



## Next-Level Mayhem Arrives: Borderlands® 3 Next-Gen Upgrade, Latest Content Add-on, New Retail Editions, and More Available Now

November 9, 2020

2K and Gearbox Entertainment launch *Borderlands 3 Ultimate Edition* and *Next-Level Edition*, next-gen upgrade for Xbox Series X|S, *Designer's Cut* add-on, and *Final Form* cosmetics

NEW YORK--(BUSINESS WIRE)--Nov. 9, 2020-- 2K and Gearbox Entertainment today re-launched their critically acclaimed looter-shooter, **Borderlands® 3**, releasing new content, cosmetics, and retail editions, as well as an upgrade that optimizes the experience for next-generation consoles. To see the brand new **Next-Level Mayhem** trailer, please [click here](#), and to see the new **Season Pass 2** trailer, please [click here](#).

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20201109005287/en/>



(Photo: Business Wire)

launches.

All players who own or purchase both a copy of **Borderlands 3** and a next-gen console will be able to download the next-gen upgrade within the same console family for **free**. All add-on content and save files [can be ported](#) to next-gen consoles within the same family, so players can jump back into the action right where they left off. Players who own a physical disc of **Borderlands 3** will need the Xbox Series X or standard PlayStation 5 console model that includes a disc drive to take advantage of these features.

Today also marks the launch of **Designer's Cut**, a brand new **Borderlands 3** downloadable add-on that creates new ways to play by introducing an [additional Skill Tree](#) for each Vault Hunter and **Arms Race**, a roguelike experience that's fast-paced, challenging, and consistently remixed by randomized elements. By putting the focus squarely on guns and gameplay, **Arms Race** makes every loot drop meaningful and exciting. Meanwhile, players looking for fresh ways to experience **Borderlands 3's** shooting and looting can wield the power of the additional Skill Trees to develop their own unique Vault Hunter builds. Each Skill Tree offers an exciting new Action Skill, as well as novel passive abilities.

**Designer's Cut** can be purchased individually for \$14.99\*\* or as part of **Season Pass 2**, available for \$29.99\*\*. **Season Pass 2** will include two all-new downloadable content add-ons – **Designer's Cut** and **Director's Cut** – as well as brand new cosmetic items. Both **Season Pass 2** and the **Designer's Cut** add-on are now available for purchase across PC, Stadia, PlayStation 4, Xbox One, and Xbox Series X|S.

Both **Season Pass 2** and **Designer's Cut** will also be available on PlayStation 5 starting November 12 in the US, Japan, Canada, Mexico, Australia, New Zealand, and South Korea and on November 19 in the rest of the world. **Director's Cut** – which includes additional missions, end-game content, and behind-the-scenes extras – is planned for release in spring of next year. **Season Pass 2**, **Designer's Cut**, and **Director's Cut** require a copy of **Borderlands 3** to play.

In addition, 2K and Gearbox today released the **Multiverse Final Form cosmetics packs**. Unlike any previous cosmetics add-on, these packs provide **four entirely new character models**, one for each Vault Hunter. The Final Forms depict how the characters might have turned out in an alternate universe where they never became Vault Hunters. These new cosmetics can be mixed and matched with other Bodies and Heads as desired and can also be paired with all existing skins. For a closer look at the **Final Form** models, please [click here](#).

**Borderlands 3's next-gen upgrade** is now available on the Xbox Series X|S. It will also be available on the PlayStation®5 when the console launches on November 12 in the U.S., Japan, Canada, Mexico, Australia, New Zealand, and South Korea and on November 19, 2020 in the rest of the world\*.

**Borderlands 3** has been **fully optimized** to take advantage of the next-gen consoles' processing power, bringing a new level of graphical fidelity to the **Borderlands** universe. The Xbox Series X and PlayStation 5 display **Borderlands 3** at up to 60 frames per second in 4K resolution during single-player and online co-op, and all next-gen consoles support three- and four-player split-screen for local multiplayer. In addition, vertical split-screen for two-player local co-op is now available on PlayStation 4, Xbox One, and Xbox Series X|S and will be available on PlayStation 5 as soon as the console

The **Multiverse Final Form cosmetics packs** are now available as part of **Season Pass 2**, though players can also acquire these packs by purchasing the brand-new **Borderlands 3 Ultimate Edition**, which delivers the quintessential **Borderlands 3** experience. **Ultimate Edition** grants owners access to the award-winning base game, multiple bonus cosmetic packs, and both the original **Season Pass** and **Season Pass 2**, which combined will offer six exceptional content add-ons. Players can also now purchase **Borderlands 3 Next-Level Edition**, a new console-only version that includes the base game and the **Multiverse Final Form cosmetics packs**.

**Ultimate Edition** is now available on PC, Stadia, PlayStation 4, Xbox One, and Xbox Series X|S for \$99.99\*\*. **Next-Level Edition** is now available on PlayStation 4, Xbox One, and Xbox Series X|S for \$69.99\*\*. Both editions will launch on PlayStation 5 on November 12 in the US, Japan, Canada, Mexico, Australia, New Zealand, and South Korea and on November 19 in the rest of the world.

Finally, as a thank you to everyone who has maximized their mayhem thus far, the **Multiverse Final Form cosmetic packs** have been granted to all present and future owners of **Borderlands 3 Super Deluxe Edition** or the original **Season Pass** (requires a copy of **Borderlands 3** to play), with no additional purchase necessary.

Developed by Gearbox Entertainment, **Borderlands 3** is rated "M for Mature" by the ESRB. For screenshots, key art, and other visual assets, please visit [newsroom.2k.com](http://newsroom.2k.com), and to learn more, please visit [borderlands.com](http://borderlands.com).

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

\*PS5 availability in each country subject to local import regulations. PS5 launch date for China is still under exploration and will be announced at a later date.

\*\*Based on 2K's suggested retail price. Actual retail price may vary. See local retailer for more information.

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### 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 principally through Rockstar Games, 2K, Private Division, and Social Point. 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>.

### 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, 31st Union and Cloud Chamber. 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](http://2k.com).

\*According to 2008 - 2020 [Metacritic.com](http://Metacritic.com)

### About Gearbox Entertainment

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

### Cautionary Note Regarding Forward-Looking Statements

The 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: 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 consumer demand and the discretionary spending patterns of our customers; the impact of reductions in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of potential inflation; volatility in foreign currency exchange rates; our dependence on key management and product development personnel; our dependence on our *Grand Theft Auto* products and our ability to develop other hit titles; 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](http://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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