



Gnarvana Awaits! OlliOlli World Now Available

February 8, 2022

Take a trip across a skateboarding utopia filled with quirky characters

NEW YORK--(BUSINESS WIRE)--Feb. 8, 2022-- [Private Division](#) and [Roll7](#) are proud to announce that *OlliOlli World* is now available digitally for the Nintendo Switch™, PlayStation®5 and PlayStation®4, the Xbox Series X|S and Xbox One consoles, and PC via Steam. *OlliOlli World* has already earned significant critical praise:

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20220208005148/en/>



“A huge amount of fun to play” – IGN, Editor’s Choice Award, 9 out of 10

“Roll7 has improved on every aspect of the OlliOlli franchise” – GameSpot, 9 out of 10

“A must-have release that you just need to try” – Nintendo Life, 9 out of 10

“A candy-coated dream” – Eurogamer, Earning “Essential” Ranking

“It is blisteringly good” – Rock Paper Shotgun, Earning RPS Bestest Bests Award

“OlliOlli World has immaculate vibes” – GamesRadar+, 4.5 out of 5

“Gorgeous and goofy” – Game Informer, 8 out of 10

“OlliOlli World feels just perfect” – Destructoid, 8.5 out of 10

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The acclaimed skateboarding action-platformer, developed by the BAFTA and

multi-award-winning studio Roll7, marks a bold new direction for the beloved *OlliOlli* franchise. In *OlliOlli World*, players flip and flow through a vivid, colorful world of Radlandia as they search for the mystical skate gods on a quest for Gnarvana. *OlliOlli World*’s signature flow-state gameplay represents that perfect balance between focus and relaxation, while super tight controls ensure a silky-smooth ride. The delightful and weird Radlandia welcomes new players with open arms, inviting them to tear down streets without fear of faceplanting and pull off epic tricks which are gradually taught over a journey across the game’s varied bizarre zones.

“*OlliOlli World* lives and breathes the diversity, freedom, and fun that is essential to skateboarding,” said Simon Bennett, Co-Studio Head at Roll7. “Because the notion of inclusiveness and expressivity is so intimately connected with skateboarding, we wanted Radlandia to be a welcoming place for everyone.”

There are plenty of opportunities for player expression in *OlliOlli World* – the title comes with diverse and rich customization options, allowing players to be whoever they want to be. Players can also select and unlock a wide variety of poses, skate tricks, apparel, and equipment to further emphasize their own unique style.

“*OlliOlli World* combines an inimitable art style, flow-state driven gameplay, and a rad soundtrack into a love letter to skateboarding culture,” said Michael Worosz, Executive Vice President and Head of Private Division. “*OlliOlli World*’s release marks an exciting new beginning for Roll7, who recently joined the Private Division family.”

In addition to the single-player campaign, *OlliOlli World* includes two asynchronous multiplayer modes: *Gnarvana League* and *Gnarvana Portal*. The *Gnarvana League* is designed for those who love a daily challenge and want to prove their skate mastery. *League* pits players against contenders with similar skills to compete for the highest score. As rivals advance through the ranks, they get their hands (and feet) on new character items including boards, wheels, and more. In *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 around the globe, enabling players to compete for the highest score against each other cross-platform.

Watch the *OlliOlli World* official launch trailer on [YouTube](#) now.

OlliOlli World is available now digitally on Nintendo Switch™, PlayStation®5 and PlayStation®4, the Xbox Series X|S and Xbox One consoles, and PC via Steam for \$29.99. Players can also purchase **OlliOlli World Rad Edition**, a deluxe version of the game, available for \$44.99. The **Rad Edition** includes the base game, both of **OlliOlli World's** forthcoming expansions and the "Close Encounter Skate Deck" digital cosmetic item.

OlliOlli World is rated Everyone 10+ by the ESRB. For more information on **OlliOlli World**, subscribe on [YouTube](#), follow us on [Twitter](#) or [TikTok](#), like us on [Facebook](#), and visit [OlliOlliGame.com](#).

OlliOlli World marks the third entry in the beloved **OlliOlli** series from Roll7, the 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*. Roll7 is a wholly-owned studio of Private Division and Take-Two Interactive Software.

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*. Roll7 is a wholly-owned studio of Private Division and Take-Two Interactive Software.

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](#).

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](#).

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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: risks relating to our pending merger agreement with Zynga; 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](#). 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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