



## Private Division and Obsidian Entertainment Announce *The Outer Worlds*

December 7, 2018

*In a corporate colony spiraling towards collapse at the furthest reaches of the galaxy, you are the unplanned variable. What path will you choose?*

NEW YORK--(BUSINESS WIRE)--Dec. 7, 2018-- [Private Division](#) and [Obsidian Entertainment](#) today announced *The Outer Worlds*. Co-game directors Tim Cain and Leonard Boyarsky, original creators of *Fallout*, have reunited for this new single-player RPG from the renowned team at Obsidian, developers of *Fallout: New Vegas*, *Star Wars: Knights of the Old Republic II*, *South Park: The Stick of Truth*, and the *Pillars of Eternity* franchise. *The Outer Worlds* will be available in calendar 2019, during Take-Two's fiscal year 2020 (ending March 31, 2020) on PC, PlayStation®4 system, and across the Xbox One family of devices, including Xbox One X.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20181207005032/en/>



In *The Outer Worlds*, you awake from hibernation on a colonist ship lost in transit to its destination on the edge of the galaxy, only to find yourself in the midst of a deep conspiracy threatening to destroy the colony. As you explore the furthest reaches of space and encounter various factions, all vying for power, the character you decide to become will determine how this player-driven story unfolds. In the corporate equation for the colony, you are the unplanned variable.

"It's great to be working with Tim again. It's rare to find a co-creator who compliments your skill set so well – Tim's great at the things I'm not and vice versa," said Leonard Boyarsky, co-game director at Obsidian. "But what we both seem to have a knack for is making in-depth single-player RPGs where the player can define their character and play the game any way they choose."

"There's something very special about the combination of my lighter humor and Leonard's darker take on things. It affects everything in the game - the setting, the characters, the dialogs," added Tim Cain,

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co-game director at Obsidian. "Plus, we have a great team here at Obsidian, and we're making sure *The Outer Worlds* delivers what players want from a new RPG universe."

"Obsidian's pedigree in creating excellent single-player RPGs that empower meaningful player agency in combination with the characteristic dark humor of Tim and Leonard is second to none," said Michael Worosz, SVP and head of Private Division. "With *The Outer Worlds*, the team is crafting an incredible new sci-fi RPG that celebrates the world-building and player-driven storytelling the studio is known for in fresh and exciting ways."

Check out *The Outer Worlds* official announcement trailer [on YouTube now](#).

*The Outer Worlds* will be available in calendar 2019, during Take-Two's fiscal year 2020 (ending March 31, 2020) for PS4™ system, Xbox One, and PC. *The Outer Worlds* is not yet rated by the ESRB. For more information on *The Outer Worlds*, subscribe on [YouTube](#), follow on [Twitter](#), become a fan on [Facebook](#), and visit [www.TheOuterWorlds.com](http://www.TheOuterWorlds.com).

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

### About Obsidian

Obsidian Entertainment specializes in creating the world's most engrossing interactive RPGs including *Fallout: New Vegas*, *South Park: The Stick of Truth*, *Alpha Protocol*, *Star Wars: Knights of the Old Republic II: The Sith Lords*, and the *Pillars of Eternity* franchise. Founded by veterans of Black Isle Studios, with roots in *Icewind Dale*, *Planescape: Torment*, *Fallout*, and *Fallout 2*. Obsidian continues its commitment to deliver fans and newcomers alike the most compelling RPGs they can imagine. Currently, Obsidian is hard at work on a host of new projects, including the upcoming expansion to *Pillars of Eternity II: Deadfire*, *The Outer Worlds*, and unannounced titles.

## 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, Panache Digital Games, V1 Interactive, and more. Private Division is headquartered in New York City with offices in Seattle, Las Vegas, and Munich. For more information, please visit [www.privatedivision.com](http://www.privatedivision.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 Private Division label and 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>.

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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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