Rockstar Games Ships Grand Theft Auto: Vice City PC

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NEW YORK--(BUSINESS WIRE)--May 12, 2003--Rockstar Games, the world-renowned publishing division of Take-Two Interactive Software, Inc. (NASDAQ: TTWO) has started shipping Grand Theft Auto: Vice City for the PC. Grand Theft Auto: Vice City is set to be in stores May 13th in North America and May 16th in Europe.

"We are truly humbled by the success of Grand Theft Auto: Vice City on the PlayStation(R)2 as it has pushed us to work harder to ensure that the gameplay, production values and audio experience that have become synonymous with the Grand Theft Auto franchise are maximized for the PC audience," said Sam Houser, President of Rockstar Games. "We hope PC players will enjoy all the 80's style, music, and sensibility that resonate throughout the game and appreciate the extra effort we have put into creating the PC version of Grand Theft Auto: Vice City."

"We take great pride in the fact that the Grand Theft Auto franchise originated on the PC and have gone to great lengths in rebuilding the game from the ground up to ensure that PC players are truly satisfied," added Leslie Benzies, President of Rockstar North. "The lessons we learned while working on the PC version of Grand Theft Auto 3 last year were invaluable. This knowledge helped us push the limits of the PC hardware, enhancing the immersive and engrossing gameplay that players have come to expect from Grand Theft Auto: Vice City."

From the decade of big hair, excess and pastel suits comes the ultimate story of money, power, and corruption as one man attempts to rise to the top of a criminal empire in Grand Theft Auto: Vice City. The latest installment of the phenomenon that started with a commitment to expansive non-linear gameplay, irreverent humor, and unparalleled action has gone on to worldwide success and is now unleashed upon the PC. Grand Theft Auto: Vice City has been rebuilt from the ground up for the PC platform with all new features such as player skinning, customizable mp3 radio station, gameplay sequence replay and more. Grand Theft Auto: Vice City has already been praised in the May 2003 issue of PC Gamer, which proclaimed it as "one of the greatest games ever created."

Additional information about Grand Theft Auto: Vice City is available at http://www.rockstargames.com/vicecity

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) video game system from Microsoft(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, 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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