Ancestors: The Humankind Odyssey Now Available for PlayStation 4 and Xbox One

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Experience a wholly unique take on the survival genre with the future of early humankind in the balance

NEW YORK--(BUSINESS WIRE)--Dec. 6, 2019-- Private Division and Panache Digital Games today launched ***Ancestors: The Humankind Odyssey*** for PlayStation®4, PlayStation®4 Pro, and across the Xbox One family of devices, including Xbox One X. ***Ancestors: The Humankind Odyssey*** is a third-person, exploration, survival game from Panache Digital Games, the independent development studio co-founded in 2014 by Patrice Désilets, the original creative director behind *Assassin's Creed* . Previously released on PC in August 2019, ***Ancestors: The Humankind Odyssey*** was praised by Comicbook.com as "Truly unique" and "As engrossing as it is dangerous" by Screen Rant.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20191206005005/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)

Ancestors: The Humankind Odyssey opens at the dawn of humankind and tasks you with a monumental challenge to ensure your clan's survival through an evolution of millions of years. You will face numerous deadly predators as you explore the game's multiple biomes. Take advantage of the canopy of the jungle to swing between treetops as you develop your survival skills to prevail. By carefully decoding the world around you, your character will begin to understand how to best use the natural environment to your advantage. For example, after proper manipulation a stick can become a spear to ward off predators, and certain plants become powerful preventatives to combat various poisons or ailments.

"***Ancestors*** is very much a story that is co-written by the player," said Patrice Désilets, Co-Founder and Creative Director of Panache Digital Games. "We created a world in which you are free to explore and develop this narrative that you control. It's intentionally challenging, and we give players great freedom to explore and learn on their own, which makes each discovery and accomplishment incredibly rewarding."

By analyzing your surroundings, interacting with various objects and creatures, communicating with your clan, and performing physical feats, you will grow the powers of the neuronal network, a system which provides a role-playing system to augment your traits and abilities. You may opt to develop the skill for advanced motor functions, or improve your hominid's ability to become more resilient. There is a plethora of choices in this evolutionary path, and your choices ultimately determine the preservation of your clan. In ***Ancestors: The Humankind Odyssey***, the journey rests in your hands. You decide how to evolve your clan and if the fiction will be one of prey or predator by how you play the game.

"***Ancestors: The Humankind Odyssey*** pushes new boundaries in gaming and is a worthy addition to anyone's library," said Allen Murray, Head of Production at Private Division. "It was built by a small team, yet remains ambitious and will provide a unique experience that no other game out now can."

Ancestors: The Humankind Odyssey is available now digitally across the Xbox One family of devices, including Xbox One X, PlayStation®4, PlayStation®4 Pro, and PC via the Epic Games Store for $39.99. ***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.

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 acolyte 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 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.

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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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