

Take-Two Interactive Software, Inc. Acquires Kerbal Space Program

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Critically acclaimed space simulation game joins Company's renowned portfolio of owned intellectual property

NEW YORK--(BUSINESS WIRE)--May 31, 2017-- Take-Two Interactive Software, Inc. (NASDAQ:TTWO) today announced that it has acquired [**Kerbal Space Program**](#), the critically acclaimed physics-based space simulation game. Created by independent developer Squad, **Kerbal Space Program** was originally released on PC in April 2015* and has sold over two million units to date. The title has been widely popular with the media and consumers alike, earning a Metacritic rating of 88** and a Steam user score of 97%***.

The acquisition of **Kerbal Space Program** further diversifies Take-Two's industry-leading portfolio of owned intellectual property. The current team at Squad will continue to provide support and ongoing development for the title through game updates and expansions, including the previously announced [**Kerbal Space Program: Making History Expansion**](#), which is expected to launch later this calendar year.

"We have been impressed with **Kerbal Space Program** since its launch, and we are committed to grow this unique experience while continuing to support its passionate community," said Michael Worosz, SVP, Head of Corporate Development and Independent Publishing at Take-Two. "We view **Kerbal Space Program** as a new, long-term franchise that adds a well-respected and beloved IP to Take-Two's portfolio as we continue to explore opportunities across the independent development landscape."

In **Kerbal Space Program**, players must build a space-worthy craft, capable of flying its crew of lovable humanoid Kerbals into space, while keeping them alive. Players have access to an array of parts that must be assembled to create a fully-functional spacecraft. Each part has its own function and will affect the way a ship flies (or doesn't) based on realistic aerodynamic and orbital physics. Players who successfully launch their spacecraft can explore their planet's moons and solar system, sharing their unique creations and advice with a strong and growing online community.

The forthcoming **Kerbal Space Program: Making History Expansion** for PC adds exciting new content to the base game, including the **Mission Builder** and **History Pack**. **Mission Builder** enables players to create and edit missions that can be shared with the community. **History Pack** challenges players to re-live historical missions from humankind's own space history, complete with a unique **Kerbal Space Program** twist.

*Game became available through Steam Early Access in March 2013, and launched in April 2015.

**[Metacritic](#) score for PC as of May 30, 2017.

***[Steam](#) user score as of May 30, 2017.

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 two wholly-owned labels Rockstar Games and 2K. 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>.

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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," "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, our ability to successfully integrate and achieve the expected benefits of the acquired *Kerbal Space Program* franchise, 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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