

Rockstar Games Ships Manhunt for PC and Xbox

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NEW YORK--(BUSINESS WIRE)--April 20, 2004--Rockstar Games, the world-renowned publishing division of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), has shipped Manhunt for PC and for the Xbox(R) video game system from Microsoft to North American retailers. Manhunt for the PC and Xbox will reach retail shelves in Europe on April 23, 2004. Manhunt was developed by Rockstar North, the team behind the global blockbuster Grand Theft Auto franchise.

"We are extremely excited for PC and Xbox gamers to finally experience Rockstar North's latest success," Sam Houser, President of Rockstar Games said about Manhunt. "Manhunt takes stealth gameplay beyond what anyone has ever seen and we are extremely proud to bring this superb game to a new audience."

"In addition to reaching new heights with outstanding graphic and audio achievements, we wanted to make Manhunt the ultimate stealth-action game," said Leslie Benzies, President of Rockstar North. "By turning the tables on the player, stripping them of power and making them fight for their lives with inventive play mechanics, we have succeeded in making Manhunt like nothing else out there."

In Manhunt, you are James Earl Cash, a death row inmate that has been sentenced to death by lethal injection. However, in a twist of fate, you are revived after a mock execution to the sound of your own panicked breath. Now, they are going to hunt you down in an organized blood sport where you are the prey. If you stay alive long enough, you may discover the identity of your captor. To survive his deadly game, you must run, fight and hide.

Manhunt is a tale of survival and urban horror that made an immediate impact on the gaming world when it was released for the PlayStation(R)2 computer entertainment system in November of 2003. Hailed by The Chicago Tribune as "the most important game of the last five years," Manhunt has earned critical and commercial success due to its innovative gameplay and gritty visual style.

Additional information about Manhunt is available at <http://www.rockstargames.com/manhunt>.

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) game console, PlayStation (R)2 computer entertainment system, Xbox(R), Nintendo GameCube(TM) and Game Boy(R) Advance. The Company publishes and develops products through its wholly owned subsidiary labels: Rockstar Games, Gathering, Global Star and Joytech. The Company maintains sales and marketing offices in Cincinnati, New York, Toronto, London, Paris, Munich, Madrid, Vienna, Milan, Sydney, Breda (Netherlands) 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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About Xbox

Xbox (<http://www.xbox.com>) is the video game system from Microsoft that brings people together for the most exhilarating game and entertainment experiences. Xbox delivers an expansive collection of breakthrough games, powerful hardware and the unified Xbox Live online service. The new tagline, "it's good to play together," captures the spirit of Xbox as the social hub of the new digital entertainment lifestyle. Xbox is now available in North America, Asia, Europe and Australia.

Xbox is a registered trademark of Microsoft Corporation in the United States and/or other countries.

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management as well as assumptions made by and information currently available to them. The Company has no obligation to update such forward-looking statements. Actual results may vary significantly from these forward-looking statements based on a variety of factors. These important factors are described in the Company's Annual Report on Form 10-K for the fiscal year ended October 31, 2003 and on Form 10-Q for the quarter ended January 31, 2004 in the section entitled "Cautionary Statement and Risk Factors".

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