



Private Division and Piccolo Studio Announce *After Us*

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*From the developers of the award-winning *Arise: A Simple Story*, explore a surrealistic, post-human world to give life on Earth a second chance*

Watch the Announcement Trailer on [YouTube](#)

NEW YORK--(BUSINESS WIRE)--Dec. 9, 2022-- [Private Division](#) and [Piccolo Studio](#) announced *After Us* during The Game Awards. This riveting exploration adventure game will launch in Spring 2023 for PC on Steam, and on PlayStation 5 and Xbox Series X|S. Play as Gaia, the Spirit of Life, to bring hope to a broken planet in a surrealistic, post-human journey. Traverse stunning environments to save the souls of extinct animals and harness Gaia's powers to fight the dangers that plague an inhospitable Earth.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20221209005051/en/>



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plant growth revealing new paths for traversal.

"*After Us* is a game about legacy and hope," said Alexis Corominas, Game Director at Piccolo Studio. "We set out to craft a powerful game experience that blends poignant narrative with creative game design and unique mechanics. We look forward to seeing everyone's reactions to the game when it releases next Spring."

After Us prominently displays a fantastic world wrought by the destructive actions of an unbridled society, experienced by the player across ten different biomes. Players learn the final fates of various majestic creatures, such as the last whale harpooned, the final eagle caged, or the last deer hunted down, before resurrecting their spirits to return life to the world. Each new environment presents new challenges for Gaia and tells the stories of these animal's final moments before their climactic moment of rebirth.

"A core pillar of Private Division is empowering studios to achieve their creative vision, and it's exciting to see Piccolo Studio build upon their previous success with *Arise*, in this new and ambitious game," said Michael Worosz, Chief Strategy Officer, Take-Two Interactive, and Head of Private Division. "*After Us* beautifully blends an artistic, abstract world, thrilling gameplay, and a powerful, universal narrative into an unforgettable experience that we are proud to publish from Private Division."

Check out the announcement trailer for *After Us* on [YouTube](#).

After Us is planned to release for PC on Steam, and on PlayStation 5 and Xbox Series X|S in Spring 2023 during Take-Two's Fiscal Year 2024 for \$29.99 MSRP. *After Us* is not yet rated by the ESRB. For more information on *After Us*, subscribe on [YouTube](#), follow us on [Twitter](#), become a fan on [Facebook](#), follow on [Instagram](#), and visit www.afterusgame.com.

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

About Piccolo Studio

Piccolo Studio is a developer from Barcelona, Spain, crafting creative and emotional games. Piccolo Studio's identity relies in the use of unique, original game design, art direction and sound to deliver memorable interactive experiences. Piccolo Studio released *Arise: A Simple Story* on 2019 for PS4, Xbox One and PC, and a Nintendo Switch version was launched in April 2022. *After Us* is the second game of the 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 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, *After Us* from Piccolo Studio, and more. Private Division has future unannounced projects in development with Moon Studios, Evening Star, Yellow Brick Games, Wētā Workshop, and other esteemed independent developers. The Label 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

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: risks relating to our combination with Zynga; the uncertainty of the impact of the COVID-19 pandemic and measures taken in response thereto; the effect that measures taken to mitigate the COVID-19 pandemic have on our operations, including our ability to timely deliver our titles and other products, and on the operations of our counterparties, including retailers and distributors; the effects of the COVID-19 pandemic on both consumer demand and the discretionary spending patterns of our customers as the situation with the pandemic continues to evolve; the risks of conducting business internationally; 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; 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. 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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