

## Rockstar Games Announces Grand Theft Auto: Liberty City Stories Now Available for iOS

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### *Coming soon to Android and Amazon Devices*

NEW YORK--(BUSINESS WIRE)--Dec. 17, 2015-- Rockstar Games is proud to announce that ***Grand Theft Auto: Liberty City Stories*** is now available for select iOS devices, and will be coming soon to Android and Amazon devices.

This Smart News Release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20151217005104/en/>



Rockstar Games is proud to announce that Grand Theft Auto: Liberty City Stories is now available for select iOS devices, and will be coming soon to Android and Amazon devices. (Photo: Business Wire)

including real-time lighting and shadows, upgraded textures and art, greater draw distance, performance enhancements for touch-based gaming, cross-platform cloud saves via the Rockstar Games Social Club, support for Apple's 3D touch and more.

Players who download ***Grand Theft Auto: Liberty City Stories*** and then sign-in to the Rockstar Games Social Club within the app will unlock the bonus I HEART LC T-shirt with the same account used in ***Grand Theft Auto Online*** for PlayStation 4, Xbox One or PC.

***Grand Theft Auto: Liberty City Stories*** is available for \$6.99 and can be purchased for iOS via the App Store [www.itunes.com/appstore/](http://www.itunes.com/appstore/). The game will be coming soon to select Android and Amazon Kindle devices.

For a look at the trailer and more information, including a full list of supported devices please visit [rockstargames.com/libertycitystories](http://rockstargames.com/libertycitystories).

### **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**

In ***Grand Theft Auto: Liberty City Stories***, former trusted wise guy for the Leone crime family, Toni Cipriani, returns home after spending time in hiding for killing a made man. Now, the streets of Liberty City are in turmoil, as warring families vie for control and the town begins to self-destruct under waves of political corruption, organized crime, drug trafficking and union strikes. Deranged hit men, morally depraved tycoons, cynical politicians and even his own mother stand in the way, as Toni tries to bring the city under Leone family control.

Originally designed with mobile gameplay in mind, ***Grand Theft Auto: Liberty City Stories*** returns with enhancements,

Headquartered in New York City, Take-Two Interactive Software, Inc. is a leading developer, publisher and marketer 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 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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During the course of the presentation, the Company may make statements that are not historical facts and which are considered forward-looking statements under federal securities laws. These forward-looking statements 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, 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, 2015, including the risks summarized in the section entitled "Risk Factors," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended September 30, 2015, and the Company's other periodic filings with the SEC, which can be accessed at [www.take2games.com](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.

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Source: Take-Two Interactive

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