

## Ancestors: The Humankind Odyssey Coming in 2019 from Private Division and Panache Digital Games

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*Experience humankind's great journey through Neogene Africa an exhilarating new exploration survival game from the original creative director of Assassin's Creed*

NEW YORK--(BUSINESS WIRE)--Dec. 7, 2018-- [Private Division](#) and [Panache Digital Games](#) today announced that [Ancestors: The Humankind Odyssey](#) will launch in calendar 2019, during Take-Two's fiscal year 2020 (ending March 31, 2020) digitally on PC, PlayStation®4 system, and across the Xbox One family of devices, including Xbox One X. *Ancestors: The Humankind Odyssey* is the debut title from Panache Digital Games, the independent development studio co-founded in 2014 by Patrice Désilets, original creative director of *Assassin's Creed*.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20181207005189/en/>



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In *Ancestors: The Humankind Odyssey*, players are challenged to survive and evolve in the harsh yet beautiful land of Africa spanning from 10 million to two million years ago. As hominids, players explore Neogene Africa, expand their territory, and

evolve to advance their clan from one generation to the next in order to survive in this innovative take on the open world survival genre. The game and its mechanics rely on evolution, discovery, and survival as players traverse a variety of terrain and environments, encounter various predators, and learn new abilities to pass along to the next generation of their clan.

"We want to give an experience no player has ever lived before", said Patrice Désilets, co-founder and creative director of Panache Digital Games. "Our small team will always seek to push the boundaries of what our medium is. The very early evolution of the humankind is an ambitious, truly immersive, and exclusive setting that will delight gamers of all types."

"*Ancestors: The Humankind Odyssey* stands out as a truly unique game that challenges players in unexpected ways," said Michael Worosz, senior vice president and head of Private Division. "The pedigree and creativity of Patrice and the team at Panache Digital Games will be on full display, and we look forward to players around the world experiencing a new take on the survival genre."

Check out *Ancestors: The Humankind Odyssey* in motion by watching a new vignettes compilation [on YouTube now](#).

*Ancestors: The Humankind Odyssey* will be available in calendar 2019, during Take-Two's fiscal year 2020 (ending March 31, 2020) digitally for PS4™ system, Xbox One, and PC. *Ancestors: The Humankind Odyssey* is rated T for Teen by the ESRB. For more information on *Ancestors: The Humankind Odyssey*, subscribe on [YouTube](#), follow on [Twitter](#), become a fan on [Facebook](#), and visit [www.AncestorsGame.com](http://www.AncestorsGame.com).

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

### About Panache Digital Games

Panache Digital Games is a Montreal-based independent development studio cofounded in 2014 by acclaimed creative director Patrice Désilets and his accomplice Jean-François Boivin. With a team of industry veterans, Panache Digital Games aims to deliver the very best quality experience for fans with games that are beautiful, original and fun. Pushing boundaries and thinking outside the box is in the team's DNA and the way we make games is a reflection of that. For more information, please visit our website [www.panachedigitalgames.com](http://www.panachedigitalgames.com).

## About Private Division

Private Division is a developer-focused publisher that empowers independent 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 *Kerbal Space Program* and will publish upcoming titles with renowned creative talent at studios including Obsidian Entertainment, Panache Digital Games, V1 Interactive, and more. Private Division is headquartered in New York City with offices in Seattle 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 its wholly-owned labels Rockstar Games and 2K, as well as its Private Division label and Social Point, a leading developer of 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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## Cautionary Note Regarding Forward-Looking Statements

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: our dependence on key management and product development personnel, our dependence on our Grand Theft Auto products and our ability to develop other hit titles, 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](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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Source: Take-Two Interactive

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