



Private Division and Roll7 Announce RollerDrome

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Third-person shooter melds high-octane combat with adrenaline-fueled skate stunts for a truly unique retro-futuristic action experience!

Coming to PlayStation 4, PlayStation 5, and PC on August 16

NEW YORK--(BUSINESS WIRE)--Jun. 2, 2022-- [Private Division](#) and [Roll7](#) today announced that **RollerDrome** will launch on August 16, 2022, for digital download on PlayStation®4, PlayStation®5 system and on PC (Steam). In this single-player, third-person shooter, players experience the thrill of fusing fluid movements and stylish tricking mechanics with adrenaline-pumping shooter action. This wildly imaginative shooter-skater hybrid game is set in a darkly dystopian retrofuture and is being developed by Roll7, the creators of the critically acclaimed *OlliOlli World* and masterminds of flow state gaming.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20220602005864/en/>



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RollerDrome introduces a distinct retro-futuristic universe with a unique identity. The comic-book inspired art style comes to life with an all-new and fully original soundtrack. The Darksynth musical artist Electric Dragon merges iconic 1970's textures and sounds with modern day driving beats and cutting-edge production to provide a heart-thumping backdrop to the carnage.

The game is set in 2030, in a world where the public are kept distracted from an increasingly sinister political situation by the violence and excess of a brutal new arena sport: RollerDrome. The lines between reality and performance in this blood sport are blurred, with participants chosen to compete in a series of gauntlets against the deadly House Players. Competitors in this vicious spectacle attempt to achieve the highest score possible by combining eliminations with flashy tricks while also successfully completing numerous challenges.

Players step into the roller skates of Kara Hassan, a newcomer to this brutal sport. As the mysteries of a wicked tech giant unfold behind the scenes, Kara and the player will have to stay focused on their goal - climbing the ranks in hopes of becoming the next **RollerDrome** champion.

"It's been amazing to see this project come to life from the original prototype that received a lot of love online, all the way to the brutal and intense experience it is now - thanks to the amazing work of the team at Roll7," says Paul Rabbitte, Creative Director at Roll7. "We're really excited for players to jump into **RollerDrome**."

"Roll7 have proven that they successfully come up with truly innovative games that combine original gameplay with an outstanding art style," said Michael Worosz, Chief Strategy Officer, Take-Two Interactive, and Head of Private Division. "**RollerDrome** is another prime example of their innovative spirit as this talented group once again pushes the boundaries of movement with this wholly unique shooter experience."

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

RollerDrome will be available for digital download for \$29.99* on August 16, 2022, on PlayStation®4, PlayStation®5 as well as PC (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.

**Based on Private Division's suggested retail price. Actual retail price may differ. See platform store for pricing and terms.*

To celebrate the announcement of **RollerDrome** Private Division and Roll7 just released the first trailer, view it now on YouTube: <https://youtu.be/2mns9HmVREa>

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 Outer Worlds* from Obsidian Entertainment, *Disintegration* from V1 Interactive, and *OlliOlli World* from Roll7, with future unannounced projects in development with Moon Studios, Die Gute Fabrik, Evening Star, Piccolo Studio, Yellow Brick Games, 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, Munich, and Singapore. 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. 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.

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Cautionary Note Regarding Forward-Looking Statements

This press release contains "forward-looking statements" as that term is defined under the Private Securities Litigation Reform Act of 1995 and other securities laws. For these statements, Take-Two claims the protection of the safe harbor for forward-looking statements contained in Section 27A of the Securities Act of 1933 and Section 21E of the Securities Exchange Act of 1934. These statements are based on current expectations, estimates, or forecasts about our businesses, the industries in which Take-Two operates, and the current beliefs and assumptions of management of Take-Two; they do not relate strictly to historical or current facts. Without limiting the foregoing, words or phrases such as "expect," "anticipate," "goal," "project," "intend," "plan," "believe," "seek," "may," "could," "aspire," and variations of such words and similar expressions generally identify forward-looking statements. In addition, any statements that refer to predictions or projections of our future financial performance, anticipated growth, strategic objectives, performance drivers and trends in the businesses of Take-Two, and other characterizations of future events or circumstances are forward-looking statements. Readers are cautioned that these forward-looking statements are only predictions about future events, activities or developments and are subject to numerous risks, uncertainties, and assumptions that are difficult to predict, including: risks that the Combination disrupts the current plans and operations of Take-Two; the diversion of the management team of Take-Two from its ongoing business operations; the ability of Take-Two to retain key personnel; the ability of Take-Two to realize the benefits of the Combination, including net bookings opportunities and cost synergies; the ability to successfully integrate Old Zynga's business with Take-Two's business or to integrate the businesses within the anticipated timeframe; the outcome of any legal proceedings that may be instituted against Old Zynga or Take-Two in connection with the Combination; the uncertainty of the impact of the COVID-19 pandemic and measures taken in response thereto; the effect of economic, market or business conditions, including competition, consumer demand and the discretionary spending patterns of customers, or changes in such conditions, have on the operations, revenue, cash flow, operating expenses, employee hiring and retention, relationships with business partners, the development, launch or monetization of games and other products, and customer engagement, retention and growth, in each case, of Zynga and Take-Two; the risks of conducting the businesses of Zynga and Take-Two internationally; the impact of changes in interest rates by the Federal Reserve and other central banks; the impact of potential inflation, volatility in foreign currency exchange rates and supply chain disruptions; and the ability to maintain acceptable pricing levels and monetization rates for the games of Zynga and Take-Two. Zynga and Take-Two caution that undue reliance should not be placed on such forward-looking statements, which speak only as of the date made. Other important factors and information are contained in Take-Two's and Old Zynga's most recent Annual Reports on Form 10-K, including the risks summarized in the section entitled "Risk Factors," Old Zynga's most recent Quarterly Reports on Form 10-Q, and each company's other periodic filings with the Securities and Exchange Commission. Zynga and Take-Two expressly disclaim any obligation or undertaking to release publicly any updates or revisions to any forward-looking statements contained herein to reflect any change in the expectations of Zynga and Take-Two with regard thereto or any change in events, conditions or circumstances on which any such statement is based.

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