

## Rockstar Games Ships Midnight Club II for the PC

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NEW YORK--(BUSINESS WIRE)--July 1, 2003--Rockstar Games, the world-renowned publishing division of Take-Two Interactive Software, Inc. (NASDAQ: TTWO) has started shipping Midnight Club II for the PC. The highly anticipated title is set to be in stores on July 2nd in North America and on July 11th in Europe.

"We have spent a great deal of time to ensure that Midnight Club II is the definitive racing experience for the PC," said Dan Houser, Rockstar Games' Vice President of Creative. "Thanks to the incredible work of Rockstar San Diego in developing the game, we believe that we have created the fastest street racing game ever seen, while taking open-city racing on the PC in a new direction. The fast cars, bright lights and incredible action that define Midnight Club II come across beautifully on the PC, while the network and online play are amazing."

Midnight Club II moves racing games from tracks to the city streets. The most notorious street racers meet each night in three of the world's greatest cities - LA, Paris, and Tokyo, driving the latest performance enhanced cars and bikes and competing head-to-head to make a name for themselves. Now it's your turn. There are no rules. Drive anywhere in the city. Find the fastest route, and win your opponent's car.

The level of competition intensifies as players take the high-octane, nitrous infused experience of Midnight Club II online. Midnight Club II for the PC provides both online and LAN support so up to 8 players can now compete for international street credibility in five thrilling multiplayer game modes ranging from Career and Circuit Races, arcade style Battle Modes and an advanced Race Editor. Midnight Club II for the PC also features custom MP3 playlists as well as optimized graphics to take advantage of the latest PC hardware.

Additional information about Midnight Club II is available at: <http://www.rockstargames.com/midnightclub2>.

### 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(TM) 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](http://www.take2games.com).

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