



2K Announces Newly-Formed Studio – Cloud Chamber™ – Developing Next Iteration in Acclaimed BioShock® Franchise

December 9, 2019

Studio to establish team across two locations: Novato, Calif. and Montréal, Québec

NEW YORK--(BUSINESS WIRE)--Dec. 9, 2019-- [2K](#) today announced the founding of [Cloud Chamber](#)™, the newest, wholly owned game development studio under the Company's publishing label. A collective of storytellers eager to push the frontlines of interactive entertainment by making unique, entertaining and thoughtful experiences that engage the world, Cloud Chamber will build its team at two locations: 2K's San Francisco Bay Area headquarters in Novato, Calif., as well as in Montréal, Québec, which marks the first-ever Canadian office for a 2K studio. In addition, 2K announced that Cloud Chamber has started to work on the next iteration of the globally acclaimed **BioShock®** franchise, which will be in development for the next several years.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20191209005224/en/>



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diversity, in both the makeup of the studio and the nature of its thinking. We are a deeply experienced group of game makers, including many responsible for *BioShocks* principal creation, advancement and longstanding notoriety, and honored to be part of the 2K family as stewards of this iconic franchise.”

Gilmore has tapped Ken Schachter to be Cloud Chamber's Studio Manager in Montréal. An executive with extensive experience in development, production, technology and creative roles, Schachter will also be an ambassador for both the studio and 2K in establishing a significant Company presence in Montréal. Prior to joining 2K, Schachter served as General Manager for Zynga in Toronto, as well as founded independent game developer and publisher Trapdoor. He has also held notable positions with companies such as Gameloft, Autodesk and more.

Cloud Chamber's decision to open a new office in Montréal was supported by the [Gouvernement du Québec](#) and [Montréal International](#).

Cloud Chamber will join the Company's family of wholly owned development teams, including Visual Concepts, Firaxis Games, Hangar 13, Cat Daddy Games and 2K Silicon Valley. Those interested in pursuing career opportunities with the new studio may visit the [Cloud Chamber](#) website or [2K](#)

“As we continue growing our product portfolio, we remain inspired by opportunities to invest further in our valuable IP, great people and their collective, long-term potential,” said David Ismaier, President of 2K. “**BioShock** is one of the most beloved, critically praised and highest-rated franchises of the last console generation*. We can't wait to see where its powerful narrative and iconic, first-person shooter gameplay head in the future with our new studio team at Cloud Chamber leading the charge.”

A 22-year industry veteran with more than 40 games shipped to date, Kelley Gilmore will serve as Cloud Chamber's Global Studio Head and be the first woman in 2K history to launch and lead a development studio. Her wealth of experience transcends executive production, marketing direction and public relations management, including nearly two decades of service to another of 2K's wholly owned studios, Firaxis Games, on franchises such as *Sid Meier's Civilization®* and *XCOM®*. Her role is based in Novato.

“We founded Cloud Chamber to create yet-to-be-discovered worlds – and their stories within – that push the boundaries of what is possible in the video game medium,” said Kelley Gilmore, Global Studio Head, Cloud Chamber. “Our team believes in the beauty and strength of

[Careers](#) for more information.

For more information on 2K, visit www.2k.com, become a fan on [Facebook](#), follow the Company on [Twitter](#) or [Instagram](#) or subscribe on [YouTube](#).

* Based on [Metacritic.com](#) average ranking across available platforms

2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO).

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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>.

About 2K

Founded in 2005, 2K develops and publishes global interactive entertainment for console and handheld gaming systems, personal computers and mobile devices, with product availability including physical retail and digital download. The Company is home to many talented development studios, including Visual Concepts, Firaxis Games, Hangar 13, Cat Daddy Games, 2K Silicon Valley and Cloud Chamber. 2K's portfolio currently includes the renowned *BioShock*®, *Borderlands*™, *Mafia* and *XCOM*® franchises; *NBA*® 2K, the global phenomenon and highest rated* annual sports title for the current console generation; the critically acclaimed *Sid Meier's Civilization*® series; the popular *WWE*® 2K and *WWE*® *SuperCard* franchises, as well as emerging properties *NBA*® 2K *Playgrounds 2*, *Carnival Games* and more. Additional information about 2K and its products may be found at 2k.com.

*According to 2008 - 2019 [Metacritic.com](#)

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 <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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Source: Take-Two Interactive

Jaime Jensen

2K

(415) 507-7910

jaime.jensen@2k.com

Alan Lewis (Corporate Press)

Take-Two Interactive Software, Inc.

(646) 536-2983

alan.lewis@take2games.com