Ancestors: The Humankind Odyssey to Launch for PC on August 27, 2019 and Consoles in December 2019

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Experience humankind's epic beginning with this exhilarating new exploration survival game from Panache Digital Games and Private Division

NEW YORK--(BUSINESS WIRE)--May 23, 2019-- Private Division and Panache Digital Games today announced that ***Ancestors: The Humankind Odyssey***will launch for PC* via the Epic Games Store on August 27, 2019, and digitally on PlayStation®4 system, and across the Xbox One family of devices, including Xbox One X, in December of 2019. ***Ancestors: The Humankind Odyssey*** is the debut title from Panache Digital Games, the independent development studio co-founded in 2014 by Patrice Désilets, the original creative director of the *Assassin's Creed* franchise.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20190523005078/en/



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In ***Ancestors: The Humankind Odyssey***, players are challenged to survive and evolve in the harsh yet beautiful land of Africa spanning from ten million to two million years ago. As humankind's primate predecessors, players explore Neogene Africa, expand their territory, and evolve to advance their clan from one generation to the next in order to survive in this innovative take on the open world survival genre. The game and its mechanics rely on evolution, discovery, and survival as players traverse a variety of terrain and environments, encounter various predators, and learn new abilities to pass along to the next generation of their clan.

"Our goal for ***Ancestors: The Humankind Odyssey*** is to provide an experience no player has ever lived before," said Patrice Désilets, Co-Founder and Creative Director of Panache Digital Games. "Our small team is creating an ambitious and immersive game with a unique setting that will captivate gamers of all types, and we look forward to players exploring our world later this year."

"Private Division and Panache Digital Games share a passion for providing the best possible experience to all our players," said Kari Toyama, Senior Producer at Private Division. "As partners, we support Panache in taking the time to ensure all versions of ***Ancestors: The Humankind Odyssey*** deliver the standard of polish upon release that the team has set for themselves. As a developer-focused publisher, this is an important approach we take in working with smaller independent teams."

In conjunction with the release date announcement, Panache Digital Games and Private Division have unveiled the official key art for ***Ancestors: The Humankind Odyssey***, which fans can view here. The team has also released the second episode of a three-part video series featuring Patrice Désilets explaining the game's unique mechanics and concepts. Watch the *Expand* episode for ***Ancestors: The Humankind Odyssey***on YouTube now.

Ancestors: The Humankind Odyssey will be available digitally for PC* on August 27, 2019 from the Epic Games Store, and digitally for PS4™ system and Xbox One in December 2019. ***Ancestors: The Humankind Odyssey*** is rated T for Teen by the ESRB. For more information on ***Ancestors: The Humankind Odyssey***, subscribe on YouTube, follow on Twitter, become a fan on Facebook, and visit www.AncestorsGame.com.

Ancestors: The Humankind Odyssey *is available on PC exclusively through the Epic Games Store for the first year, at which point it will come to additional digital PC retailers.*

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

About Panache Digital Games

Panache Digital Games is a Montreal-based independent development studio cofounded in 2014 by acclaimed creative director Patrice Désilets and his accomplice Jean-François Boivin. With a team of industry veterans, Panache Digital Games aims to deliver the very best quality experience for fans with games that are beautiful, original and fun. Pushing boundaries and thinking outside the box is in the team's DNA and the way we make games is a reflection of that. For more information, please visit our website www.panachedigitalgames.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 *The Outer Worlds* from Obsidian Entertainment, *Ancestors: The Humankind Odyssey* from Panache Digital Games, an unannounced title from 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.

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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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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