

Take-Two Interactive Software, Inc. Announces Conflict: Desert Storm For PlayStation 2, the Microsoft Xbox, Nintendo GameCube and the PC

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NEW YORK, May 22, 2002 (BUSINESS WIRE) -- Take-Two Interactive Software, Inc. (NASDAQ: TTWO):

-Special Forces Veteran Advises Game Developers in Assault on Bagdad-

Take-Two Interactive Software, Inc. (NASDAQ: TTWO) today announced Conflict: Desert Storm(a), a new squad-based action game, to be available for the PlayStation(R)2 computer entertainment system, Xbox(TM), GameCube(TM) and the PC in Fall 2002.

Published in North America by Take-Two through a licensing arrangement with SCi, Conflict: Desert Storm lets players lead a squad of four fearless soldiers on missions deep in enemy territory.

Based on the 1991 Gulf War, Conflict: Desert Storm is a squad-based action game, where the player takes control of an elite Special Forces SAS or Delta Force Unit, ordered behind enemy lines to infiltrate enemy territory and neutralize key targets. Cameron Spence, an ex-member of 22 Special Air Service (SAS) is advising SCi on the logistics and realism of the game.

"Conflict: Desert Storm is a heart-stopping thrill ride featuring realistic tactical action designed in co-operation with an SAS officer," said Kelly Sumner, Chief Executive Officer of Take-Two Interactive, Inc. "Gamers will immerse themselves in an experience that is as close as it gets to real action."

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), PlayStation(R)2, Xbox (TM), Nintendo Game Boy Color, Nintendo GameCube and Nintendo Game Boy Advance. The Company publishes and develops products through various wholly owned subsidiaries including: Rockstar Games, Rockstar Studios, Gathering of Developers, TalonSoft, Joytech, PopTop, Global Star and under the Take-Two brand name. The Company maintains sales and marketing offices in Cincinnati, New York, Toronto, London, Paris, Munich, Vienna, Copenhagen, Milan, Sydney 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 SCi

Formed in 1988, SCi has published for all major platforms including PlayStation, PlayStation 2, Nintendo N64, Game Boy Color, Game Boy Advance and PC CD-ROM. The company's innovative product range includes smash hits such as the Carmageddon (TM) range, Thunderbirds(TM) and The Italian Job(TM). SCi is one of the longest established software publishers in the UK and one of the few independent companies in the games industry.

Safe Harbor Statement under the Private Securities Reform Act of 1995: 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 words "expect," "anticipate," "believe," "may," "estimate," "intend" and similar expressions are intended to identify such forward-looking statements. Forward-looking statements involve risks, uncertainties and assumptions including, but not limited to: risks associated with our future growth and operating results; our ability to continue to successfully manage growth and integrate the operations of acquired businesses; the availability of adequate financing to fund periodic cash flow shortages; credit risks; seasonal factors; inventory obsolescence; technological change; competitive factors; product returns; failure of retailers to sell-through our products; the timing of the introduction and availability of the company's new software products and third-party hardware platforms; market and industry factors adversely affecting the carrying value of our assets; unfavorable general economic conditions (including the current economic downturn); and acts of war and terrorism, any or all of which could have a material adverse effect on our business, operating results and financial condition. Actual operating results may vary significantly from such forward-looking statements. The

Company has no obligation to update such forward-looking statements.

(a) This title is not officially approved by Sony Computer Entertainment America.

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