



Borderlands® 3 is Now Available Worldwide!

September 13, 2019

Mayhem has arrived! Borderlands 3, the next installment in the genre-defining shooter-looter series, is out now across all regions

NEW YORK--(BUSINESS WIRE)--Sep. 13, 2019-- Today, [2K](#) and [Gearbox Software](#) are proud to announce that **Borderlands® 3**, the next installment in the award-winning, genre-defining shooter-looter series, is now available worldwide on PlayStation® 4, Xbox One, and PC via the Epic Games Store.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20190913005028/en/>



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take them down. Uncover the rewarding mysteries, memorable inhabitants, and deep lore of the extensive **Borderlands** narrative universe.

- **Your Vault Hunter, Your Playstyle:** Become one of four extraordinary new Vault Hunters, each with unique abilities and playstyles, deep skill trees, and tons of personalization options.
- **Lock, Load, and Loot:** With multiple distinct weapons manufacturers, a revolutionary content generation system, and

This release marks the culmination of nearly five years of development and re-establishes the series as a true genre leader, with best-in-class shooting, deeper-than-ever customization, irreverent humor and memorable characters, and intuitive, innovative cooperative multiplayer gameplay. To see the official cinematic launch trailer, [please click here](#).

"There is something special about seeing an idea start and watching that idea go through multiple people who each contribute their effort and their talent to make the idea a reality," wrote *Borderlands 3* Creative Director Paul Sage in [an open letter to fans](#) published earlier today. "I cannot stress enough how the team has come together to make sure we have produced a worthy successor to *Borderlands 2*, but I hope more than just feeling the team's passion, more than getting to experience the next *Borderlands*, you get to sit down, laugh a little, and just have a damn good time."

Early critics agree, **Borderlands** is back and better than ever. IGN awarded **Borderlands 3** a 9/10, noting "*its arsenal of fun is unmatched*." Meristation proclaimed the game is "*destined to become a classic*," while Shacknews deemed it "*an absolute masterpiece*." Destructoid described **Borderlands 3** as "*a hallmark of excellence*," and USgamer called the game "*an absolute blast*."

The franchise, which combines the exhilarating action of a first-person shooter with the rich progression and loot systems of a role-playing game, has sold-in more than 48 million units worldwide to date. The most popular title in the series – **Borderlands 2** – still draws in more than one million unique monthly users more than six years after the game's initial release in 2012.

Borderlands 3 expands and improves many of the key features that made the series a critical and commercial success, while also introducing innovative new concepts to its proven formula, including:

- **A Mayhem-Fueled Thrill Ride:** The fanatical Calypso Twins have united the bandit clans and are closing in on the galaxy's ultimate power. Only you, a thrill-seeking Vault Hunter, have the arsenal and allies to

special legendary drops to uncover, your ever-improving arsenal comes with near-infinite possibilities. Shotguns with bullet shields? Rifles with multiple elemental damage types? SMGs that grow legs and chase down enemies? All of the above!

- **New Borderlands:** Discover new worlds beyond Pandora, each featuring unique environments to explore and enemies to destroy. Tear through hostile deserts, battle your way across war-torn cityscapes, navigate deadly bayous, and more!
- **Quick & Seamless Co-Op Action:** With the new “level-sync” system, the experience seamlessly scales for each individual player. That means you can play with anyone at any time online or in split-screen co-op, regardless of your level or mission progress. Plus, when you take down enemies and challenges as a team, “loot instancing” ensures you reap rewards that are yours alone – no one misses out on loot.

With multiple editions chock-full of digital bonus content, fans can pick the loot-splosion that's right for them: the **Borderlands 3 Standard Edition** is available for \$59.99 and includes the base game. The **Borderlands 3 Deluxe Edition** is available for \$79.99 and includes the base game, as well as the following bonus digital content: Retro Cosmetic Pack, Neon Cosmetic Pack, Gearbox Cosmetic Pack, Toy Box Weapon Pack, and XP & Loot Drop Boost Mods.

