



Private Division and Roll7 Announce OlliOlli World

April 14, 2021

New skateboarding action platformer with a unique style and flow-state gameplay rolls out this winter on multiple platforms

NEW YORK--(BUSINESS WIRE)--Apr. 14, 2021-- [Private Division](#) and [Roll7](#) today announced that **OlliOlli World** will launch this winter digitally for the PlayStation®5 and PlayStation®4 system, the Xbox Series X|S and Xbox One consoles, PC, and Nintendo Switch™ system.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20210414005127/en/>



This skateboarding action-platformer marks a bold new direction in this critically acclaimed franchise and is bursting with personality. Players flip and flow through Radland, a vividly vibrant world full of colorful characters, as they search for the mystical skate gods on their quest for Gnarvana. Radland and its dwellers are delightfully weird and crafted with an outstanding, inimitable art style. In **OlliOlli World** players can customize character's looks, tricks, and style before they explore levels with multiple paths, discovering all the hidden secrets of this gorgeous skate utopia.

Super tight controls combined with a highly-refined gameplay experience have always been pillars of **OlliOlli**. But now with **OlliOlli World**, the platformer ensures new players can enjoy the deep combo system and everything the game has to offer, while pros can really prove their skills, and master a vast number of moves with access to millions of unique levels in the game's sandbox mode. Players can also compete against similarly skilled rivals

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around the globe in player leagues.

"We couldn't be happier to finally bring the vision we've always had for the **OlliOlli** series to life with this ambitious new evolution," said Simon Bennett, Co-CEO at Roll7. "We wanted to embrace the weird, wonderful, and diverse side of skateboarding culture with a game that's all about going on a road trip with your friends, finding crazy spots, pulling mad tricks, and most of all, skating everything in sight!"

"We are thrilled working alongside Roll7 to push the **OlliOlli** series forward with a spectacular new art direction while staying true to its signature flow-state gameplay," said Michael Worosz, Executive Vice President and Head of Private Division. "Flow-state is achieved through that perfect equilibrium of focus and relaxation – **OlliOlli World** boosts this unique feeling to unreachable heights through an intuitive concept and perfected, ultra-tight controls."

OlliOlli World marks the third entry in the beloved **OlliOlli** series from Roll7, the BAFTA and multi-award-winning London based independent studio famous for re-defining genres and creating remarkable games like *OlliOlli*, *OlliOlli 2: Welcome to Olliwood*, *Laser League*, and *NOT A HERO*.

OlliOlli World will launch digitally this winter during Take-Two's fiscal year 2022 on PlayStation®5 and PlayStation®4 system, the Xbox Series X|S and Xbox One consoles, PC, and Nintendo Switch™ system. **OlliOlli World** is not yet rated by the ESRB. For more information on **OlliOlli World**, subscribe on [YouTube](#), follow us on [Twitter](#), become a fan on [Facebook](#), and visit [OlliOlliGame.com](#).

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

About Roll7

Roll7 is a [BAFTA](#) and multi-award-winning Independent Studio based in London. Since 2008, the Studio has re-defined genres, creating award winning games that engage players with remarkable worlds, stylish visuals and intuitive, deep mechanics. The studio has been run as a Distributed operation since 2015 and as such is a hot-bed of the most remarkable development talent from around the UK and the world. Roll7 is best known for the *OlliOlli Series*, *NOT A HERO* and *Laser League*.

About Private Division

Private Division is a developer-focused publisher that partners with the finest creative talent in the video game industry, empowering 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, Munich, and Singapore. 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 principally through Rockstar Games, 2K, Private Division, and Social Point. 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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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: the uncertainty of the impact of the COVID-19 pandemic and measures taken in response thereto; the effect that measures taken to mitigate the COVID-19 pandemic have on our operations, including our ability to timely deliver our titles and other products, and on the operations of our counterparties, including retailers and distributors; the effects of the COVID-19 pandemic on both consumer demand and the discretionary spending patterns of our customers as the situation with the pandemic continues to evolve; the impact of reductions in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of potential inflation; volatility in foreign currency exchange rates; our dependence on key management and product development personnel; our dependence on our *Grand Theft Auto* and *NBA 2K* products and our ability to develop other hit titles; our ability to leverage opportunities on PlayStation 5 and Xbox Series X; 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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Source: Take-Two Interactive