



Tiny Tina's Wonderlands® Releasing on Steam on June 23

June 21, 2022

Players can experience the chaos of the Wonderlands, debuting alongside all post-launch content like the brand new DLC: Molten Mirrors

NEW YORK--(BUSINESS WIRE)--Jun. 21, 2022-- Today, 2K and Gearbox Software announced that [Tiny Tina's Wonderlands®](#) is releasing at 10:00 a.m. PDT on June 23, 2022, on Steam, where it has consistently been one of the most wishlisted titles. Since launching on other platforms earlier this year, critics and fans around the world have been enamored with the delightful chaos from Tiny Tina's unpredictable mind. With crossplay between PlayStation®5 (PS5™), PlayStation®4 (PS4™), Xbox One, Xbox Series X|S, the Epic Games Store and now Steam, even more players can join in on the adventure together.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20220621005229/en/>



"Gearbox is all about one-of-a-kind entertainment experiences – with *Wonderlands* that meant creating a new take on a familiar genre," said Randy Pitchford, founder of the Gearbox Entertainment Company. "Steam players are in for one heck of an adventure as they explore Tina's off-the-walls imagination, and crossplay gives our fans even more ways to battle the Dragon Lord, no matter what platform they game on."

For a limited time, Steam players will be able to pick up the game for a special Steam launch price*, and get the Golden Hero Armor Pack until July 7, 2022.**

On Steam, players will have the choice between the Standard Edition for \$59.99*** or the Chaotic Great Edition for \$79.99***. The latter comes with the [Dragon Lord Pack of bonus content](#), as well as the [Season Pass](#), which includes an extra playable class being released in a future update, the Butt Stallion cosmetic pack, and all four Mirrors of Mystery DLCs.

Mirrors of Mystery DLCs provide new ways

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to defeating the Dragon Lord, with challenging new dungeons such as [Coiled Captors](#), [Glutton's Gamble](#), and the brand new [Molten Mirrors](#), releasing on June 23, 2022 on all platforms, including Steam.

In Molten Mirrors, players will battle Fyodor the Soul Warden, who lords over his horde of lost souls deep within his mountain stronghold. In order to break their chains, players need to defeat Fyodor's murderous mechanized defenses, including terror-powered turrets, blazing furnaces, and bone-crushing hammers, all while looting for new weapons, gear, and cosmetic items. Additional details about Molten Mirrors are available on the [game's official website](#).

For owners of the Chaotic Great Edition or Season Pass, the fourth Mirror of Mystery DLC releasing later this year will also feature a brand-new playable class called the [Blightcaller](#).**** This shamanic elementalists channels spirits and summons storms to wear down foes with poison and elemental damage. As the seventh class to be introduced to *Tiny Tina's Wonderlands*, the Blightcaller will bring even more player customization by further expanding the deep multiclass system in the game.

For more information about the game's Steam release, check out the [game's official website](#). Note, players' save data can be transferred between the Steam and Epic PC platforms but will need to be moved manually. By doing so, players run the risk of potentially losing save files, so we strongly recommend making a backup copy before attempting any manual transfers. Detailed instructions will be available on [support.2k.com](#) in time for the Steam release.

Tiny Tina's Wonderlands previously launched on March 25, 2022, across Xbox Series X|S, Xbox One, PS5, PS4, and the Epic Games Store.

Developed by Gearbox Software, *Tiny Tina's Wonderlands* is rated "T for Teen" by the ESRB. For more information on *Tiny Tina's Wonderlands*, please visit [playwonderlands.com](#) and follow @PlayWonderlands on [Twitter](#), [Instagram](#), and [Facebook](#).

For assets and additional information on the entire 2K portfolio of games, please visit [newsroom.2k.com](https://www.2k.com/newsroom).

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

**Introductory Steam limited-time offer ends 10:00 AM PT on 7/7/22 (and equivalent time zones where offer is available). Pricing and availability may vary by region. See [steampowered.com](https://www.steampowered.com) for details. Terms apply. No rainchecks.*

*** Golden Hero Armor Pack offer expires at 10:00am PDT on 7/7/20. One per Steam account. Content will be automatically entitled in game. Terms apply.*

****Based on 2K's suggested retail price. Actual retail price may vary. See local store for info.*

*****The Blightcaller class is part of Tiny Tina's Wonderlands: Shattering Spectreglass, which will be available to be purchased individually or as part of the [Tiny Tina's Wonderlands Season Pass](#) (a copy of [Tiny Tina's Wonderlands](#) is also required to play).*

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. The Company develops and publishes products principally through Rockstar Games, 2K, Private Division, and Zynga. Our products are currently designed for console gaming systems, PC, and Mobile 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.

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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 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](https://www.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.

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Cautionary Note Regarding Forward-Looking Statements

This press release contains "forward-looking statements" as that term is defined under the Private Securities Litigation Reform Act of 1995 and other securities laws. For these statements, Take-Two claims the protection of the safe harbor for forward-looking statements contained in Section 27A of the Securities Act of 1933 and Section 21E of the Securities Exchange Act of 1934. These statements are based on current expectations, estimates, or forecasts about our businesses, the industries in which Take-Two operates, and the current beliefs and assumptions of management of Take-Two; they do not relate strictly to historical or current facts. Without limiting the foregoing, words or phrases such as "expect," "anticipate," "goal," "project," "intend," "plan," "believe," "seek," "may," "could," "aspire," and variations of such words and similar expressions generally identify forward-looking statements. In addition, any statements that refer to predictions or projections of our future financial performance, anticipated growth, strategic objectives, performance drivers and trends in the businesses of Take-Two, and other characterizations of future events or circumstances are forward-looking statements. Readers are cautioned that these forward-looking statements are only predictions about future events, activities or developments and are subject to numerous risks, uncertainties, and assumptions that are difficult to predict, including: risks that the Combination disrupts the current plans and operations of Take-Two; the diversion of the management team of Take-Two from its ongoing business operations; the ability of Take-Two to retain key personnel; the ability of Take-Two to realize the benefits of the Combination, including net bookings opportunities and cost synergies; the ability to successfully integrate Old Zynga's business with Take-Two's business or to integrate the businesses within the anticipated timeframe; the outcome of any legal proceedings that may be instituted against Old Zynga or Take-Two in connection with the Combination; the uncertainty of the impact of the COVID-19 pandemic and measures taken in response thereto; the effect of economic, market or business conditions, including competition, consumer demand and the discretionary spending patterns of customers, or changes in such conditions, have on the operations, revenue, cash flow, operating expenses, employee hiring and retention, relationships with business partners, the development, launch or monetization of games and other products, and customer engagement, retention and growth, in each case, of Zynga and Take-Two; the risks of conducting the businesses of Zynga and Take-Two internationally; the impact of changes in interest rates by the Federal Reserve and other central banks; the impact of potential inflation, volatility in foreign currency exchange rates and supply chain disruptions; and the ability to maintain acceptable pricing levels and monetization rates for the games of Zynga and Take-Two. Zynga and Take-Two caution that undue reliance should not be placed on such forward-looking statements, which speak only as of the date made. Other important factors and information are contained in Take-Two's and Old Zynga's most recent Annual Reports on Form 10-K, including the risks summarized in the section entitled "Risk Factors," Old Zynga's most recent Quarterly Reports on Form 10-Q, and each company's other periodic filings with the Securities and Exchange Commission. Zynga and Take-Two expressly disclaim any obligation or undertaking to release publicly any updates or revisions to any forward-looking statements contained herein to reflect any change in the expectations of Zynga and Take-Two with regard thereto or any change in events, conditions or circumstances on which any such statement is based.

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