



The Outer Worlds: Spacer's Choice Edition Now Available

March 7, 2023

Experience the definitive version of the critically acclaimed sci-fi RPG from Obsidian Entertainment and Private Division on Xbox Series X|S, PlayStation 5 and PC

NEW YORK--(BUSINESS WIRE)--Mar. 7, 2023-- [Private Division](#), [Obsidian Entertainment](#), and [Virtuos](#) today announced that **The Outer Worlds: Spacer's Choice Edition** is now available on Xbox Series X|S, PlayStation 5, and PC. **The Outer Worlds: Spacer's Choice Edition** introduces overhauled lighting and environments, dynamic 4K resolution*, enhanced details resulting in more realistic characters, an increased level cap up to level 99, and more. Including the base game and all DLC content for \$59.99 MSRP and available through March 21, 2023 for a special introductory price of \$47.99 MSRP**, **The Outer Worlds: Spacer's Choice Edition** is the ultimate way to play the beloved, award-winning RPG. Players who already own **The Outer Worlds** base game and its associated DLC, **Murder on Eridanos** and **Peril on Gorgon**, can upgrade to **The Outer Worlds: Spacer's Choice Edition** at a reduced purchase price of \$9.99 MSRP***.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20230307005322/en/>



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appreciate the updated lip sync, improved facial animations, and increased hair and skin shader fidelity, which will help to bring their favorite characters increasingly to life. Finally, not only is the game better looking, but it is the best-running version of the game yet, with improved performance and better load times.

The Outer Worlds: Spacer's Choice Edition is a celebration of 2019's award-winning game, remastered with a host of enhancements to make this definitive edition. Obsidian's signature player-driven narrative is front and center as the choices affect not only how your story develops, but also character builds, companion tales, and end game scenarios.

The Outer Worlds: Spacer's Choice Edition is now available as digital download for Xbox Series X|S, PlayStation 5, and PC for \$59.99 MSRP and available through March 21, 2023 for a special introductory price of \$47.99 MSRP**. **The Outer Worlds: Spacer's Choice Edition** includes **The Outer Worlds** base game and both DLCs, **Murder on Eridanos** and **Peril on Gorgon**. Players who already own **The Outer Worlds** and its associated DLC, **Murder on Eridanos** and **Peril on Gorgon**, for Xbox One, PlayStation 4, or PC (Steam, GOG, Epic Games Store, or Windows Store), can upgrade to **The Outer Worlds: Spacer's Choice Edition** for the latest console generation within that same console family or, if applicable, from that same PC store at a reduced purchase price of \$9.99 MSRP***. **The Outer Worlds: Spacer's Choice Edition** is rated M for mature by the ESRB. More information can be found by subscribing on [YouTube](#), following on [Twitter](#), by becoming a fan on [Facebook](#), and visiting <https://www.theouterworlds.com>.

Watch the latest trailer for **The Outer Worlds: Spacer's Choice Edition** on [YouTube](#).

"Whether you're new to **The Outer Worlds** or you've already explored every corner of the Halcyon colony, **Spacer's Choice Edition** is the complete way to experience this beloved RPG. And I'm not saying that just because the board also controls my paycheck," said Leonard Boyarsky, co-game director at Obsidian Entertainment. "**The Outer Worlds: Spacer's Choice Edition** has improved graphics and performance, an increased level cap, and 100% less packaging!," noted Tim Cain, co-game director at Obsidian Entertainment.

The Outer Worlds: Spacer's Choice Edition brings several improvements that will provide an improved immersive experience to an already captivating roleplaying game. Updated for a whole new generation, the game features environment changes, including increased material quality in many areas, improvements to the AI such as more appropriate NPC pathing and some new animations for marauders, and enhanced VFX to help players experience the game even better than before. In addition, players will also

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**Dynamic 4K resolution available for PC, Xbox Series X, and PlayStation 5. Xbox Series S features dynamic resolution of 1080p.*

***Actual retail price may differ. Offer available for PC on Steam, Epic Games Store, [GoG.com](https://www.go.com/), and Windows Store. Xbox Gold or Xbox Game Pass Ultimate subscription required to redeem offer on Xbox Series X|S. PlayStation Plus subscription required to redeem offer on PlayStation 5. See platform store for pricing and terms.*

****Actual retail price may differ. Limit of one upgrade per account. See platform store for details and terms.*

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

About Obsidian

Obsidian Entertainment has specialized for nearly 20 years in creating the world's most engrossing choice driven RPGs including *Fallout: New Vegas*, *South Park: The Stick of Truth*, *Alpha Protocol*, *Star Wars: Knights of the Old Republic II: The Sith Lords*, *The Outer Worlds*, and the *Pillars of Eternity* franchise. Consistently pushing their storytelling and world building abilities, Obsidian's foray into the cooperative multiplayer, survival-adventure with *Grounded* has seen over 15 million players exploring the backyard, while narrative-adventure game, *Pentiment*, released in November and captured the hearts of critics and players worldwide. Founded by veterans of Black Isle Studios, with roots in *Icewind Dale*, *Planescape: Torment*, *Fallout*, and *Fallout 2*. Obsidian is committed to making incredible worlds for players to play in their own way.

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, *OlliOlli World* and *Rollerdrome* from Roll7, and *After Us* from Piccolo Studio, with future unannounced projects in development with Moon Studios, Evening Star, 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

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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