



Private Division and V1 Interactive Announce Disintegration Launching on June 16, 2020

May 7, 2020

Pilot a heavily-weaponized Gravcycle as you fight to save the remnants of humanity in this new sci-fi, first-person shooter

Watch the new story trailer and pre-order today

NEW YORK--(BUSINESS WIRE)--May 7, 2020-- [Private Division](#) and [V1 Interactive](#) today announced that **Disintegration**, the debut title from the 30-person independent studio founded by Marcus Lehto, the co-creator of *Halo*, will release digitally for \$49.99 on PC, PlayStation®4, PlayStation®4 Pro and across the Xbox One family of devices, including Xbox One X on June 16, 2020. Players who pre-order the game will receive bonus cosmetic digital content for multiplayer gameplay, including a unique Lost Ronin Midnight crew skin, Flex emote, **Disintegration** Medal Gravcycle attachment, and platform-exclusive animated player banners. Pre-orders for **Disintegration** are available now for Xbox One and PC via Steam.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20200507005089/en/>



Disintegration is a sci-fi, first-person shooter that blends real-time tactical elements to create an entirely new experience. Set in a world ripped apart by famine, scarce resources, and the planet on the brink of destruction, humanity has developed a process to survive its harsh reality known as Integration, in which a human brain is transferred to a robotic armature. From the ensuing chaos, an aggressive, militaristic legion, known as the Rayonne, gain control and begins to impose the once optional process of Integration onto the rest of humanity to consolidate their power.

Players command Romer Shoal, an incredibly-skilled Gravcycle pilot, who leads a small band of outlaws to fight back against an overwhelming Rayonne force. Over the course of a thrilling single-player campaign, players will control a Gravcycle loaded with weaponry, leading Romer and his team across a series of diverse missions packed with action, explosions, and plot twists, to beat back the Rayonne forces and give the last vestiges of

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humanity hope to prevail.

To learn more about the single-player campaign, watch the new **Disintegration Story Trailer** on [YouTube now](#).

"I've always been a gameplay-driven storyteller, and with **Disintegration**, I wanted to create a compelling narrative built around mechanics that haven't been done before," said Marcus Lehto, President and Game Director at V1 Interactive. "It's in my DNA to create memorable characters and rich worlds that go beyond a standard FPS experience. I'm so excited that players get to be a part of it soon."

In addition to the full single-player campaign, **Disintegration** features frenetic PVP multiplayer where pilots and their crews compete in three game modes and six distinct maps. Players can select from nine highly-stylized "Crews" which lend themselves to different playstyles.

"The gameplay mechanics and exciting lore from the campaign are cranked up a few notches in **Disintegration's** competitive multiplayer, and it's an absolute blast," said Kari Toyama, Lead Producer at Private Division. "The team at V1 Interactive are putting a ton of fun and personality into the multiplayer through the different Crews, each of which have their own look and approach to combat."

Multiplayer provides a host of cosmetic customizations that can be purchased or earned in-game, including pilot and crew skins, cosmetic Gravcycle customizations, and a variety of banners. In addition to the multiplayer content at release, the team at V1 will be supporting the game post-launch with seasonal content drops.

Disintegration will launch digitally on June 16, 2020, for PlayStation®4, Xbox One, and PC on Steam and other digital storefronts for \$49.99. **Disintegration** is rated T for Teen by the ESRB. For more information, subscribe on [YouTube](#), follow on [Twitter](#), become a fan on [Facebook](#), join the [Discord](#) community, and visit www.disintegrationgame.com.

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

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 emerging talent. V1 is a small and agile studio of about thirty 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 the *Kerbal Space Program* franchise, *Ancestors: The Humankind Odyssey* from Panache Digital Games, *The Outer Worlds* from Obsidian Entertainment, and *Disintegration* from V1 Interactive, with future unannounced projects in development. 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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Jeremy Gumber
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

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