New Tales from the Borderlands® is Now Available Worldwide

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Make mayhem your business in this much-anticipated spiritual successor filled with fame, fortune, and frogurt

NEW YORK--(BUSINESS WIRE)--Oct. 21, 2022-- Today, 2K and Gearbox Software released ***New Tales from the Borderlands®*** worldwide. The new choice-based, narrative adventure game expands further the Borderlands universe and is available now 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/20221021005023/en/



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A spiritual successor to the beloved Telltale Games title, ***New Tales from the Borderlands*** is a brand-new game that carries forward the same sense of adventure and storytelling. Within the perpetually war-torn metropolis of Meridian City, players control three lovable losers on the worst day of their lives through deep, immersive story scenes, mini-games and free-walk sequences. Every choice that players make can affect how the story unfolds, often in unexpected ways.

"With concept and writing collaboration between talent who worked on the original *Tales from the Borderlands* and an all-Gearbox production team driven by the incredible creative leadership of Gearbox Studio Quebec, we're stoked for everyone to play ***New Tales from the Borderlands***," said Randy Pitchford, founder of the Gearbox Entertainment Company. "The new storylines and characters will entertain newcomers to the Borderlands universe and those who have played and loved other Borderlands games."

New Tales from the Borderlands contains a number of compelling narrative dynamics and features that bring the cinematic experience to new heights:

- **Three Nobodies on a Mission**. 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 full of gun-toting goons, otherworldly beasts, and delicious tacos.
- **An Explosive Cinematic Adventure.** The Borderlands aren't just home to Vault Hunters, bandits, and weapons-corp CEOs—they're full of downtrodden, intrepid civilians just trying to get by. With a host of returning and fresh faces, including an assassin bot with comedic aspirations and a less-murderous-than-usual bandit, this unforgettable tale is sure to delight fans new and old.
- **You Control the Final Outcome.** The decisions you make determine how your story ends. Whether it's Anu's vision of a universe that uses technology to save lives rather than destroy them, Octavio's dreams of fame and fortune, or Fran's frosty plot for revenge—their success or failure depends on you.

New Tales from the Borderlands is available in two editions:

- ***New Tales from the Borderlands****: **Standard Edition*** is available for $39.99* on Xbox Series X|S, Xbox One, PlayStation®5, PlayStation®4, Nintendo Switch and PC via Steam and the Epic Games Store in digital format only;
- ***New Tales from the Borderlands****: **Deluxe Edition*** is available for $49.99* on Xbox Series X|S, Xbox One, PlayStation®5, PlayStation®4, Nintendo Switch and PC via Steam and the Epic Games Store in digital and physical formats, and includes the ***New Tales from the Borderlands*** as well as Tales from the Borderlands**.

Developed by Gearbox Software, ***New Tales from the Borderlands*** is rated "M for Mature" by the ESRB. For more information, please visit newtalesborderlands.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)

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

***Digital orders of New Tales from the Borderlands (Deluxe Edition): a digital copy of Tales from the Borderlands will be automatically entitled at time of*

purchase. 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 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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