



## Private Division and Supergiant Games Announce Partnership to Publish Physical Edition of Hades on PlayStation® and Xbox Consoles

June 14, 2021

*The multi-award-winning rogue-like Game of the Year comes to PlayStation®5, PlayStation®4, Xbox Series X, and Xbox One on August 13<sup>th</sup> in a boxed edition that includes additional goodies*

Hades is now available for [pre-order](#) from your favorite physical retailer

NEW YORK--(BUSINESS WIRE)--Jun. 14, 2021-- [Private Division](#) and [Supergiant Games](#) announced a partnership to release a physical edition of **Hades** for PlayStation®5, PlayStation®4, Xbox Series X and Xbox One consoles on August 13, 2021. **Hades** is a rogue-like dungeon crawler in which players battle their way through the treacherous Underworld of Greek myth to freedom. A winner of over 50 Game of the Year Awards and boasting impressive aggregate scores of 93 on Metacritic\* and 94 OpenCritic\*\*, **Hades** will soon be available for the first time on PlayStation 4, PlayStation 5, and Xbox Series X and Xbox One consoles.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20210614005072/en/>



Private Division and Supergiant Games announced a partnership to release a physical edition of Hades for PlayStation®5, PlayStation®4, Xbox Series X and Xbox One consoles on August 13, 2021. Hades is a rogue-like dungeon crawler in which players battle their way through the treacherous Underworld of Greek myth to freedom. A winner of over 50 Game of the Year Awards and boasting impressive aggregate scores of 93 on Metacritic\* and 94 OpenCritic\*\*, Hades will soon be available for the first time on PlayStation 4, PlayStation 5, and Xbox Series X and Xbox One consoles. (Photo: Business Wire)

copies will include an eye-catching metallic foil detailing across the cover art perfect for individuals looking to

"We have been blown away by the response to **Hades** and can't wait to bring it to our fans on Xbox and PlayStation around the world," said Amir Rao, Studio Director at Supergiant Games. "We're excited to partner with the team at Private Division on the retail release to help **Hades** reach a new audience."

Playing **Hades** on PlayStation 5 and Xbox Series X|S results in a technical boost, with the action running at 4K at a target 60fps. Xbox One and PlayStation 4 versions of the game perform at 1080p at a target 60fps. In addition, **Hades** features enhanced controller vibration and controller lighting on the PlayStation 5 DualSense™ wireless controller. All PlayStation 4 versions of **Hades**, both physical and digital, include a free upgrade to the digital PlayStation 5 version. The Xbox versions of **Hades** use Smart Delivery, allowing access to both the Xbox One title and the Xbox Series X|S title. Additional information on Smart Delivery can be found at [xbox.com/smart-delivery](https://xbox.com/smart-delivery).

Check out **Hades** physical edition announcement trailer on [YouTube](#) now.

\*\* [Metacritic](#) score for PC as of June 11, 2021.

"We are enormous fans of Supergiant and every game they've released, as they are exactly the type of wildly-talented, independent developer we seek to partner with at Private Division," said Michael Worosz, Executive Vice President and Head of Private Division. "As such, it's very exciting to help bring **Hades** to retail, day and date, alongside its digital release on consoles. **Hades** has already proven its critical merit – and now we are happy to provide an opportunity for PlayStation and Xbox players to get their hands on a stunning boxed copy of this incredible game."

The retail edition of **Hades** is perfect for collectors, as it contains bonus goods like a code that is redeemable for a digital download of the *Hades Original Soundtrack*. This soundtrack includes two and half hours of music by award-winning composer Darren Korb and featuring vocals by Ashley Barrett. Additionally, physical copies include a compendium booklet featuring the vivid artwork of the multiple denizens of **Hades** inked by Supergiant Games' BAFTA Award-winning Art Director, Jen Zee. Finally, the first-run prints of physical PlayStation and Xbox

\*\*\*[Open Critic](#) score for PC as of June 11, 2021.

## About *Hades*

In *Hades*, players assume the role of the immortal Prince of the Underworld as he attempts to hack and slash his way out of his infamous father's domain. This fast-paced, character-driven title combines the best aspects of Supergiant's past critically-acclaimed titles, such as the action elements of *Bastion*, rich environments and atmosphere of *Transistor*, and the depth of storytelling that unfolds in *Pyre*.

*Hades* will be available on PlayStation®5, PlayStation®4, Xbox Series X|S and Xbox One consoles on August 13, 2021. Physical retail versions are published by Private Division. *Hades* is rated T for Teen by the ESRB. For more information on *Hades*, subscribe on [YouTube](#), follow on [Twitter](#), become a fan on [Facebook](#), join the [Discord server](#), and visit [PlayHades.com](#).

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

## About Supergiant Games

Founded in 2009, Supergiant Games is a small independent studio known for its critically acclaimed titles *Bastion*, *Transistor*, *Pyre*, and most recently, *Hades*. After launching on an initial set of platforms in autumn 2020, *Hades* proceeded to earn dozens of Game of the Year awards, including from [IGN.com](#), [Polygon.com](#), [Eurogamer.com](#), the Academy of Interactive Arts & Sciences, and many other sources. Headquartered in San Francisco, Supergiant Games is committed to creating games that can leave a lasting and positive impression by sparking players' imaginations like the games they played as kids.

## 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 they need to make their titles critically and commercially successful on a global scale. The Label publishes the *Kerbal Space Program* franchise, *OlliOlli World* from Roll7, *The Outer Worlds* from Obsidian Entertainment, *Ancestors: The Humankind Odyssey* from Panache Digital Games, and more. Private Division also publishes the retail version of *Hades* from Supergiant Games for PlayStation and Xbox consoles. Private Division will publish new titles from Moon Studios and additional 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>.

"PlayStation" is a registered trademark of Sony Interactive Entertainment Inc. 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: 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 consumer demand and the discretionary spending patterns of our customers; 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* 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.

View source version on [businesswire.com](#): <https://www.businesswire.com/news/home/20210614005072/en/>

Jeremy Gumber  
Communications Manager  
Communications  
**Private Division**  
(646) 536-3006  
[press@privatedivision.com](mailto: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](mailto:Alan.Lewis@take2games.com)

Source: Take-Two Interactive