

Kerbal Space Program Enhanced Edition: Breaking Ground Expansion Now Available for PlayStation 4 and Xbox One

December 5, 2019

Robust expansion adds new robotic parts, additional ways to collect scientific data, and exciting surface features to the critically acclaimed space-flight sim

NEW YORK--(BUSINESS WIRE)--Dec. 5, 2019-- <u>Private Division</u> and <u>Squad</u> today announced that <u>Kerbal Space Program Enhanced Edition</u>: <u>Breaking Ground Expansion</u> is now available for PlayStation[®]4, PlayStation[®]4 Pro and across the Xbox One family of devices, including Xbox One X. This highly- anticipated second expansion for *Kerbal Space Program Enhanced Edition*, brings plenty of fresh content for new and current players on console. The fan-favorite expansion *Kerbal Space Program: Breaking Ground* previously launched on PC in May 2019.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20191205005017/en/



Private Division and Squad today announced that Kerbal Space Program Enhanced Edition: Breaking Ground Expansion is now available for PlayStation®4, PlayStation®4 Pro and across the Xbox One family of devices, including Xbox One X. This highly- anticipated second expansion for Kerbal Space Program Enhanced Edition, brings plenty of fresh content for new and current players on console. The fan-favorite expansion Kerbal Space Program: Breaking Ground previously launched on PC in May 2019. (Photo: Business Wire)

"These new features were highly-praised on PC, and we are very excited to bring this expansion to all our console players," said Nestor Gomez, Lead Producer at Squad. "*Kerbal Space Program Enhanced Edition: Breaking Ground* enriches their experience by providing tons of new ways to venture across the celestial bodies of the solar system."

Kerbal Space Program Enhanced Edition: Breaking Ground Expansion

brings several new features to improve players' gameplay experience. The expansion introduces a variety of all new robotic parts in various useful shapes and sizes, including hinges, rotors, pistons, and more. The addition of these new parts allows players to expand beyond their capabilities in the original *Kerbal Space Program Enhanced Edition* by providing the ability to create more complex vehicles and vessels than ever before.

Additionally, players now have an entirely new way to harness collected data from celestial bodies through Deployed Science. This feature provides a modular storage container on their vessel that allows

Kerbals to hold various tools such as seismometers, weather collection stations, and more. These instruments can be constructed on planetary surfaces to relay information back to the Kerbal's home planet, increasing the Kerbals' understanding of their solar system.

Kerbal Space Program Enhanced Edition: Breaking Ground Expansion also changes the experience players have when exploring celestial bodies. New surface features are scattered across planets throughout the system and can be analyzed with a new robotic arm attached to rovers. These surface features include cryovolcanoes, meteorites, craters, and many more mysterious objects for players to investigate. Additionally, the expansion includes a new, futuristic space suit that is included in the expansion so Kerbals can travel to space in style.

"*Kerbal Space Program* has been effective in opening up minds to the initial understandings of exploring space, as well as enjoying widespread critical success, with many hailing it as one of the best science-focused games available," said Michael Cook, Executive Producer at Private Division. "By continuing to update the game and provide high-quality, great *KSP* content, we bring in more players and pique their interest in the science behind it all."

About Kerbal Space Program

In *Kerbal Space Program Enhanced Edition*, you take charge of the space program for the alien race known as the Kerbals. You have access to an array of parts to assemble a fully functional spacecraft that flies (or doesn't) based on realistic aerodynamic and orbital physics. Launch your Kerbal crew into orbit and beyond (while keeping them alive) to explore moons and planets in the Kerbolar solar system, constructing bases and space stations to expand the reach of your expedition.

Kerbal Space Program features three gameplay modes. In Science Mode, perform space experiments to unlock new technology and advance the knowledge of Kerbalkind. In Career Mode, also oversee every aspect of the space program, including construction, strategy, funding, upgrades, and more. In Sandbox, build any spacecraft you can think of, with all parts and technology in the game.

Kerbal Space Program: Breaking Ground Expansion is now available for Xbox One and PlayStation®4 as well as for PC for \$14.99 (MSRP). *Kerbal Space Program* is rated E for Everyone by the ESRB. For more information on *Kerbal Space Program*, subscribe on <u>YouTube</u>, follow us on <u>Twitter</u>, become a fan on <u>Facebook</u>, and visit <u>www.KerbalSpaceProgram.com</u>.

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

About Squad

Based in Mexico City, Squad are the developers of the critically acclaimed space simulation game, *Kerbal Space Program*. Comprised of an international team of talented, passionate and ambitious individuals that love video games, space, and science, they have reinvented themselves into full-time video game development.

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, *Ancestors: The Humankind Odyssey* from Panache Digital Games, and *The Outer Worlds* from Obsidian Entertainment, and will publish upcoming titles with renowned creative talent at studios including *Disintegration* from V1 Interactive, *Kerbal Space Program* 2 from Star Theory 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. 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.

All trademarks and copyrights contained herein are the property of their respective holders.

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 <u>www.take2games.com</u>. 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.

View source version on businesswire.com: https://www.businesswire.com/news/home/20191205005017/en/

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 <u>Alan Lewis@take2games.com</u>