

2K and Hangar 13 Expand Global Development Team with New Location in Brighton, UK

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Talented UK-based team of independent developers joins the critically acclaimed studio behind Mafia III

NEW YORK--(BUSINESS WIRE)--May 15, 2018-- [2K](#) and [Hangar 13](#) – the critically acclaimed storytellers and developer of [Mafia III](#) – today announced the expansion of Hangar 13 in Brighton, United Kingdom, furthering the studio’s efforts to tap into the world’s most talented development pools and build a globally diverse team. This new office will be headed by UK game development veteran Nick Baynes, and will collaborate with the teams in Novato, CA and Czech Republic across all aspects of development on all future Hangar 13 projects.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20180515005198/en/>



Haden Blackman, global studio head of Hangar 13 (Photo: Business Wire)

“We’re incredibly excited to welcome Nick and the Brighton team into our growing Hangar 13 family,” said Haden Blackman, global studio head of Hangar 13. “The new office allows us to tap into the rich game development talent pool throughout the United Kingdom and Europe and will lead to better, more diverse games that resonate with the widest possible audience.”

Baynes, general manager of the Brighton office, brings 25-years of game development and studio management experience to Hangar 13. Many of those years were spent at Black Rock Studio as the game director

on *Split/Second*, working alongside other colleagues who have since joined Hangar 13, including Novato-based Vice President of Development, Andy Wilson. As a resident of Brighton for more than 17 years, Baynes is intimately familiar with the game development scene in the South East UK and will bring that knowledge to bear as he begins recruiting for the new office.

“The UK has some of the most talented game developers in the world and I couldn’t be more excited to work with Andy again to build a world class team in Brighton and help forge the future of Hangar 13,” says Nick Baynes, general manager of Hangar 13’s office in Brighton. “If you’re an experienced game developer looking to join a passionate AAA studio, we want to hear from you.”

Hangar 13 is currently working on an unannounced AAA project for 2K and will continue to scale in both the U.S. and Europe at a pace consistent with the development of the game. For more information about Hangar 13, or to apply to work for the studio in the U.S., UK, or Czech Republic, please visit www.hangar13games.com.

Hangar 13 is a 2K studio. 2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ:TTWO). For more information about 2K, please visit www.2k.com.

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 2K

Founded in 2005, 2K develops and publishes interactive entertainment globally for console systems, handheld gaming systems and personal computers, including smartphones and tablets, which are delivered through physical retail, digital download, online platforms and cloud streaming services. 2K publishes titles in today's most popular gaming genres, including shooters, action, role-playing, strategy, sports, casual, and family entertainment. The 2K label has some of the most talented development studios in the world today, including Firaxis Games, Visual Concepts, Hangar 13, Cat Daddy Games and 2K China. 2K's stable of high quality titles includes the critically acclaimed BioShock®, Borderlands™, Mafia, and XCOM® franchises, the beloved Sid Meier's Civilization series, Evolve™, Battleborn®, the popular WWE 2K franchise and NBA 2K, the highest rated* annual sports title of this console generation.

**According to 2008 - 2018 Metacritic.com*

About Hangar 13

Headquartered next to 2K in Novato, California, with offices in Brighton, UK, Prague and Brno, Czech Republic, Hangar 13 is the globally diverse game development studio behind the organized crime drama Mafia III. With a team of world class storytellers and game developers, Hangar 13 aims to use its own proprietary technology to advance the art of player-driven experiences, creating games that will become industry benchmarks.

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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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