



Fame, Fortune, and Frogurt: 2K and Gearbox Software Announce New Tales from the Borderlands Coming October 2022

August 23, 2022

Available for pre-order today, the new standalone game expands the award-winning Borderlands universe with a cast of lovable losers in a new cinematic adventure typically reserved for vault hunters

NEW YORK--(BUSINESS WIRE)--Aug. 23, 2022-- Today, [2K](#) and [Gearbox Software](#) announced that [New Tales from the Borderlands](#), a new standalone, choice-based interactive narrative adventure set in the Borderlands universe, will be available worldwide on October 21, 2022. Beginning today, consumers can pre-order on Xbox Series X|S, Xbox One, PlayStation®5 (PS5™), PlayStation®4 (PS4™), Nintendo Switch™, and PC via Steam and the Epic Games Store.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20220823005632/en/>



New Tales from the Borderlands immerses players in a deep and original story full of unexpected turns, heartwarming emotion, and classic *Borderlands* humor. Within the perpetually war-torn metropolis of Promethea, players will decide the fates of three underdogs out to make mayhem their business, with altruistic scientist Anu, her ambitious "streetwise" brother Octavio, and the fierce, frogurt-flinging Fran.

Players will face down a planetary invasion, vicious vault monster, and cold-hearted capitalists in this cinematic thrill ride where what happens next depends on their decisions. Every choice big or small can impact how the story unfolds, often in unexpected ways, and only by playing through the game will players fully understand how their decisions can change the *Borderlands*.

New Tales from the Borderlands is developed by Gearbox Software, led primarily by Gearbox Quebec - an incredible team with a deep history of creating compelling *Borderlands* narrative

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experiences. Gearbox Software also partnered with key alumni of the original Telltale Games narrative team to craft the all-new story in ***New Tales from the Borderlands***.

Key features of ***New Tales from the Borderlands*** include:

- **THE UNDERDOG STORY OF THREE LOVABLE LOSERS** - Decide the fates of altruistic scientist Anu, her ambitious, "streetwise" brother Octavio, and the fierce, frogurt-slinging Fran. With nothing left to lose and everything to gain, you'll claw and con your way through this thrilling five-part story;
- **AN EXTRAORDINARY CINEMATIC ADVENTURE** - The *Borderlands* aren't just home to Vault Hunters, psychos, and weapons-corp CEOs; they're full of downtrodden, intrepid civilians just trying to get by. With a host of returning and fresh faces, this unforgettable tale is sure to delight fans new and old;
- **YOUR CHOICES SHAPE THE OUTCOME** - The decisions you make determine how your story ends in unexpected ways. Whether it's Anu's vision of a universe that markets more than weapons, Octavio's dreams of fame and fortune, or Fran's frosty plot for revenge, their success or failure depends on you.

Pre-order to get the *Adventure Capital Pack*, featuring cosmetics for Anu, Octavio, and Fran, 10,000 in-game currency and an in-game FL4K Vaultlander collectible!* Two editions with digital bonus content allow players to select the option that's right for them:

- Standard Edition (Digital Only) for \$39.99;

- Deluxe Edition (Digital + Physical) for \$49.99, which also includes [Tales from the Borderlands**](#)

New Tales from the Borderlands will be available worldwide on October 21, 2022, for Xbox Series X|S, Xbox One, PlayStation 5, PlayStation 4, Nintendo Switch, and PC via Steam and the Epic Games Store. The ESRB rating for **New Tales from the Borderlands** is M for Mature. For screenshots, key art, and other visual assets, please visit [newsroom.2k.com](#).

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

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)

**Pre-order offer available through October 20, 2022. Digital pre-orders: The Adventure Capital Pack will be delivered via game at launch. Physical pre-orders: Adventure Capital Pack will be delivered via code in box to be redeemed in game. Terms apply.*

***Digital orders of New Tales from the Borderlands (Deluxe Edition) on XBOX, PlayStation and PC: a digital copy of Tales from the Borderlands will be automatically entitled at time of pre-order or purchase. Digital orders of New Tales from the Borderlands (Deluxe Edition) on Nintendo Switch: a digital copy of Tales from the Borderlands will be automatically entitled at launch. Physical orders of New Tales from the Borderlands (Deluxe Edition): a digital copy of Tales from the Borderlands will be delivered via code in box. Terms apply. Tales from the Borderlands will be delivered for the same platform format and to the platform account associated with the pre-order or purchase.*

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](#) 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

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: risks relating to our combination with Zynga; 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; the risks of conducting business internationally; the impact of changes in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of 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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