Acquisition press release template

Replace everything in [brackets] with your own words, delete every gray line like this one, then search for [to catch leftovers. Page 2 shows this template filled in.

FOR IMMEDIATE RELEASE

[Acquirer] [completes or agrees to] [majority or full] acquisition of [Target]

[Optional subheadline: the single biggest asset or number the deal adds, in under 20 words]

[CITY IN CAPITALS], [Country], [Month] [Day], [Year] -- [First sentence: acquirer, with stock ticker if listed, announces the completed or signed acquisition of target and what the target does]

[Deal terms: the stake acquired, who sold, the price if disclosed or the exact sentence 'Terms of the transaction were not disclosed', and whether the deal has closed]

[Continuing terms: earn-outs, performance targets, or other agreements that survive closing, with dollar figures]

[What the target brings: users, revenue, growth rate, and other numbers a journalist can check]

"[Why we bought them, in one or two sentences]," said [Full Name], [Title] at [Acquirer]. "[Why we agreed to the deal, in one or two sentences]," said [Full Name], [Title] at [Target].

About [Company Name]

[About both companies: a short About paragraph for the acquirer and another for the target, built on verifiable facts such as ticker, users, revenue, or founding year]

Write this once and reuse it word for word under every release.

Media contact

Name: [Full name]
Title: [Job title]
Phone: [Phone number]
Email: [Email address]
Web: [Company website]
Use a number that gets answered outside office hours and a direct email, not info@.

# # #

Filled example: Acquisition

Rewritten from Alpha Compute's GAMEE acquisition release in the MediaBoost newsroom, May 28, 2026; the original ran an unattributed company statement, not named quotes. [Read the published release.]

FOR IMMEDIATE RELEASE

Alpha Compute Corp completes majority acquisition of GAMEE

Deal brings 120 million registered gaming users and a digital rewards platform into Alpha Compute's ecosystem

ROAD TOWN, British Virgin Islands, May 28, 2026 -- Alpha Compute, Inc. (NASDAQ: ALP), a provider of high-performance AI compute infrastructure, today announced it has completed its majority acquisition of GAMEE, the blockchain-based gaming and digital rewards platform.

Under the agreement, Alpha Compute acquired a 60 percent controlling interest in GAMEE from Animoca Brands at an implied valuation of $18 million and a total price of up to $11 million, including $3.5 million paid at closing.

Earn-outs of up to $7.5 million depend on GAMEE hitting operating-profit (EBITDA) targets over the next two years, and Alpha Compute committed to buy $2 million of GMEE tokens within 90 days of closing.

GAMEE posted an estimated $926,000 in first-quarter 2026 revenue, up 56 percent year over year, and counts 1.7 million monthly active users.

"GAMEE has established itself as a critical bridge between mainstream mobile gaming and blockchain-native digital economies, and its integration into Alpha Compute's ecosystem is expected to meaningfully expand the Company's capabilities and addressable market at the intersection of AI, gaming, and decentralized infrastructure," Alpha Compute said in the announcement.

About Alpha Compute

Alpha Compute Corp. (NASDAQ: ALP) sells access to the high-performance GPU chips that run AI workloads, a model known as GPU-as-a-service, and builds businesses across confidential computing, artificial intelligence, and decentralized AI. About GAMEE: GAMEE is a mobile-first gaming platform that brings a mass gaming audience onto Web3. It counts more than 120 million registered users and has served over 10 billion gameplay sessions.

Media contact

Name: Enzo Villani

Title: Investor and Media Contact, Alpha Compute Corp

Web: https://www.alphacompute.ai/

The published release lists no direct phone or email; yours should, ideally one named contact per side.

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Extras for acquisition releases

Top mistakes that get releases ignored

- Announcing before both boards approve the exact wording of terms and quotes.
- Burying whether the deal has closed, the first fact every journalist needs.
- Omitting the customer-impact paragraph entirely, leaving users to assume the worst.

When the terms are undisclosed

The terms of the transaction were not disclosed.
Financial details of the agreement remain confidential.
[Acquirer] acquired [target] for an undisclosed sum.
Pick one line and keep it; journalists expect it and will not push past it.

Two conventions worth knowing

Holding the story for a specific date? Replace FOR IMMEDIATE RELEASE with EMBARGOED UNTIL [date, time, timezone].

The three hash marks tell journalists the release has ended. UK and EU outlets write ENDS instead; both work.

Ready to send it? MediaBoost shows you the exact outlets before you pay and publishes within 48 hours: mediaboost.press