

Rockstar Games Announces Max Payne Mobile Now Available for iPad, iPhone and iPod touch Devices

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NEW YORK, Apr 12, 2012 (BUSINESS WIRE) --Rockstar Games, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), is proud to announce that *Max Payne Mobile* is now available on the App Store for iPad, iPhone and iPod touch. As the first game to feature Bullet Time(R), *Max Payne* is universally acclaimed for delivering addictive run-and-gun gameplay with gripping noir storytelling.

"*Max Payne* was the original cinematic action-shooter," said Sam Houser, Founder of Rockstar Games. "We're really proud to bring its intense gunplay and dark story to mobile devices. Remedy did an amazing job with this game and it still feels fresh today."

The full classic [Max Payne experience](#), *Max Payne Mobile* has been optimized for iOS devices, featuring HD graphics, high-resolution textures, [Social Club](#) connectivity and user-customizable controls.

Max Payne Mobile is available for \$2.99 from the App Store on iPad, iPhone or iPod touch or at the [iTunes App Store](#). Supported devices on iOS include the iPhone 3GS, iPhone 4, iPhone 4S, iPod touch 4, iPad 1, iPad 2 and the new iPad.

Originally released in 2001, *Max Payne* is a relentless story-driven game about a man on the edge, fighting for justice while uncovering plot-twists and murder thugs in the gritty bowels of New York during the century's worst blizzard. Its sequel, *Max Payne 2: The Fall of Max Payne* was released to further critical acclaim in 2003.

The series returns in 2012 with the launch of *Max Payne 3* on May 15 for the Xbox 360(R) video game and entertainment system from Microsoft and the PlayStation(R) 3 computer entertainment system. *Max Payne 3* will also be available for PC on May 29. For more information please visit <http://www.rockstargames.com>.

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, which publishes its titles under the 2K Games, 2K Sports and 2K Play brands. 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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management and product development personnel, our dependence on our Grand Theft Auto products and our ability to develop other hit titles for current 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, 2011, in the section entitled "Risk Factors," and the Company's other periodic filings with the SEC, which can be accessed at <http://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.

Photos/Multimedia Gallery Available: <http://www.businesswire.com/cgi-bin/mmg.cgi?eid=50235999&lang=en>

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