

Happy Launchings! Kerbal Space Program Enhanced Edition Now Available

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New console version of critically acclaimed space sim built from the ground up for PlayStation®4 system and Xbox One

NEW YORK--(BUSINESS WIRE)--Jan. 16, 2018-- [Private Division](#), [Squad](#), and [BlitWorks](#) announced today that ***Kerbal Space Program Enhanced Edition***, the new console version of the beloved space simulation game, is now available for digital download on PlayStation®4 computer entertainment system and across the Xbox One family of devices, including Xbox One X. ***Kerbal Space Program Enhanced Edition*** is built from the ground up to include re-worked and console-optimized UI, a new control scheme exclusively for consoles, and more ways to enjoy launching your spaceships into orbit.

This press release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20180116005255/en/>



Private Division, Squad, and BlitWorks announced today that Kerbal Space Program Enhanced Edition, the new console version of the beloved space simulation game, is now available for digital download on PlayStation®4 computer entertainment system and across the Xbox One family of devices, including Xbox One X. (Photo: Business Wire)

bases and space stations to expand the reach of your expedition.

Kerbal Space Program features three gameplay modes. In Science Mode, perform space experiments to unlock new technology and advance the knowledge of Kerbalkind. In Career Mode, also oversee every aspect of the space program, including construction, strategy, funding, upgrades, and more. In Sandbox, build any spacecraft you can think of, with all

In addition to the optimizations for console gameplay, ***Kerbal Space Program Enhanced Edition*** incorporates the ***Kerbal Space Program*** 1.2.2 “Loud and Clear” update from the PC version. This includes a broad range of improvements and features that boost the overall game experience from the prior console version, such as new communications methods between your HQ and spacecraft, more tweakable options while constructing rockets, a complete fuel system overhaul, and much more. As a thank you to the existing console community, all owners of the prior console version of ***Kerbal Space Program*** can redeem the ***Enhanced Edition*** for free*.

“We are happy to bring a new console experience to our passionate community that delivers the quality ***Kerbal Space Program*** experience that our players deserve,” said Nestor Gomez, Lead Producer at Squad. “We look forward to seeing the continued creativity from our console players as they get their hands on the ***Enhanced Edition*** and send their Kerbals into orbit, to the Mun, and beyond.”

About Kerbal Space Program

In ***Kerbal Space Program***, you take charge of the space program for the alien race known as the Kerbals. You have access to an array of parts to assemble a fully functional spacecraft that flies (or doesn't) based on realistic aerodynamic and orbital physics. Launch your Kerbal crew into orbit and beyond (while keeping them alive) to explore moons and planets in the Kerbol solar system, constructing

parts and technology in the game.

Kerbal Space Program Enhanced Edition is available now for digital download on PS4™ system and Xbox One. ***Kerbal Space Program Enhanced Edition*** is rated E for Everyone by the ESRB. For more information on ***Kerbal Space Program Enhanced Edition***, subscribe on [YouTube](#), follow us on [Twitter](#), become a fan on [Facebook](#), and visit www.KerbalSpaceProgram.com.

**Must be redeemed on same PlayStation™Network or Xbox Live account as original Kerbal Space Program purchase. Kerbal Space Program Enhanced Edition will appear in your library as a separate game. No data from prior version will be overwritten, and save files from prior version will not be compatible with Kerbal Space Program Enhanced Edition.*

Private Division is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ:TTWO).

About Squad

Based in Mexico City, Squad are the developers of the critically acclaimed space simulation game, *Kerbal Space Program*. Comprised of an international team of talented, passionate and ambitious individuals that love videogames, space, and science, they have reinvented themselves into full-time video game development.

About BlitWorks

Based in Barcelona and founded in 2012, BlitWorks is a porting and digital publishing studio notorious for the outstanding quality of its ports. Recent works include the conversion of acclaimed games such as *Sonic CD*, *Jet Set Radio*, *FEZ*, *Spelunky*, *Bastion* and *Don't Starve* to all brands of consoles and mobile platforms. For more information and updates about BlitWorks please visit www.blitworks.com and follow <http://www.twitter.com/blitworks>.

About Take-Two Interactive Software

Headquartered in New York City, Take-Two Interactive Software, Inc. is a leading developer, publisher and marketer of interactive entertainment for consumers around the globe. The Company develops and publishes products principally through its wholly-owned labels Rockstar Games and 2K, as well as its new Private Division label. In addition, Take-Two owns Social Point, a leading developer of mobile games. Our products are designed for console 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>.

About Private Division

Private Division is a developer-focused publisher that empowers independent studios to develop the games that they are passionate about creating, while providing the support that they need to make their titles critically and commercially successful on a global scale. The label publishes *Kerbal Space Program* and will publish upcoming titles with renowned creative talent at studios including Obsidian Entertainment, The Outsiders, Panache Digital Games, and V1 Interactive. Private Division is headquartered in New York City with offices in Seattle and Munich. For more information, please visit www.privatedivision.com.

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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," "should," "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, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, and risks associated with international operations. Other important factors and information are contained in the Company's most recent Annual Report on Form 10-K, including the risks summarized in the section entitled "Risk Factors," the Company's most recent Quarterly Report on Form 10-Q, 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.

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