



The Outer Worlds Launching October 25, 2019 for Xbox One, PlayStation®4, and PC

June 10, 2019

Hero? Villain? Lunatic? Your decisions drive the outcome in this immersive single-player sci-fi RPG from Obsidian Entertainment and Private Division

NEW YORK--(BUSINESS WIRE)--Jun. 10, 2019-- [Private Division](#) and [Obsidian Entertainment](#) today announced [The Outer Worlds](#) is now available for preorder and will launch on October 25, 2019 across the Xbox One family of devices, including Xbox One X, on the PlayStation®4 system, and on Windows PC*.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20190610005042/en/>



Private Division and Obsidian Entertainment today announced *The Outer Worlds* is now available for preorder and will launch on October 25, 2019 across the Xbox One family of devices, including Xbox One X, on the PlayStation®4 system, and on Windows PC*. (Photo: Business Wire)

variety of options to play through the game. With an array of ranged and melee sci-fi weaponry at your disposal, you can also solve issues with good, old-fashioned spoken diplomacy, or even leadership-driven delegation to your companions.

"All kidding aside," said Leonard Boyarsky, Co-Game Director at Obsidian, "Tim is truly honored to be working with me again on a game that focuses not only on a player-driven story, but also on establishing a new universe that is fun for players to explore with depth, humor, and corporate approved action."

"Obsidian has such a great history when it comes to creating exceptional single-player RPGs," said Allen Murray, Vice President of Production. "*The Outer Worlds* is unmistakably an Obsidian game, delivering an experience rich with dark humor, interesting characters, and plenty of player agency."

Watch the E3 trailer for *The Outer Worlds* on [YouTube now](#).

The Outer Worlds will be available on October 25, 2019 for Xbox One, PS4™ system, and Windows PC*. Fans excited for *The Outer Worlds* can [pre-order the game now](#). *The Outer Worlds* is not yet rated by the ESRB. For more information, subscribe on [YouTube](#), follow on [Twitter](#), become a fan on [Facebook](#), and visit www.TheOuterWorlds.com.

**The Outer Worlds* is available on Windows PC through the Microsoft Windows Store and 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 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

From the renowned RPG developer, Obsidian Entertainment, comes *The Outer Worlds*, a dark and witty player-driven story set in a colony at the farthest reaches of the galaxy. As the cold, firm grasp of corporate bureaucracy starts to unravel due to one unknown visitor – you – the character that you decide to become - will determine how the story unfolds. Your choices will affect the way the story develops, as well as your character progression, companion stories, and endgame scenarios.

"When I found myself contractually obligated to work with Leonard, we decided to make the game we always wanted," said Tim Cain, Co-Game Director at Obsidian. "A game where player agency matters, and allows you to approach any situation however you'd like. Because it's your story. And, because we haven't figured out how to contractually oblige you to play how we want you to. Yet."

The Outer Worlds presents you with a

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 *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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Source: Take-Two Interactive

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