



Borderlands 4 Unveils Action-Packed Gameplay Deep Dive

April 30, 2025 at 5:30 PM EDT

Mayhem-fueled gameplay footage showcases how the iconic Borderlands experience is reaching new and thrilling heights

NEW YORK--(BUSINESS WIRE)--Apr. 30, 2025-- Today, during a dedicated PlayStation's State of Play, 2K and Gearbox Software shared an extended look at the action-packed gameplay coming in **Borderlands® 4**, the next entry in the iconic looter-shooter franchise. **Borderlands 4** will launch on September 12, 2025, on PlayStation®5 (PS5®) console, Xbox Series X|S, and PC through Steam and the Epic Games Store. It will also be coming to Nintendo Switch 2 later in 2025.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20250430134220/en/>



Today, during a dedicated PlayStation's State of Play, 2K and Gearbox Software shared an extended look at the action-packed gameplay coming in **Borderlands® 4**, the next entry in the iconic looter-shooter franchise. **Borderlands 4** will launch on September 12, 2025, on PlayStation®5 (PS5®) console, Xbox Series X|S, and PC through Steam and the Epic Games Store. It will also be coming to Nintendo Switch 2 later in 2025.

of weapons. Each Vault Hunter offers a unique playstyle, further augmented through the most advanced skill tree system in a *Borderlands* game to-date.

Across the vast and seamlessly connected planet of Kairos, players will face the oppressive Timekeeper. For thousands of years, he kept the planet hidden, controlling its inhabitants with cybernetic implants called Bolts and an army of synthetic soldiers known as The Order. Players will travel across the planet where they'll encounter new and returning characters, creatures and inhabitants to battle, and unique factions spread across four distinct regions that seek freedom from the tyranny of the Timekeeper. The friends discovered along the way will be recruited by players to their cause while enemies will experience first-hand the arsenal of weapons and abilities wielded by the Vault Hunters.

As seen in the explosive footage shared during PlayStation's State of Play, Vex and Rafa tear a path through a secret blacksite in Terminus Range, a frigid, mountainous region. This extended gameplay segment showcases the destructive power of the updated gear system in **Borderlands 4**, fueling the wildest loot chase ever, including:

- Deadly weapons from across eight new and returning manufacturers, each boasting their own devastating strengths;
- Licensed Parts system that combines the behaviors and abilities from multiple manufacturers into a single weapon;
- Enhancements gear slot to augment weapons based on their manufacturer, rewarding extra firepower with an optimized gear loadout;
- Ordnance, a shared slot for Grenades and Heavy Weapons like rocket launchers, recharges on a cooldown to keep you locked and loaded during especially tough encounters;
- Rep Kit gear adds utility by letting players heal themselves or activate temporary buffs to help turn the tide of an intense battle.

Borderlands 4 makes it easier than ever for friends to jump into co-op multiplayer with a new system for players to form parties online and stay together when switching game modes.* The game is designed for co-op from the ground up, with instanced loot for each player, dynamic level scaling, and individual difficulty to keep the party together and having fun through the whole campaign.

Be sure to check out the full dedicated PlayStation's State of Play for additional never-before-seen footage and behind-the-scenes insights from the development team.

For the latest information on **Borderlands 4**, wishlist the game, visit 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).

*Online play requires an Internet connection and a SHiFT Account. Console online play requires a separate paid subscription. Terms apply.

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, Gearbox 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.

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, 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>.

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. 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.

View source version on [businesswire.com](https://www.businesswire.com/news/home/20250430134220/en/): <https://www.businesswire.com/news/home/20250430134220/en/>

Richard Chen
2K
(415) 300-5874
richard.chen@2k.com

Alan Lewis (Corporate Press)
Take-Two Interactive Software, Inc.
(646) 536-2983
alan.lewis@take2games.com

Source: Take-Two Interactive