



Whimsy, Wonder, and High-Powered Weaponry: 2K and Gearbox Entertainment Announce *Tiny Tina's Wonderlands*, Coming in 2022

June 10, 2021

Bullets, magic, and broadswords collide across a chaotic fantasy world brought to life by the unpredictable Tiny Tina and featuring a star-studded cast

NEW YORK--(BUSINESS WIRE)--Jun. 10, 2021-- [2K](#) and [Gearbox Entertainment](#) today announced that *Tiny Tina's Wonderlands* – an all-new, fantasy-fueled adventure set in an unpredictable world full of whimsy, wonder, and high-powered weaponry – will arrive on Xbox Series X|S, Xbox One, PlayStation®5, PlayStation®4, and PC via Steam and the Epic Games Store in early 2022, during the fourth quarter of Take-Two Interactive's (NASDAQ: TTWO) fiscal year.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20210610005140/en/>



In this epic high fantasy take on the looter shooter genre, players can create and customize their own multiclass heroes as they loot, shoot, slash, and cast their way through outlandish monsters and treasure-filled dungeons on a quest to stop the tyrannical Dragon Lord. Bullets, magic, and broadswords collide across a chaotic fantasy world brought to life by the utterly unpredictable Tiny Tina, who makes the rules, changes the world on the fly, and guides players on their journey.

Tiny Tina's Wonderlands is a full standalone experience with a rich, story-driven co-op campaign for up to four players, as well as repeatable end-game content. In a [brand-new trailer](#) released today, 2K and Gearbox showcased the game's unique themes, fantastical setting, and all-star celebrity cast.

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"*Wonderlands* is a culmination of over a decade of on-and-off development at Gearbox Software towards a Role-Playing Shooter set in a fantasy universe," said Gearbox Entertainment Founder and *Tiny Tina's Wonderlands* Executive Producer

Randy Pitchford. "For me, bringing actual *Borderlands*® guns to fight dragons, skeletons, goblins, and more in an original fantasy world imagined by the galaxy's deadliest thirteen-year-old, Tiny Tina, as a new, full-featured AAA video game is a dream come true."

Joining players for the experience are headstrong captain Valentine (**Andy Samberg**), rule-obsessed robot Frette (**Wanda Sykes**), and the beloved, bomb-chucking Tiny Tina (**Ashly Burch**), who serves as players' guide through this extraordinary tabletop realm where rules rarely apply. During their quest to defeat the Dragon Lord (**Will Arnett**), players will meet a cast of lovable misfits like a lute-wielding Bardbarian and their very own Fairy Punchfather.

"Between the development talent at Gearbox and the undeniable star power of the cast, we couldn't be more excited about this game," said David Ismaier, President at 2K. "We're always searching for compelling ideas and ways to build upon the strength of our existing IP, so we're thrilled to help bring a passionate team of creatives together with a world and character that will surely resonate not only with our longtime fans but with new audiences as well."

Developed by Gearbox Entertainment, the anticipated ESRB rating for *Tiny Tina's Wonderlands* is T for Teen. For screenshots, key art, and other visual assets, please visit [newsroom.2k.com](https://www.2k.com/newsroom). To learn more, please visit [playwonderlands.com](https://www.playwonderlands.com) and follow @PlayWonderlands on [Twitter](#), [Instagram](#), and [Facebook](#).

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

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

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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, Social Point, Playdots, and Nordeus. 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 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, Cloud Chamber and HB Studios. 2K's portfolio currently includes several AAA, sports and entertainment brands, including global powerhouse *NBA® 2K*; renowned *BioShock®*, *Borderlands™*, *Mafia Sid Meier's Civilization®* and *XCOM®* brands; popular *WWE® 2K* and *WWE® SuperCard* franchises; as well as the critically and commercially acclaimed *PGA TOUR® 2K*. Additional information about 2K and its products may be found at 2K.com and on the Company's official social media channels.

About Gearbox Entertainment Company

Gearbox Entertainment Company is a Frisco, Texas-based award-winning, developer and publisher 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*, and *Brothers in Arms*, as well as acquired properties *Duke Nukem* and *Homeworld*. The Gearbox Entertainment Company is a proud member of the Embracer Group AB family of companies, which is publicly traded at Nasdaq First North (EMBRAC B). For more information, visit www.gearbox.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 both consumer demand and the discretionary spending patterns of our customers as the situation with the pandemic continues to evolve; our ability to successfully integrate Nordeus' operations and employees; the risks of conducting business internationally; 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 *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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Source: Take-Two Interactive