



Private Division Announces Four New Publishing Partnerships

March 16, 2022

Label to publish upcoming titles from industry-leading creative talent at Die Gute Fabrik, Evening Star, Piccolo Studio, and Yellow Brick Games.

NEW YORK--(BUSINESS WIRE)--Mar. 16, 2022-- [Private Division](#), a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), today announced that they have signed four new publishing agreements with leading independent developers Die Gute Fabrik, Evening Star, Piccolo Studio, and Yellow Brick Games. Following the recent acquisition of Roll7 in January, the unannounced titles from these four studios will add to Private Division's portfolio of titles that includes the *Kerbal Space Program* franchise, *OlliOlli World*, *The Outer Worlds*, and more.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20220316005144/en/>



"At Private Division we champion the best creative talent in the games industry, and these four teams and the experiences that they are building represent an array of genres that will appeal to many different gaming audiences," said Michael Worosz, Executive Vice President and Head of Private Division. "Die Gute Fabrik, Evening Star, Piccolo Studio, and Yellow Brick Games each have their own wildly diverse creative visions, and we're thrilled to help introduce their games to the world."

Die Gute Fabrik was founded in 2008 by Nils Deneken and is now led by CEO and Creative Director Hannah Nicklin. The Copenhagen-based company develops story-driven games and are best known for 2019's IGF and Indiecade award-winning *Mutazione*, a mutant soap opera where small-town gossip meets the supernatural. Die Gute Fabrik aims to draw inspiration from a variety of disciplines and histories, and to push the boundaries of what games can be. The team is creating a new story-driven game.

"We're excited about how strongly Private Division shares our vision for the

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experience we want to build for our playing audience, and for the ethos with which we're collaborating on the process," said Hannah Nicklin, Studio Lead and Creative Director at Die Gute Fabrik. "We're so thrilled about our next story-driven adventure game and the team we've brought together to create it, and we can't wait to share more down the line."

Evening Star was founded in 2018 by Christian Whitehead, Dave Padilla, Tom Fry, Hunter Bridges, and Brad Flick, and is headquartered in Los Angeles with additional operations in London and Melbourne. The founders previously worked on the critically-acclaimed *Sonic Mania Plus* for SEGA. Their debut title is an unannounced 3D action platformer utilizing their proprietary Star Engine.

"We are focused on leveraging the team's unique backgrounds with an aim to develop electrifying experiences charged with our signature sense of style," said Dave Padilla, CEO at Evening Star. "Private Division has been a fantastic partner, and their team is equally passionate about our vision. As we grow the studio, we are excited to share more about the new world we are creating."

Piccolo Studio was founded in 2015 by Alexis Corominas, Jordi Ministrall, and Oriol Pujado when the three friends left their successful advertising agency in Barcelona to pursue their passion for videogames. After enlisting many of Spain's most talented game developers, Piccolo's debut title, *Arise: A Simple Story*, garnered critical acclaim for its storytelling and gameplay. They are developing a unique new IP in partnership with Private Division.

"At Piccolo Studio, we craft stories that are very personal yet center on universal themes that have an impact on everyone who plays our games," said Alexis Corominas, Co-Founder of Piccolo Studio. "We tell our stories in unique ways, and we're thrilled to have found a publisher that supports our vision and is equally invested in seeing the story reach a wide audience."

Yellow Brick Games was founded in Quebec City in 2020 by industry veterans Thomas Giroux, Mike Laidlaw, Jeff Skalski, and Frederic St-Laurent B. Having worked on numerous successful AAA franchises including *Dragon Age*, *Assassin's Creed*, and *Tom Clancy's Rainbow Six*, the Yellow Brick

Games team aims to deliver innovative and emergent gameplay crafted by a small but highly skilled team. The studio firmly believes that emergent systems create rich, interactive worlds. In that vein, Yellow Brick Games is creating an ambitious new action RPG.

"I find myself energized by the challenge of helping build a new studio—full of incredible talent, ambitious ideas, and real focus on our product—while taking risks that might not be possible in AAA game development," said Mike Laidlaw, Chief Creative Officer at Yellow Brick Games. "We want to deliver something special for our debut title, and partnering with Private Division provides our team with the support to create a game that's truly memorable."

In collaboration with these developers, Private Division will announce more details about each specific project in the future. All four titles are currently in early development, and do not currently have announced release dates. The first of these titles is not expected to launch until Take-Two's Fiscal Year 2024.

To stay up to date on announcements from Private Division, sign up for the newsletter: <https://www.privatedivision.com/newsletter/>

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

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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, Die Gute Fabrik, Evening Star, Piccolo Studio, Yellow Brick Games, and other esteemed independent developers. Private Division publishes the physical retail edition of *Hades* from Supergiant Games on PlayStation® and Xbox consoles. Private Division continues to build its internal studio capacity, with Roll7 and 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.

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 acquisition of 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 changes 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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