Finally, the **Borderlands 3 Super Deluxe Edition** is available for \$99.99 and includes all the bonus digital content of the *Deluxe Edition* plus the *Borderlands 3 Season Pass*, which includes: four (4) campaign DLC packs featuring new stories, missions and challenges; Butt Stallion weapon skin, weapon trinket, and grenade mod. **Please note** that starting September 17, 2019, the digital version of **Borderlands 3 Super Deluxe Edition** will update to the full MSRP of \$119.99.

Developed from the ground up with AMD, **Borderlands 3** will take full advantage of the most powerful PC hardware available, and is optimized for top performance and incredible gaming experiences on AMD Radeon™ graphics cards and Ryzen™ processors. Please note that, while **Borderlands 3** is currently available on PC exclusively through the Epic Games Store, the game will be available on additional PC digital storefronts in April 2020.

Developed by Gearbox Software, **Borderlands 3** is rated “M for Mature” by the ESRB. For more information on **Borderlands 3**, please visit borderlands.com.

Online Account (13+) required to access online features. See www.take2games.com/legal and www.take2games.com/privacy for additional details.

For fans, launch is only beginning. As revealed at PAX West, 2K and Gearbox Software will continue support **Borderlands 3** with free seasonal content updates and free raid-like events called Takedowns, the first of which are scheduled to go live this fall. In addition, 2K and Gearbox plan to release four major downloadable campaign expansions, available collectively with purchase of a “season pass” or individually upon release. The first of these DLC packs is scheduled to launch this winter. For additional details, [please refer to this blog](#).

In order to keep the community engaged and apprised of all this upcoming content, 2K and Gearbox have created **The Borderlands Show**, a monthly video program hosted by Kinda Funny's Greg Miller. The first episode of The Borderlands Show will air live on **September 18** and will include new details regarding upcoming content, as well as an interview with **Borderlands 3** Creative Director Paul Sage. Tune in to twitch.tv/borderlands at 10 a.m. Pacific Time on September 18 to watch.

For assets and additional information on the entire 2K portfolio of games, please visit newsroom.2k.com.

2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO)

About Borderlands

From the minds at Gearbox Software, *Borderlands* is the critically acclaimed shooter-looter franchise that started it all, combining intense first-person shooter gameplay with extensive role-playing progression in an exhilarating and irreverent four-player cooperative experience. Each iteration of the series features new player characters (known as Vault Hunters) with customizable skills, as well as diverse, imaginative environments filled with unique missions and enemies. *Borderlands* also boasts literally bazillions of guns, grenades, and loot thanks to its sophisticated weapon generation system—aside from unique Legendary items, no two weapons are exactly alike!

About Gearbox Software

Gearbox Software is an award-winning, independent developer of interactive entertainment based in Frisco, Texas. It was founded in 1999 by game industry veterans, and its first release was *Half-Life: Opposing Force*. Since then, the company has become widely known for successful game franchises including *Brothers in Arms*, *Borderlands*, and *Battleborn*, as well as acquired properties *Duke Nukem* and *Homeworld*. For more information, visit www.gearboxsoftware.com.

About 2K

Founded in 2005, 2K develops and publishes global interactive entertainment for console and handheld gaming systems, personal computers and mobile devices, with product availability including physical retail and digital download. The Company is home to many talented development studios, including Visual Concepts, Firaxis Games, Hangar 13, Cat Daddy Games and 2K Silicon Valley. 2K's portfolio currently includes the renowned *BioShock*®, *Borderlands*™, *Mafia* and *XCOM*® franchises; *NBA*® 2K, the global phenomenon and highest rated* annual sports title for the current console generation; the critically acclaimed *Sid Meier's Civilization*® series; the popular *WWE*® 2K and *WWE*® *SuperCard* franchises, as well as emerging properties *NBA*® 2K *Playgrounds 2*, *Carnival Games* and more. Additional information about 2K and its products may be found at 2k.com.
*According to 2008 - 2019 Metacritic.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 through our labels Rockstar Games, 2K, and Private Division, as well as Social Point, a leading developer of mobile games. Our products are designed for console systems and personal computers, 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. For more corporate and product information please visit our website at <http://www.take2games.com>.

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