



2K and Gearbox Software Release *Tiny Tina's Assault on Dragon Keep™: A Wonderlands One-Shot Adventure*

November 9, 2021

Fan-favorite, critically acclaimed campaign now available as a standalone title

NEW YORK--(BUSINESS WIRE)--Nov. 9, 2021-- Today, 2K and Gearbox Software announced the release of *Tiny Tina's Assault on Dragon Keep™: A Wonderlands One-Shot Adventure*. Players can now experience the fan-favorite 2013 quest, available as a standalone \$9.99* purchase for Xbox One, PlayStation®4, via backwards compatibility on Xbox Series X|S and PlayStation®5, on PC via Steam, as well as the Epic Games Store, where it is free to claim until November 16**.

Tiny Tina's Assault on Dragon Keep: A Wonderlands One-Shot Adventure features the ever-popular Tiny Tina in her inaugural story as she takes on the role of Bunker Master in a thrilling game of "Bunkers and Badasses." Players can join her in a world born from her imagination, entering an epic quest of revenge and redemption, and diving into dynamic and fantastical settings filled with castles, dungeons, and magic forests.

Upon its initial release in 2013, critics declared *Tiny Tina's Assault on Dragon Keep* one of the most ambitious and impressive add-on quests from Gearbox Software, with IGN applauding "some of the series' best gameplay and storytelling." Today's standalone release features all the chaos and fun of the original alongside brand-new loot and cosmetics.

"*Tiny Tina's Assault on Dragon's Keep* is one of the most important pieces of content Gearbox has ever imagined," said Randy Pitchford, Executive Producer on *Tiny Tina's Assault on Dragon Keep*. "With the original *Dragon's Keep*, not only did we introduce an entirely new genre into the critically acclaimed *Borderlands* series, we created and developed some of Gearbox's most impressive gameplay and storytelling. I am thrilled for *Tiny Tina's* original adventure to be readily available for a new generation of players, and also for long-time fans to come back to where the story started and once-again experience the magic that inspired *Wonderlands*."

Tiny Tina's Assault on Dragon Keep: A Wonderlands One-Shot Adventure is rated T for Teen by the ESRB.

Separately, *Tiny Tina's Wonderlands*, the all-new, fantasy-fueled adventure from 2K and Gearbox Software, is available for pre-order now and will launch on March 25, 2022, across Xbox Series X|S, Xbox One, PlayStation®5, PlayStation®4, and PC via the Epic Games Store exclusively at launch, and on other PC digital storefronts later in 2022.

For the latest *Tiny Tina's Wonderlands* news and information, please visit the game's [official website](#) and follow on [Twitter](#) and [Facebook](#).

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

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*Based on 2K's suggested retail price. Actual retail price may vary. See local retailer store or site for details.

***Tiny Tina's Assault on Dragon Keep: A Wonderlands One-Shot Adventure* will be available for free on the Epic Games Store until November 16 at 7:59:59 PST (10:59:59 EST). Digital only. Terms apply.

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 T2 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 www.take2games.com.

About 2K

Founded in 2005, 2K develops and publishes interactive entertainment for video game consoles, 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 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 Software

Gearbox Software 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.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 Dynamixyz's 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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