



OlliOlli World: Finding the Flowzone is Now Available

November 2, 2022

Glide and grind above the clouds as you ride the winds to Radlantis, the lost skate-cropolis in the sky

NEW YORK--(BUSINESS WIRE)--Nov. 2, 2022-- Today, [Private Division](#) and [Roll7](#) announced that **OlliOlli World: Finding the Flowzone**, the second and final expansion to the critically acclaimed skateboarding action-platformer *OlliOlli World*, is now available digitally for the Nintendo Switch™, PlayStation®5, PlayStation®4, PlayStation®4 Pro, Xbox XIS, Xbox One consoles, and Windows PC*. **OlliOlli World: Finding the Flowzone** is available individually, as part of the deluxe **OlliOlli World Rad Edition**, as well as the **Expansion Pass**. The **Rad Edition** includes the base game, **OlliOlli World: VOID Riders**, **OlliOlli World: Finding the Flowzone**, and the “Close Encounter Skate Deck” digital cosmetic item.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20221102005292/en/>



Join the fearless Radmospheric Three – Squid, Licht, and Professor Planks – unified to prevent B.B. Hopper, the business frog, from exploiting the rumored hidden city in the sky. As you traverse these incredible heights, collect map pieces that unlock the path to Radlantis, the legendary lost island built by the skate gods themselves. The tempest skate god Gail Force provides new Windzones to ride and perform the gnarliest aerial tricks. Get ready to embark on the raddest quest in *OlliOlli World's* final ascending adventure: **Finding the Flowzone!**

“When we set out to create this expansion, we knew we wanted to take players on another remarkable adventure on their quest for ultimate skate greatness,” said John Ribbins, Studio Creative Director at Roll7. “**OlliOlli World: Finding the Flowzone** will take players above the clouds to a lost mythical city that constantly challenges them to keep their footing as mighty winds bear down at nearly every ramp or rail.”

“**OlliOlli World: Finding the Flowzone** is an amazing addition to our critically acclaimed skateboarding title, and we are

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eager to see what players are brave enough to conquer Burly Routes, the brand-new insanely difficult paths through the Windzone,” said Mika Kurosawa, Senior Producer at Private Division. “This expansion is the perfect accompaniment to the base game providing plenty of additional customization options to unlock, a kooky cast of characters to meet, and a hefty dose of levels that will push people’s prowess as a skateboarder.”

Hit the altitude with attitude! Gear up for the gnarliest exploration ever with a fresh range of customization options. Can’t roll up to Radlantis without looking awesome, right? Express your true self with more signature OlliOlli fashions to finish each course, in your unique style. But don’t forget to suit up... we hear it’s pretty windy up there!

Don’t miss the **OlliOlli World: Finding the Flowzone** Out Now trailer on [YouTube](#).

OlliOlli World: Finding the Flowzone is available for \$9.99** digitally for the Nintendo Switch, PlayStation®5, PlayStation®4, Xbox XIS, Xbox One, and PC*. **Finding the Flowzone** is also included in the **Expansion Pass** for \$14.99 and it is part of the **Rad Edition**, a deluxe version of the game available for \$44.99 which includes the base game, **OlliOlli World: VOID Riders**, and **OlliOlli World: Finding the Flowzone**, as well as the “Close Encounter Skate Deck” digital cosmetic item. The expansion requires the base game in order to play. **OlliOlli World: Finding The Flowzone** 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](#).

*A copy of **OlliOlli World** on the same platform is required to play both DLCs and Expansion Pass content.

**Based on Private Division’s suggested retail price. Actual retail price may vary. See retailer for info.

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 across the UK and around 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, 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. The Company develops and publishes products principally through Rockstar Games, 2K, Private Division, and Zynga. Our products are currently designed for console gaming systems, PC, and Mobile 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.

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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 combination 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 changes in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of 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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