most notorious drivers meet each night in three of the world's greatest cities - LA, Paris, and Tokyo, driving the latest performance enhanced cars and bikes and competing head-to-head to make a name for themselves. Now it's your turn. There are no rules. Drive anywhere in the city. Find the fastest route, and win the car.

Additional information about Midnight Club II is available at www.midnightclub2.com.

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 GameCube(TM) and Nintendo Game Boy Advance. The Company publishes and develops products through its wholly owned subsidiary labels: Rockstar Games, Gotham Games, Gathering of Developers, 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 website at www.take2games.com.

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