

# Take-Two Interactive Software, Inc. Announces Exclusive Partnership With Gathering of Developers, Ltd., for Edge of Reality, Inc.'s 4 X 4 Mud Monsters for the Nintendo 64.

NEW YORK--(BUSINESS WIRE)--May 5, 1998--Take-Two Interactive Software, Inc. (NASDAQ:TTWO, TTWOW) announced today that it has signed an agreement with Gathering of Developers, Ltd. to co-publish and distribute 4X4 Mud Monsters. 4X4 Mud Monsters is being developed by Gathering of Developers partners Edge of Reality, Inc. and Terminal Reality Inc., exclusively for the Nintendo 64. Currently, 4X4 Mud Monsters is scheduled for release in the first quarter of 1999. 4X4 Mud Monsters is the first product to be developed and marketed by The Gathering exclusively for a console system. Additionally, Take-Two is the first corporate co-publishing and distribution partner The Gathering has chosen to work with.

4X4 Mud Monsters is a hard driving off-road truck simulation, which goes beyond real world practicalities. The product will take full advantage of the Nintendo 64's 3D graphics power and utilize a powerful new proprietary N64 engine developed by Edge of Reality's founder Rob Cohen, and based on Terminal Reality Inc.'s Photex 2 Engine for the PC. Terminal Reality is working closely with Edge of Reality to share their proprietary engine technology, most recently featured in Microsoft, Inc.'s Monster Truck Madness 2 for the PC.

Mike Wilson, CEO of The Gathering, said, "Gathering of Developers, Terminal Reality and Edge of Reality are pleased to be working with Take-Two in the United States and Europe. They have embraced our business philosophy fully, and we are excited by their recent growth in the entertainment software publishing industry on both sides of the Atlantic."

Rob Cohen, President of Edge of Reality, Inc., said, "I have enjoyed working exclusively on the Nintendo 64 console over the past several years, and am thrilled to be able to apply my expertise on the system to a project as exciting as 4X4 Mud Monsters."

Russ Howard, Vice-President of Business Development, said, "Take-Two is pleased to be partnered with The Gathering, Edge of Reality, and Terminal Reality to bring 4X4 Mud Monsters to market exclusively for the Nintendo 64. Gathering of Developers has assembled a fantastic group of proven entertainment software industry talent, and Take-Two is excited to be their first corporate partner within the video game industry."

Edge of Reality, Inc. is a recently formed development group founded by Rob Cohen. Prior to founding Edge of Reality, Cohen was a lead programmer on Acclaim Entertainment's Turok: Dinosaur Hunter and co-creator of the engine for Acclaim's NFL Quarterback Club and Turok II : Seeds of Evil. Other founding members of Edge of Reality include Mike Panoff, previously a lead developer on Paradigm and Nintendo's million copy selling Pilot Wings 64. Edge of Reality is the 6th founding developer in The Gathering of Developers alliance.

Founded in Dallas, TX in December 1997, Gathering of Developers is a developer-driven computer and video game publishing company. The company's mission is to be the worldwide leader in the development and delivery of commercially successful computer game software designed for a range of platforms. The company's pioneering partners are industry leaders and proven hit makers 3D Realms, Epic MegaGames, PopTop Software, Ritual Entertainment, Terminal Reality Inc and Edge of Reality. For more information visit Gathering of Developers Web site at <http://www.godgames.com>.

Headquartered in Lewisville, Texas, Terminal Reality Inc. is a technology-driven independent developer of simulation games for the PC. Founded in 1994, the company has developed several best selling games including Terminal Velocity, Monster Truck Madness and the award-winning CART Precision Racing all of which were published by Microsoft, Inc.. In addition, Terminal Reality created the first 3D game for the Windows(R) 95 platform, Microsoft's Fury3. Check out Terminal Reality's website at <http://www.terminalreality.com>.

Take-Two Interactive Software, Inc., which commenced operations in early 1994, develops, markets, distributes and publishes high quality interactive entertainment software games for the PC, Macintosh, Sony PlayStation, Nintendo 64, and Nintendo GameBoy. Recent product releases include: Jeopardy! 64 and Wheel of Fortune 64 for the Nintendo 64, JetFighter Platinum and Black Dahlia for the PC, Gex 3D: Enter TheGecko, One and Three Lions: The Official England Team Game for the Sony PlayStation, and Grand Theft Auto for the Sony PlayStation and PC. Take-Two is headquartered in New York City. Corporate subsidiaries include: Alliance Inventory Management, a wholesale distributor of video games and software products with offices in Midlothian, VA and College Point, NY; Take-Two Interactive Software Europe, Ltd., the Company's European sales, marketing, publishing and distribution arm, with offices in Windsor, UK, Munich, Germany, and Paris, France; GearHead Entertainment, Inc., developers of the award winning Black Dahlia based in Latrobe, PA; Mission Studios Corp., developers of the JetFighter series of advanced flight simulation games, with offices in Inverness, IL; Alternative Reality Technologies, Inc., developers of Dark Colony, with offices in Ontario, Canada; and SpiderSoft, Ltd. a development studio in Lincoln, UK.

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