



## Borderlands® 4 Coming In 2025

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*Definitive looter-shooter and latest entry in the genre-defining Borderlands franchise officially announced*

NEW YORK--(BUSINESS WIRE)--Aug. 20, 2024-- Today, 2K and Gearbox Software officially announced that **Borderlands® 4**, the next entry in the iconic looter-shooter franchise, will launch in 2025 (during Take-Two's Fiscal Year 2026) on PlayStation®5 (PS5®), Xbox Series X|S, and PC through Steam and the Epic Games Store. It is available to wishlist now.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20240820178683/en/>



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**Borderlands 4** was announced at gamescom's Opening Night Live with a [teaser trailer](#) providing players with their first tantalizing glimpse of an all-new planet. **Borderlands 4** is the fourth mainline title and seventh overall entry in the franchise. Players will once again assume the role of a legendary Vault

Hunter as they search for secret alien treasure while blasting everything in sight.

"The team and I at Gearbox have a lot we've wanted to do with Borderlands since we first introduced the looter shooter genre to the world with our original game," said Randy Pitchford, founder and President of the Gearbox Entertainment Company. "All of us at Gearbox have massive ambitions for **Borderlands 4** and are putting everything we have into making everything we love about **Borderlands** better than ever before while taking the game to new levels in exciting new directions."

The **Borderlands** franchise has sold-in more than 87 million copies to-date, receiving critical acclaim from reviewers and fans alike. With unforgettable characters, deep world building, and more unique guns than can be counted, the franchise has cemented itself as a must-play series.

"We're thrilled to be able to share with our fans that 2025 will mark a massive year for 2K and Gearbox Entertainment," said 2K Core Games Senior Vice President and General Manager Catharina Lavers Mallet. "The **Borderlands** series is one of 2K's most successful franchises ever and is beloved by millions globally. We're excited that our already close partnership and collaboration with the Gearbox team has grown even deeper, and we look forward to delivering best-in-class experiences for both longtime fans and new players alike."

For the latest information on **Borderlands 4**, wishlist the game, visit [www.borderlands.2k.com](http://www.borderlands.2k.com) and follow the game across [YouTube](#), [Facebook](#), [X](#), [Instagram](#) and [TikTok](#).

**Borderlands 4** is currently rated RP for Rating Pending by the ESRB. Gearbox Software is a 2K studio. 2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO).

### 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 Zynga. Our products are designed for console gaming systems, PC, and mobile, including smartphones and tablets. We deliver our products 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>. All trademarks and copyrights contained herein are the property of their respective holders.

### 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, **TopSpin®** as well as the critically and commercially acclaimed **PGA TOUR® 2K**. Additional information about 2K and its products may be found at [2k.com](http://2k.com) and on the Company's official social media channels.

### Cautionary Note Regarding Forward-Looking Statements

The statements contained herein, which are not historical facts, including statements relating to Take-Two Interactive Software, Inc.'s ("Take-Two," the "Company," "we," "us," or similar pronouns) outlook, 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 our 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 Inc.; the risks of conducting business internationally, including as a result of unforeseen geopolitical events; 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; factors affecting our mobile business, such as player acquisition costs; the timely release and significant market acceptance of our games; and the ability to maintain acceptable pricing levels on our games.

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](http://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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