



## Ancestors: The Humankind Odyssey Now Available on PC

August 27, 2019

*Explore beautiful Neogene Africa as you journey to survive millions of years ago in this unique third-person open world survival game*

NEW YORK--(BUSINESS WIRE)--Aug. 27, 2019--

Private Division and Panache Digital Games today launched **Ancestors: The Humankind Odyssey** for PC on the Epic Game Store. **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 behind *Assassin's Creed*. In the game, players relive the early stages of human evolution millions of years ago, battling a harsh and brutal world to ensure the future of their lineage.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20190827005087/en/>



Players begin ten million years ago as an early hominid, our first known ancestor, swinging through the trees of a lush jungle full of dangerous predators like giant pythons, sabre-tooth tigers, deadly alligators, as well as other beasts, and will need to master both their character in addition to their surroundings. Through carefully analyzing and discovering the environment, players will help ensure the survival of their clan by expanding the capabilities of their hominid. The player will have the choice in how to advance the neuronal network, offering a host of role-playing game elements that improve different abilities. These choices may allow the clan to advance motor functions, heighten their senses, enhance their intelligence, and unlock better communication amongst the tribe. Eventually, the player may evolve their clan to a more advanced species through the decisions and actions along their play experience. Ultimately the player will determine if the clan will have an enduring lineage or become another extinct species that recedes into history.

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"I am extremely proud of what my team and I have accomplished with **Ancestors**. I wanted to make a game about evolution that would help remind of us of our shared primal instincts. Once I thought of this

concept, I could not shake this idea of struggling, trying to survive in this massive, dangerous world," said Patrice Désilets, Co-Founder and Creative Director of Panache Digital Games. "Today is a great day because we can now share this game with the real world. It may be a difficult journey but hopefully you can survive just as our own ancestors did."

"It has been a privilege to partner with Panache Digital Games to make **Ancestors: The Humankind Odyssey**," said Kari Toyama, Senior Producer at Private Division. "Patrice Désilets is meticulous in his approach to game design, and together with his small team incredibly talented developers, they created an experience that is wholly unique."

**Ancestors: The Humankind Odyssey** is a third-person exploration survival game in which players will establish a clan in an unforgiving wilderness of Africa spanning from ten million to two million years ago. The game mechanics focus on three main principles: explore, expand, and evolve. With danger around every corner, players must carefully explore their environment set in Neogene Africa, slowly expanding their clan's territory, and choosing how to evolve their clan from one generation to the next. **Ancestors: The Humankind Odyssey** is the first title from Panache Digital Games.

### About **Ancestors: The Humankind Odyssey**

**Ancestors: The Humankind Odyssey** is available now digitally for PC from the Epic Games Store, and digitally for PlayStation®4, PlayStation®4 Pro

and across the Xbox One family of devices, including Xbox One X 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](http://www.AncestorsGame.com).

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](http://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 the *Kerbal Space Program* franchise 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, *Disintegration* 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](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. We develop and publish products through our labels Rockstar Games, 2K, and Private Division, as well as 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](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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