

Kerbal Space Program: Making History Expansion Launching March 13, 2018

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First PC expansion for critically acclaimed space sim adds Mission Builder, History Pack, and more

NEW YORK--(BUSINESS WIRE)--Feb. 7, 2018-- [Private Division](#) and [Squad](#) today announced that [Kerbal Space Program: Making History Expansion](#) will be available for PC on March 13, 2018. ***Kerbal Space Program: Making History Expansion*** adds a wealth of new and exciting content to the game, including a robust Mission Builder for players to create and share their own scenarios, a History Pack containing missions inspired by historical moments in space exploration, and more. Originally announced in March 2017, ***Kerbal Space Program: Making History Expansion*** marks the first expansion for the critically acclaimed physics-based space simulation game that originally launched through Steam Early Access in March 2013.

This press release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20180207005134/en/>



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wait to see the creativity of the KSP community around the world as they create and share missions.”

Kerbal Space Program: Making History Expansion also features a History Pack containing a variety of pre-made missions inspired by humankind’s own space exploration. From spacewalking to crash landing and everything in between, players can attempt to recreate moments inspired by historic events, but with a unique Kerbal twist. ***Kerbal Space Program: Making History Expansion*** also includes a number of new parts and astronaut suits inspired by the Space Race that players can use throughout ***Kerbal Space Program***.

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 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

The new Mission Builder puts the process of creating and editing missions in players’ hands with endless possibilities. Players can customize their own missions to include launches, landings, rescues, malfunctions, explosions, repairs, and much more. Unique victory conditions, exciting challenges, and unexpected obstacles provide an array of complexity in these missions. Players can challenge others to complete their missions by sharing them with the ***Kerbal Space Program*** community.

“***Kerbal Space Program: Making History Expansion*** will provide players with an entire new set of tools and content that fundamentally change how the game is played,” said Allen Murray, Vice President of Production at Private Division. “We can’t

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 parts and technology in the game.

Kerbal Space Program: Making History Expansion will be available for PC on March 13, 2018. ***Kerbal Space Program*** is rated E for Everyone by the ESRB. For more information on ***Kerbal Space Program: Making History Expansion***, subscribe on [YouTube](#), follow us on [Twitter](#), become a fan on [Facebook](#), and visit www.KerbalSpaceProgram.com.

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 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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