



The Quarry Invites You to a Summer Camp Worth Dying For; New Teen-Horror Game from Supermassive Games and 2K Coming June 10

March 17, 2022

From Will Byles and the award-winning team at Supermassive Games that brought you Until Dawn comes this summer's must-play, must-see teen-horror entertainment experience

NEW YORK--(BUSINESS WIRE)--Mar. 17, 2022-- 2K and Supermassive Games today announced **The Quarry**, an all-new teen-horror narrative game where your every choice, big or small, shapes your story and determines who lives to tell the tale. Featuring an iconic ensemble cast of Hollywood stars and celebrities, including David Arquette ("Scream" franchise), Ariel Winter ("Modern Family"), Justice Smith ("Jurassic World"), Brenda Song ("Dollface"), Lance Henriksen ("Aliens"), Lin Shaye ("A Nightmare on Elm Street"), and more, **The Quarry** is launching on June 10, 2022, and will be available on PlayStation®5, PlayStation®4, Xbox Series X|S, Xbox One and Windows PC via Steam. Rated M for Mature by the ESRB, **The Quarry** is now available for pre-order.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20220317005053/en/>



As the sun sets on the last day of summer camp, the teenage counselors of Hackett's Quarry throw a party to celebrate. No kids. No adults. No rules.

Things quickly take a turn for the worse.

Hunted by blood-drenched locals and something far more sinister, the teens' party plans unravel into an unpredictable night of horror. Friendly banter and flirtations give way to life-or-death decisions, as relationships build or break under the strain of unimaginable choices.

Play as each of the nine camp counselors in a thrilling cinematic tale, where every choice shapes your unique story from a tangled web of possibilities. Any character can be the star of the show - or die before daylight comes. How will your story unfold?

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As part of today's announcement, 2K and Supermassive Games released the [official announcement trailer](#) for **The Quarry**, which showcases the incredible visual fidelity and cinematic quality achieved in the game while presenting a first look at the star-studded cast featured in the game.

"The Quarry is breaking new ground across interactive storytelling and

technology to create a truly visceral teen-horror experience," stated Director Will Byles. "I can't wait to see the choices you make, who you'll save, and who you're willing to sacrifice!"

"As an interactive narrative experience, **The Quarry** is a completely different type of game from anything 2K has published in the past," stated David Ismaier, President at 2K. "We are partnering because Supermassive Games are simply the best at what they do, and we're huge fans of the studio. The chance to work with one of the great creative minds in our industry doesn't come often, and we are excited to be on this journey together with **The Quarry**."

Key features for **The Quarry** include:

- **YOUR STORY, THEIR FATE.** Will you dare to check what's behind that trap door? Will you investigate the screams echoing from within the forest? Will you save your friends or desperately run for your life? Every choice, big or small, shapes your story and determines who lives to tell the tale;
- **A STUNNING CINEMATIC EXPERIENCE.** Cutting-edge facial capture and filmic lighting techniques, combined with incredible performances from an iconic ensemble cast of Hollywood talent, bring the horrors of Hackett's Quarry to life in a

pulse-pounding, cinematic thrill ride;

- **ENJOY THE FRIGHT WITH FRIENDS.** Place your faith in up to seven friends in online play*, where invited players watch along and vote on key decisions, creating a story shaped by the whole group! Or, play together in a party horror couch co-op experience where each player picks a counselor and controls their actions;
- **CUSTOMIZE YOUR EXPERIENCE.** Adjustable difficulty for all gameplay elements let players of any skill level enjoy the horror. And if you prefer to watch rather than play, Movie Mode lets you enjoy *The Quarry* as a binge-worthy cinematic thriller. Select how you want the story to unfold, kick back, and munch on some popcorn in between all the screams!

For more information on *The Quarry*, visit the [game's official website](#), [Instagram](#) and [TikTok](#), and follow 2K on [YouTube](#), [Twitter](#) and [Facebook](#).

2K is a wholly owned publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO).

*Multiplayer functionality across the same PlayStation or Xbox console generation only.

About Supermassive Games

Founded in 2008, Supermassive Games is a BAFTA-winning, independent game developer with a reputation for innovation in both storytelling and VR. Supermassive Games is best known for the critically acclaimed PS4 hit *Until Dawn* and *The Dark Pictures Anthology*. The studio has received numerous awards, including a BAFTA for *Until Dawn* and recognition from our trade body TIGA. The studio also works with GamesAid, other charities and educational establishments. In 2021 the studio partnered with Nordisk Games, part of the Egmont Group, and is looking forward to even more exciting times with them alongside us.

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 <http://www.take2games.com>.

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About 2K

Founded in 2005, 2K develops and publishes global interactive entertainment for console and handheld gaming systems, personal computers and mobile devices, with product availability including physical retail and digital download. The Company is home to many talented development studios, including Visual Concepts, Firaxis Games, Hangar 13, Cat Daddy Games, 31st Union and Cloud Chamber. 2K's portfolio currently includes the renowned *BioShock*®, *Borderlands*™, *Mafia* and *XCOM*® franchises; *NBA*® 2K, the global phenomenon and highest rated** annual sports title for the current console generation; the critically acclaimed *Sid Meier's Civilization*® series; the popular *WWE*® 2K and *WWE*® *SuperCard* franchises, as well as emerging properties *NBA*® 2K *Playgrounds 2*, *Carnival Games* and more. Additional information about 2K and its products may be found at 2k.com.

** According to 2008 – 2021 Metacritic.com

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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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Matt Chang
2K

(415) 328-9294
matt.chang@2K.com

Alan Lewis (Corporate Press)
Take-Two Interactive Software, Inc.
(646) 536-2983
alan.lewis@take2games.com

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