



## Rollerdrome Now Available on Xbox Series X|S and Windows PC

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*Critically acclaimed shooter-skater rolls out for Xbox and PC  
Play now with Xbox Game Pass for console, PC, and cloud*

NEW YORK--(BUSINESS WIRE)--Nov. 28, 2023-- [Private Division](#) and [Roll7](#) today announced that **Rollerdrome**, the imaginative third-person shooter-skater, is now available on Xbox Series X|S and Windows PC. **Rollerdrome** is a thrilling single-player game which pits you in intense arena combat. Melding fluid movement, visceral combat, and technical tricks, the title aims to create an experience described as “flow-state mayhem.” Can you battle your way to the top and become the next **Rollerdrome** champion?

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20231128191068/en/>



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promising concept into a visceral and stylish game,” said Tom Hegarty, Founder and Studio Head at Roll7. “I’m now super excited that we are able to share it, once more, with a whole new group of Xbox and PC players.”

The game is set in 2030, you play the role of Kara Hassan, a new contender in the **Rollerdrome** tournament. In **Rollerdrome**, you face a series of gauntlets against the deadly House Players. By combining eliminations with stylish tricks, you will earn the favor of the destruction-loving crowd and, potentially, your freedom. Strap on your skates and load your clip. Victory is survival.

“We knew we had something special last year when **Rollerdrome** was first released, and that feeling was validated by critics and players from around the world. The overwhelming positive reaction fueled our development and helped us bring it to other platforms,” said Krystal Lim, Producer at Private Division. “Now, it is as if we are launching this game anew, and we are lucky to be able to share it with a whole new audience.”

**Rollerdrome** presents a unique, retro-futuristic universe beautifully drawn in a comic-book inspired art style. The game pays homage to extreme action sports games through a ‘70s lens of a classic third-person shooter. Not only does this graphic novel style capture the look and feel of this world, but it also reinforces the visceral combat in a clear and discernable manner. The bold color palette and character outlines draw your eyes to focus on the next incoming threat, direction to turn, or the necessary goal – even when a massive rocket explosion or spray of bullets races towards you.

**Rollerdrome** is developed by Roll7, the BAFTA and multi-award-winning London-based studio famous for making beloved and remarkable games like *OlliOlli*, *OlliOlli 2: Welcome to Olliwood*, *OlliOlli World*, *Laser League*, and *NOT A HERO*.

**Rollerdrome** is available for digital download for \$29.99 on Xbox Series X|S and Windows PC. It is available to play now with Xbox Game Pass for console, PC, and cloud. The game is also available for digital download on PlayStation®5, PlayStation®4 as well as on PC via Steam. **Rollerdrome** is rated M for Mature by the ESRB. For more information on **Rollerdrome**, subscribe on [YouTube](#), follow us on [Twitter](#), become a fan on [Facebook](#), and visit [www.RollerdromeGame.com](http://www.RollerdromeGame.com).

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 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*

Watch the release trailer on [YouTube](#).

“Looking back to the conception of the game, we wanted **Rollerdrome** to be fast, fluid, and exciting – we were shown an early gameplay prototype by the Creative Director Paul Rabbitte, and seeing the potential, we quickly assembled an incredibly talented team to turn what was a

promising concept into a visceral and stylish game,” said Tom Hegarty, Founder and Studio Head at Roll7. “I’m now super excited that we are able to share it, once more, with a whole new group of Xbox and PC players.”

*Outer Worlds* from Obsidian Entertainment, *Disintegration* from V1 Interactive, *OlliOlli World* and *Rollerdrome* from Roll7, and *After Us* from Piccolo Studio, with future unannounced projects in development with Moon Studios, Evening Star, Yellow Brick Games, Game Freak, 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, and Munich. 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. 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.

### **Cautionary Note Regarding Forward-Looking Statements**

The statements contained herein, which are not historical facts, including statements relating to Take-Two Interactive Software, Inc.'s ("Take-Two," the "Company," "we," "us," or similar pronouns) outlook, 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 our 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 Inc.; the risks of conducting business internationally, including as a result of unforeseen geopolitical events; 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; factors affecting our mobile business, such as player acquisition costs; the timely release and significant market acceptance of our games; the ability to maintain acceptable pricing levels on our games.

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.

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