

## Take-Two Interactive Software Announces Formation of Private Division™

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*New label to publish games from top creative talent in the growing independent development landscape*

NEW YORK--(BUSINESS WIRE)--Dec. 14, 2017-- Take-Two Interactive Software, Inc. (NASDAQ:TTWO) today announced the formation of [Private Division](#), a new publishing label comprised of proven games industry veterans that is dedicated to bringing titles from top independent developers to market. 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.

Private Division will publish several upcoming titles\* based on new IP from renowned industry creative talent, including the previously announced *Ancestors: The Humankind Odyssey* from [Panache Digital Games](#), a studio led by the creator of the *Assassin's Creed* franchise Patrice Désilets; an unannounced RPG currently codenamed *Project Wight* from [The Outsiders](#), a studio founded by ex-DICE developers David Goldfarb and Ben Cousins; an unannounced RPG from [Obsidian Entertainment](#) led by Tim Cain and Leonard Boyarsky, co-creators of *Fallout*; and an unannounced sci-fi first-person shooter from [V1 Interactive](#), a studio founded by *Halo* co-creator Marcus Lehto. Additionally, Private Division is the publisher for [Kerbal Space Program](#), which Take-Two acquired in May, 2017.

“We have spent more than two years laying the groundwork for Private Division, building an experienced publishing team and signing projects with some of the most respected and talented creative leaders in our industry,” said Michael Worosz, SVP and Head of Independent Publishing at Take-Two. “We see a growing number of independent studios in our industry creating high quality games based on new IP, and our focus is supporting these types of developers and projects, and ultimately bringing incredible experiences to gamers around the world.”

Private Division is headquartered in New York City with offices in Seattle and Munich, and is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ:TTWO). Private Division is the third publishing label within the Take-Two Interactive family, operating independently from Rockstar Games and 2K. For more information, please visit [www.privatedivision.com](http://www.privatedivision.com).

*\*With the exception of the Kerbal Space Program: Making History Expansion that is slated for release in the winter of 2018, there are no titles from Private Division currently planned for release during Take-Two's fiscal years ending March 31, 2018 and 2019.*

### 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](http://www.privatedivision.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, 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](http://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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