



## Private Division and Roll7 Announce OlliOlli World Launching on February 8, 2022

December 15, 2021 at 1:00 PM EST

Pre-order *OlliOlli World* today for cosmetic bonus items

NEW YORK--(BUSINESS WIRE)--Dec. 15, 2021-- [Private Division](#) and [Roll7](#) today announced that *OlliOlli World* is available for pre-order and will launch on February 8, 2022 digitally for the PlayStation®5 and PlayStation®4, the Xbox Series X|S and Xbox One consoles, PC via Steam, and Nintendo Switch™ console. Players who pre-order the game will receive bonus digital cosmetic items, including a Bunnylord Head, Hero T-Shirt, Hero Skate Deck, Hero Tattoos, and Hero Arm Cast.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20211215005055/en/>



Private Division and Roll7 today announced that *OlliOlli World* is available for pre-order and will launch on February 8, 2022 digitally for the PlayStation®5 and PlayStation®4, the Xbox Series X|S and Xbox One consoles, PC via Steam, and Nintendo Switch™ console. Players who pre-order the game will receive bonus digital cosmetic items, including a Bunnylord Head, Hero T-Shirt, Hero Skate Deck, Hero Tattoos, and Hero Arm Cast. (Graphic: Business Wire)

customization unlocks. Coming in Summer 2022;

- Second story expansion containing another entirely new biome, levels, characters, gameplay, and customization unlocks. Coming in Fall 2022;
- "Close Encounter Skate Deck" digital cosmetic item.

The skateboarding action-platformer, developed by the BAFTA and multi-award winning Roll7, marks a bold new direction for the critically acclaimed *OlliOlli* franchise. *OlliOlli World's* signature flow-state gameplay allows for that perfect balance between focus and relaxation, with ultra-tight controls for the smoothest experience. Players flip and flow through Radlandia, a vividly vibrant world full of colorful characters, as they search for the mystical skate gods on a quest for Gnarvana. Radlandia and its dwellers are delightfully weird and artistically gorgeous.

*OlliOlli World* comes with diverse and rich customization options, allowing players to be whoever they want to be; body type, skin tone, and hair are all customizable. Players can also select from a wide variety of poses, skate tricks, and apparel to further emphasize their own unique style.

*OlliOlli World* includes two asynchronous multiplayer modes: *Gnarvana League* and *Gnarvana Portal*. The *Gnarvana League* is designed for those who love a challenge and want to prove their skate mastery. Leagues pit you against other players with similar skills to compete for the highest score. As contenders advance through the ranks, they get their hands (and feet) on new character items - including boards, wheels, and more. In *Gnarvana Portal*, players can generate original levels based on a selection of parameters like style, difficulty, and length. Each creation comes with a unique virtual 8-digit postcode which can be shared with anyone in the world, enabling players to compete against each other cross-platform.

"In *OlliOlli World*, you should expect loads of seriously wacky locations to explore and rad new characters to meet," said John Ribbins, Creative Director of Roll7. "*OlliOlli World* is a love letter to the bizarre and magnificent aspects of skateboarding culture. It embraces the weird and wonderful aspects of this street phenomenon and encourages you to express yourself freely."

"Roll7 are the masters of flow-state gameplay," said Mika Kurosawa, *OlliOlli World's* Lead Producer at Private Division. "With *OlliOlli World's* perfected controls and highly-refined gameplay experience, the studio ups the ante in this lush skateboarding utopia."

Watch the brand-new *OlliOlli World* Official Gameplay Overview Trailer on [YouTube](#) now.

*OlliOlli World* will launch digitally on February 8, 2022, on PlayStation®5 and PlayStation®4, the Xbox Series X|S and Xbox One consoles, PC via Steam, and Nintendo Switch™ console. *OlliOlli World* is rated Everyone 10+ by the ESRB. For more information on *OlliOlli World*, subscribe on [YouTube](#), follow us on [Twitter](#) or [TikTok](#), become a fan on [Facebook](#), and visit [OlliOlliGame.com](#).

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

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

### About Roll7

Now a Private Division studio, Roll7 is a [BAFTA](#) and multi-award-winning video game developer 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 magnet for some 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*.

The newly revealed *OlliOlli World Rad Edition* is available now for [digital pre-order](#) and includes:

- *OlliOlli World* base game;
- First story expansion "Void Riders" containing an entirely new biome, levels, characters, gameplay, and

## 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, *Disintegration* from V1 Interactive, and *OlliOlli World* from Roll7, with future unannounced projects in development with Moon Studios and other esteemed independent developers. Private Division continues to build its internal studio capacity, with Roll7 joining Intercept Games as internal developers for the Label. 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](http://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 T2 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 [www.take2games.com](http://www.take2games.com).

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 both consumer demand and the discretionary spending patterns of our customers as the situation with the pandemic continues to evolve; the risks of conducting business internationally; 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 NBA 2K and Grand Theft Auto products and our ability to develop other hit titles; our ability to leverage opportunities on PlayStation®5 and Xbox Series X|S; 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](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.

View source version on [businesswire.com](https://www.businesswire.com/news/home/20211215005055/en/): <https://www.businesswire.com/news/home/20211215005055/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