



Private Division and V1 Interactive Announce Disintegration

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New sci-fi shooter to be fully unveiled next month at gamescom 2019

NEW YORK--(BUSINESS WIRE)--Jul. 11, 2019-- [Private Division](#) and [V1 Interactive](#) today announced **Disintegration**, an upcoming sci-fi, first-person shooter that will be fully unveiled next month at gamescom 2019. **Disintegration** is the debut title from V1 Interactive, the independent development studio co-founded in 2014 by Marcus Lehto, former creative director at Bungie and co-creator of *Halo*.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20190711005206/en/>



“The opportunity to create not only a new game, but this entire studio has been exhilarating,” said Marcus Lehto, President and Game Director at V1 Interactive. “It is great to be able to share what this amazing team has been working on, and we can’t wait to introduce this new game that our team is building to the world next month.”

“We’re lucky enough to work with someone like Marcus, a gaming icon whose creativity has influenced an entire industry,” said Michael Worosz, Executive Vice President and Head of Private Division. “We’ve been with Marcus and the V1 Interactive team since the studio’s inception and have seen the organization grow its talent base throughout our partnership. As such, we have high confidence in **Disintegration**, and cannot wait to introduce it as another unique experience that further enhances the Private Division lineup.”

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Disintegration will be available in calendar year 2020, during Take-Two’s fiscal year 2021 (April 1, 2020 to March 31, 2021).

Disintegration is not yet rated by the

ESRB. For more information, subscribe on [YouTube](#), follow on [Twitter](#), become a fan on [Facebook](#), and visit www.disintegrationgame.com.

About V1 Interactive

V1 Interactive rests within the gorgeous Pacific Northwest near the Seattle area. Founded by the co-creators of *Halo* and *SOCOM: US Navy SEALs*, the team is comprised of AAA tempered veterans and young passionate talent. V1 is a small and agile studio filled with talented and passionate developers dedicated to making great high-quality games.

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, 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

Jeremy Gumber (Press)

Assistant Manager

Communications

Private Division

(646) 536-3006

press@privatedivision.com

Alan Lewis (Corporate Press)

Vice President

Corporate Communications & Public Affairs

Take-Two Interactive Software, Inc.

(646) 536-2983

Alan.Lewis@take2games.com