



Penny's Big Breakaway is Out Now

February 21, 2024 at 9:00 AM EST

The all-new 3D platforming game from Private Division and Evening Star has plenty of tricks up its sleeve. It's time to YO!

News of the surprise launch was featured in today's Nintendo Direct: Partner Showcase

NEW YORK--(BUSINESS WIRE)--Feb. 21, 2024-- [Private Division](#), a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), and [Evening Star](#) announced today that **Penny's Big Breakaway** is out now for the Nintendo Switch™ family of systems, PlayStation 5, Xbox Series X|S, and PC via Steam. From the team that brought you *Sonic Mania* comes this imaginative new kinetic 3D platformer bursting with innovative gameplay. Playing as Penny, the 'yo-tagonist', you swing, dash, flip, zip, and trick your way through a variety of challenging and beautifully stylized levels. Over the course of 11 exciting game worlds and dozens of levels, Penny and her comic Yo-Yo companion must escape capture from Eddie the Emperor and his penguin forces.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20240221872798/en/>



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non-stop action as you try to escape the impending penguin horde at every turn. These waddling, avian adversaries will burst from walls, rush over cliffs, and attempt to dogpile you to stop your progress. But don't fret -- Penny is an agile and acrobatic aerialist. You will jump, spin, and ride over a variety of brightly colored and complex terrains, featuring steep ramps, sharp ledges, massive cliffs, and more. Every obstacle is an opportunity to increase your speed, allowing you to use the environment to your advantage and gain a bit of breathing room from those flightless assailants in hot pursuit. Momentum is key, because in addition to Story Mode, **Penny's Big Breakaway** also includes a Time Attack Mode, where you can try and achieve the perfect run and set high scores on the leaderboard for the world to see.

Penny isn't the only star of this show: her trusty partner Yo-Yo, while largely to blame for causing this chase, provides plenty of abilities to assist in your getaway. Throughout the game, you can unlock tasty treats which her Yo-Yo can snack on. When consumed, these delicious items will temporarily unlock new power ups such as increased movement speed, a protective shield, and many more. In addition to powerups, Penny's Yo-Yo can pick up various single-use tools, which can be used to bust down walls revealing secret treasure or magnetically attach to new surfaces for greater exploration. Her versatile Yo-Yo might be hungry for chaos, but it could also be just the trick to clear her name and absolve her of this massive mix-up.

"The team of developers at Evening Star have a strong track record in creating incredible platforming experiences, and with **Penny's Big Breakaway** they've created an entry into the genre that's nonstop fun with broad appeal," said Rachael Berkman, Producer at Private Division. "From platforming enthusiasts to adamant speedrunners alike, we think Penny will capture the hearts of players around the world."

Penny's Big Breakaway is available now for the Nintendo Switch family of systems, PlayStation 5, Xbox Series X|S, and PC. **Penny's Big Breakaway** is rated E for Everyone by the ESRB. For more information on **Penny's Big Breakaway**, subscribe on [YouTube](#), follow us on [Twitter](#), become a fan on [Facebook](#), follow on [Instagram](#), and visit www.pennysbigbreakaway.com.

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

About Evening Star

Evening Star is a boutique game studio founded in late 2018. Based in Los Angeles, with additional operations in London and Melbourne, Evening Star's mission is to design fresh, fun games that stand the test of time. As a distributed team, a key tenet of Evening Star's studio culture is strong communication. Though we may be separated by two oceans, we endeavor to foster a close-knit collaborative environment. We boldly explore new and exciting directions that push the boundaries of what Evening Star can achieve, while being mindful that good creativity comes from healthy and sustainable working practices. Above all, our passion for games and our unique backgrounds drives us to craft games imbued with our signature sense of style. Our team develops custom game engines that we use to create our games: the Star Engine and the Retro Engine. For more information, please visit www.eveningstar.studio.

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

"Great platformers are iconic in our industry, and we think **Penny's Big Breakaway** stands out as a truly unique and incredibly fun entry in such a beloved genre," said Christian Whitehead, Creative Director at Evening Star. "We have been thrilled with the fan response of **Penny's Big Breakaway** so far and can't wait to see the leaderboards light up as players get into the game."

Penny's Big Breakaway provides

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, *OlliOlli World* and *Rollerdrome* from Roll7, *Penny's Big Breakaway* from Evening Star, *No Rest for the Wicked* from Moon Studios, *Tales of the Shire* from Wētā Workshop, and more. Private Division has future unannounced projects in development with Bloober Team, Game Freak, and other esteemed independent developers. The Label publishes the physical retail edition of *Hades* from Supergiant Games on PlayStation®, Xbox Series X|S, and Xbox One. 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 and Munich. 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 Zynga. Our products are designed for console gaming systems, PC, and mobile, including smartphones and tablets. We deliver our products 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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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. 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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Source: Take-Two Interactive