



Welcome Home, Hobbit! Private Division and Wētā Workshop Announce *Tales of the Shire: A The Lord of the Rings Game*

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Upcoming cosy *The Lord of the Rings* game set in the Middle-earth universe inspired by the books of J.R.R. Tolkien arrives later this year

Watch the announcement trailer on [YouTube](#)

NEW YORK--(BUSINESS WIRE)--Apr. 22, 2024-- [Private Division](#), a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), and [Wētā Workshop](#), known for their work on the world of Middle-earth for *The Lord of the Rings* film trilogy, today revealed ***Tales of the Shire: A The Lord of the Rings Game***, a cosy Hobbit life sim set in the Middle-earth universe of J.R.R. Tolkien. Developed by Wētā Workshop Game Studio, a wholly-owned subsidiary of Wētā Workshop, ***Tales of the Shire*** will launch in the second half of 2024 on the Nintendo Switch™ system, PlayStation 5, Xbox Series X|S, and PC via Steam.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20240422185200/en/>



In ***Tales of the Shire***, experience the storybook return to Middle-earth's most inviting region by living life as a Hobbit in the idyllic town of Bywater. Unwind in the breathtaking pastures, visit the townsfolks' local shops, or even enjoy second breakfast. Help bring the community together and achieve official village status by throwing the greatest Bywater Festival the Shire has ever seen!

"We're excited to provide players with the opportunity to fulfill their fantasy of living their own humble Hobbit life in the Shire," said Kelly Tyson, Head of Product at Wētā Workshop. "***Tales of the Shire*** brings a cosy new dimension to the way fans can experience Middle-earth, with plenty of wholesome, Hobbit-centric gameplay to win-over newcomers to the genre."

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Create and personalise a Hobbit with an array of customisations to experience the world of J.R.R. Tolkien's beloved Middle-earth universe your own way. Settle in and decorate a cosy Hobbit home, choosing from an array of furniture and home décor to create your unique, humble abode. Then head outdoors to Bywater for plenty of cooking, fishing, foraging,

gardening, and more relaxing activities in the Shire. Toss your lure to catch trout from the glistening waters of Bywater Pool, gather wild mushrooms, and then use the collected ingredients to bake a succulent pie to serve for luncheon. With a full belly, stroll back outside to explore the Shire and build relationships with the Bywater locals by helping them to build a garden, sharing one of the many daily Hobbit meals, and more.

"The team at Wētā Workshop is creating a brilliant representation of J.R.R. Tolkien's beloved works that gives players the agency to create their own Hobbit experience in Middle-earth," said Michael Worosz, Chief Strategy Officer, Take-Two Interactive, and Head of Private Division. "Players have been clamoring for a warm and inviting *The Lord of the Rings* game for years now, and it's exactly what we're delivering with ***Tales of the Shire***."

Middle-earth Enterprises have licensed the literary works of *The Lord of the Rings* series, providing Wētā Workshop Game Studio with the broadest creative license to interpret the underlying lore of the books.

Tales of the Shire: A The Lord of the Rings Game is coming later this year to the Nintendo Switch system, PlayStation 5, Xbox Series X|S, 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.

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.

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

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, *Tales of the Shire* from Wētā Workshop, *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. 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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