

Rockstar Games® Announces Grand Theft Auto V® Now Available

September 17, 2013 8:00 AM ET

NEW YORK--(BUSINESS WIRE)--Sep. 17, 2013-- Rockstar Games is very proud to announce that **Grand Theft Auto V** is now available worldwide for the PlayStation®3 computer entertainment system and the Xbox 360® video game and entertainment system from Microsoft, and also available for digital download from the PlayStation®Network.

“Grand Theft Auto V was a massive undertaking for us, I'm so proud of what the team created,” said Sam Houser, Founder of Rockstar Games. “We cannot wait for people to finally play it.”

Developed by series creator, Rockstar North, **Grand Theft Auto V** pushes the series forward in exciting new ways. For the first time, players can jump in and out of the lives of three simultaneously playable lead characters, experiencing all sides of an interwoven story. Set in a satirical reimagining of modern day Southern California, **Grand Theft Auto V** offers players the freedom to explore the dense urban metropolis of Los Santos and the wide open countryside of Blaine County; plan and execute a series of epic heists; meet a vast array of strangers and freaks; or participate in a host of activities, from golf to arms trafficking, base jumping to yoga and much more.

Following are samples of early reviews:

“The most immersive spectacle in interactive entertainment.” – The New York Times

“No other world in video games comes close to this in size or scope, and there is sharp intelligence behind its sense of humor and gift for mayhem. It tells a compelling, unpredictable, and provocative story without ever letting it get in the way of your own self-directed adventures through San Andreas. It is one of the very best video games ever made.” – IGN, 10/10

“It's a remarkable achievement, a peerless marriage of world design, storytelling and mechanics that pushes these ageing consoles to the limit and makes it all look easy. As we stand on the brink of a new generation, GTA V sends an intimidating message to the rest of the industry. Beat that.” - Edge, 10/10

“You’ve never seen a game world as thoroughly realized...as irresistible to play as it is to admire.” – Time, 5/5

“GTA V is the culmination of everything we love about the series: It’s big, it’s pretty, and most importantly it’s just nonstop fun.” – Guardian UK, 100%

“One of the pinnacle achievements this generation of games has offered.” – CNET

Grand Theft Auto V also includes access to **Grand Theft Auto Online**, the revolutionary new open world online game launching October 1, 2013 that comes free with every copy of **Grand Theft Auto V**.

For more information about **Grand Theft Auto V** and **Grand Theft Auto Online**, please visit www.rockstargames.com/V.

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. For more information on Rockstar Games please visit 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. 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>.

Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft.

"PlayStation" is a registered trademark of Sony Computer Entertainment Inc.

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

Cautionary Note Regarding Forward-Looking Statements

The statements contained herein which are not historical facts are considered forward-looking statements under federal securities laws and 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 for current and next-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, 2013, in the section entitled "Risk Factors," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended June 30, 2013, and the Company's other periodic filings with the SEC, which can be accessed at 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.

Source: Take-Two Interactive

Rockstar Games

Simon Ramsey, 212-334-6633 x6412

Simon.Ramsey@rockstargames.com

or

Take-Two Interactive Software, Inc.

Alan Lewis (Corporate Press), 646-536-2983

Alan.Lewis@take2games.com