



## Tales of the Shire: A The Lord of The Rings Game Launches on March 25, 2025

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*Fulfill your dreams of living the idyllic countryside life of the Shire! Spend your days full of jovial meals with Hobbit friends, foraging for tasty morsels, and decorating your home early next year*

NEW YORK--(BUSINESS WIRE)--Sep. 23, 2024-- [Private Division](#), a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), and [Wētā Workshop](#), the creative studio known for their work on *The Lord of the Rings* film trilogy, revealed yesterday during a showcase that **Tales of the Shire: A The Lord of The Rings Game** will launch on March 25, 2025 on PC via Steam, Nintendo Switch™, PlayStation 5, Xbox Series X|S, and Netflix Games.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20240923807189/en/>



Watch the showcase to find out more about all the exciting features and inspirations behind the game on [YouTube](#).

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Embark on a cosy adventure in **Tales of the Shire** where you experience the quiet life of a Hobbit in J.R.R Tolkien's Middle-earth. Begin by creating your unique Hobbit avatar, choosing from a variety of very

Hobbit-specific features to express yourself – including foot-hair styles and personality 'moods' that bring your character to life. Perhaps your Hobbit is a friendly soul with fiery red hair, a cute button nose, and bright green eyes? Or maybe your Hobbit is more of a Sackville curmudgeon, with a broad nose and balding hair! The choice is yours. Then set out to make your home in sleepy Bywater and enjoy the simple pleasures of life in the Shire.

"Wētā Workshop has been trusted with J.R.R. Tolkien's Middle-earth universe for more than 25 years, and over that time we have built up a deep understanding of the lore and a real love of Middle-earth that flows through our creative work across screen, collectibles and now, our cosy sims games," said Richard Taylor, Co-founder and CEO at Wētā Workshop. "**Tales of the Shire** allows us to inspire our talents in an entirely new medium and, ultimately, create this game for people just like us - fans of The Lord of the Rings. This is a beautiful way that players who are looking for a quieter, more peaceful time can discover this in a less explored corner of this universe."

This small, growing community is home to a delightful cast of residents, who will request your aid in placing Bywater on the Shire's map as an official village. To accomplish this goal, you will grow and nurture relationships with other characters. For most Hobbits, the best way to build bonds with others is through the comforts of a warm meal.

Much like in real life, cooking requires proper preparation, careful attention, and a "dash of this or that" for the perfect feast. Chop up home grown vegetables, sauté foraged mushrooms, perhaps add a tart pickle or a dollop of sweet jam to balance the dish. Every meal has various steps to complete to earn multiple stars, all in an effort to present a dish that satisfies and delights your guests.

As a newly established Hobbit, you'll have access to the essentials - a bedroom, a cosy lounge, and of course - your pantry and kitchen to prepare meals for expected and unexpected guests. From these humble beginnings, you'll soon be able to expand your space and supplies - fishing, foraging, gardening, and trading with your neighbours. This will quickly enable you to establish a well-stocked pantry and upgraded tools for harvesting and cooking. The shops of Bywater are bustling with many vendors who are willing to sell you all kinds of ingredients, as well as decorative items for your Hobbit home. Meet humorous and interesting characters like Old Noakes; while he may seem a bit cantankerous at first, he is a master angler. Not only can he give you tips on improving your own fishing skills, and help unlock secret fishing spots, he trades his daily catches. Nora and Fosco Burrows' shop is stocked to the brim with adornments for your home as well as other charming items to fill out your wardrobe. There are many other Hobbits awaiting you in Bywater, so be sure to meet and invite them over for a second breakfast!

If you are not feeling up to the bustle of the market, wander through the fields and the forests to scavenge for seasonal items. Collect some juicy berries for a fresh summer tart or mushrooms to add to a harvest pie. Butterflies often flutter by and when closely followed can guide you to new discoveries. Beyond the rounded opening of your Hobbit home, a short venture reveals a bounty - your very own garden. This fully customisable area allows you to place multiple plots. Want to place a daybed in your garden? Perhaps you'd like to create a summer table setting? The space is yours to create! Your garden offers a personal touch to your Hobbit life, and here you can grow a variety of fruits, vegetables, spices, and other harvestable ingredients. Just be sure to take proper care by watering and checking on them daily.

In addition to the hills' ample harvest and your ability to cultivate plants in your garden, you can catch a variety of fish in the various streams and bubbling brooks around Bywater. Relax by taking a moment to cast your lure in a stream. Watch the bobber closely and hook a big catch for your next meal!

"The Lord of the Rings is an extraordinary world, beloved by hundreds of millions, and people have been clamoring for a game to bring the community, fellowship, and warmth of the Shire to life," said Eric Correll, Vice President, Head of Marketing at Private Division. "In **Tales of the Shire**, Wētā Workshop has created the countryside village of Bywater like no one else could do, and we can't wait for gamers to unwind, relax, and explore."

**Tales of the Shire: A The Lord of the Rings Game** is possible due to Middle-earth Enterprises having licensed the literary works of *The Lord of the Rings* series and providing Wētā Workshop Game Studio with the creative license. The game is coming March 25, 2025, for the Nintendo Switch™, PlayStation 5, Xbox Series X|S, Netflix Games, and PC via Steam. **Tales of the Shire** is not yet rated by the ESRB. For more information, follow us on [X](#), [Facebook](#), [Instagram](#), [TikTok](#) and visit [www.talesoftheshire.com](http://www.talesoftheshire.com).

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

### About Middle-earth Enterprises

Middle-earth created by J.R.R. Tolkien is the definitive, deepest, richest and most beloved fantasy world of our time. As its stewards and custodians, our goal is to consistently deliver a wealth of great content in both new, and known formats; to ensure Middle-earth's rightful place as the world's leading fantasy IP and brand, forever. Inspired by our deep appreciation for the fictional world created by Professor Tolkien, we are dedicated to working with those providing highest quality products in accordance with best green business and sustainability practices, including fair trade, equality in the workplace, and a commitment to protect our earth, its wondrous beauty and the viability of every living creature. Middle-earth Enterprises was acquired by the Embracer Group in 2022, and has been producing and licensing films, merchandise, electronic games, services, and live stage productions based upon *The Lord of the Rings* and *The Hobbit* books, for more than four decades. Visit our website at [www.middleearth.com](http://www.middleearth.com).

### About Wētā Workshop

Wētā Workshop brings imaginary worlds to life by delivering concept design, physical effects, collectibles, immersive visitor experiences and games to the world's entertainment and creative industries.

Established by Richard Taylor and Tania Rodger in 1987, we are best known for our screen work on *The Lord of the Rings* trilogy, *Avatar*, and *Dune*, our immersive visitor experiences, *Gallipoli: The Scale of our War*, *Expo 2020 Dubai's Mobility Pavilion* and *Wētā Workshop Unleashed*. Based in Wellington, New Zealand, Wētā Workshop's ground-breaking work has earned us multiple international awards. Wētā Workshop Game Studio was established in 2014 and is led by an experienced team of creative game developers and film veterans who bring Wētā Workshop's signature storytelling, technical innovation and artistry to our games studio.

[www.wetaworkshop.co.nz](http://www.wetaworkshop.co.nz)

### 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, *No Rest for the Wicked* from Moon Studios, *The Outer Worlds* from Obsidian Entertainment, *Ancestors: The Humankind Odyssey* from Panache Digital Games, *OlliOlli World* and *RollerDrome* from Roll7, *Penny's Big Breakaway* from Evening Star, and more. The Label publishes the physical retail edition of *Hades* from Supergiant Games on PlayStation®, Xbox Series X|S, and Xbox One. 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. 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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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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