

## Global Star's Conflict: Vietnam Emerges from the Jungle and Arrives in Retail Stores Throughout North America

October 6, 2004 7:55 AM ET

NEW YORK--(BUSINESS WIRE)--Oct. 6, 2004--

The Popular Franchise Returns for a Third Tour of Duty on  
PlayStation(R)2, Xbox and PC

Global Star Software, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ:TTWO) today announced that Conflict: Vietnam is currently available in retail stores throughout North America for the PlayStation(R)2 computer entertainment system, the Xbox(R) videogame system from Microsoft and PC. Transporting the Conflict series from the deserts of the Middle East to the jungles of Vietnam, Conflict: Vietnam builds upon the signature squad based gameplay that has sold over 1.4 million units in North America.

"Moving the Conflict series into a Vietnam setting has provided us with a wealth of new gameplay opportunities that are sure to please both existing fans of the series as well as newcomers," said Christoph Hartmann, Senior Vice President of Publishing for Global Star Software. "Through the use of story, enhanced gameplay, audio and graphics, we've been able to create an experience that's both a unique and exciting entry into the genre."

The media had the following to say about Conflict: Vietnam:

"The combat is intense and the language is vintage 'Nam.  
Hell, they even got the music right." - PSM Review, November 2004

"...a good, solid action game with a compelling story, nonstop action,  
and a deep, dark jungle atmosphere that's easy to get lost in."  
- GMR Review, November 2004

"My favorite aspect of Conflict: Vietnam is, of course, its RPG  
element...Emotional investment in the characters of a video game is  
always a good thing."  
- PSE2 Review, November 2004

Conflict: Vietnam is a squad based action game that puts players in the shoes of four barely trained 101st Airborne soldiers who are caught countless miles behind enemy lines during the 1968 Tet Offensive. It is up to the player to use all four members of the squad and utilize their different abilities in order to successfully traverse through booby trap filled terrain, loaded with North Vietnamese and Viet Cong soldiers. The objective isn't to win the war; the objective is to make it out alive.

### Features Include:

- The third game in the hugely successful Conflict series.
- Fourteen enormous missions will take players deep into the Vietnamese jungle, through small villages, into ruined temples, and down Viet Cong tunnel complexes.
- Dynamic lighting, vegetation that shifts with wind and movement, an abundance of animals, and lush environments bring the jungle to life.
- Use performance-based points after each mission to develop your characters in 9 skill categories such as Sniper, Medic, and Demolitions.
- A revitalized control scheme allows context sensitive commands such as giving covering fire, guarding civilians, and flanking enemies.
- Splitting paths give players varying options in how to finish missions. Bonus objectives drive players to discover and

explore more.

- An era-specific arsenal of over 20 weapons including assault rifles, mortars, and .50 caliber machine guns.
- A wide range of vehicles puts your squad behind the wheel of APCs, jeeps, tanks, helicopters and river boats.
- Paranoia inducing AI with enemies that set booby traps, strike from hidden areas, and coordinate their attacks in an environment that they are the masters of.

Conflict: Vietnam is rated 'M' for Mature and is currently available for the PlayStation(R)2 computer entertainment system and the Xbox(R) videogame system from Microsoft, each at a suggested retail price of \$39.99. Also available is the PC version, at a suggested retail price of \$29.99. For more information on Conflict: Vietnam please visit [www.globalstarsoftware.com](http://www.globalstarsoftware.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) 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 labels Rockstar Games and Global Star Software; and distributes products in North America through its Jack of All Games subsidiary. Take-Two also manufactures and markets video game accessories in Europe, North America and the Asia Pacific region through its Joytech subsidiary. 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](http://www.take2games.com).

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

All trademarks and copyrights contained herein are the property of their respective holders.

#### 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.

Safe Harbor Statement under the Private Securities Reform Act of 1995: This press release contains forward-looking statements made in reliance upon the safe harbor provisions of Section 27A of the Securities Act of 1933, as amended, and Section 21E of the Securities Exchange Act of 1934, as amended. The statements contained herein which are not historical facts are considered forward-looking statements under federal securities laws. Such forward-looking statements are based on the beliefs of our 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 July 31, 2004 in the section entitled "Cautionary Statement and Risk Factors".

CONTACT: Take-Two Interactive Software, Inc.  
Jim Ankner, 646-536-3006  
[james.ankner@take2games.com](mailto:james.ankner@take2games.com)  
or  
Global Star  
Matt Schlosberg, 212-334-6633  
[matt.schlosberg@take2games.com](mailto:matt.schlosberg@take2games.com)  
or

Jason Bergman, 212-334-6633  
jason.bergman@take2games.com

SOURCE: Take-Two Interactive Software, Inc.