Borderlands® 4 Now Available for Pre-Order; Post-Launch Content to Include Story Missions and All-New Vault Hunters

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Boldest Borderlands to date launches September 12, starting at $69.99

NEW YORK--(BUSINESS WIRE)--Jun. 16, 2025-- Today, 2K and Gearbox Software announced that ***Borderlands® 4*** is now available for pre-order. The next installment in the critically and commercially-successful franchise that started a new genre of games will launch worldwide on September 12, 2025 via PlayStation®5 (PS5®), 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/20250616504158/en/



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“I’ve been blown away by how high the team at Gearbox have raised the bar for ***Borderlands 4***,” said David Ismailer, President of 2K. “The development team crafted a premium AAA adventure that evolves the series’ gameplay and storytelling in new ways, while delivering on the quintessential *Borderlands* looter-shooter experience fans know and love.”

"Borderlands 4 is the most excited the team and I have ever been to launch a Borderlands game," said Gearbox founder and President Randy Pitchford. "Borderlands 4 is the best entry point for new players while also being a heartfelt love letter to fans of the original games."

Players will take up the mantle of one of four new Vault Hunters, each with unique abilities that, combined with literally *billions* of weapons, introduce even more ways to crush, bash and destroy enemies. With the biggest Borderlands world ever, brand new traversal mechanics help them explore the sprawling planet Kairos to face off against the tyrannical Timekeeper and his Order.

Additionally, players can look forward to a robust roadmap of free and paid post-launch content rolling out following the launch of ***Borderlands 4*** so they can continue their adventures on Kairos. Depending on which content pack they own, paid DLC can include two new Vault Hunters, all-new regions of Kairos, new story missions, side missions, challenges, enemies and more. Full details will be revealed at a later date.

Borderlands 4 offers three editions of the game: ***Standard Edition***, ***Deluxe Edition***, and ***Super Deluxe Edition***.

All editions are available for pre-order today and will release worldwide on September 12, 2025. Players who pre-order one of these editions will receive the Gilded Glory Pack*, which includes one Vault Hunter Skin, one Weapon Skin, and an ECHO-4 Drone Skin.

- The ***Standard Edition*** includes the base game and will be available for $69.99 on PlayStation®5 (PS5®), Xbox Series X|S, and PC through Steam and the Epic Games Store.
- The ***Deluxe Edition*** will feature a variety of bonus items and will be available for $99.99 on PlayStation®5 (PS5®), Xbox Series X|S, and PC through Steam and the Epic Games Store.
    - This edition includes the **Bounty Pack Bundle****, featuring four separate post-launch DLC packs, each with distinct areas, new missions, and unique bosses; four Vault Cards with unique challenges and rewards; new gear and weapons; four new vehicles, and Vault Hunter cosmetics; and the Firehawk's Fury Weapon Skin.
- The ***Super Deluxe Edition*** will include all bonus digital content from the *Deluxe Edition* and will be available for $129.99 on PlayStation®5 (PS5®), Xbox Series X|S, and PC through Steam and the Epic Games Store.
    - This edition also includes the **Vault Hunter Pack*****, featuring two new Story Packs, each featuring a new Vault Hunter, story, and side missions; two new map regions; new gear and weapons; more Vault Hunter cosmetics; and new ECHO-4 cosmetics.
    - Additionally, it offers the Ornate Order Pack with four Vault Hunter Skins, four Vault Hunter Heads and four Vault Hunter Bodies.

Borderlands 4 is rated M for Mature by the ESRB. Additionally, once purchased on Steam or Epic Games Store, the game will also be available to play on NVIDIA GeForce NOW.

For the latest information on ***Borderlands 4***, wishlist the game, visit www.borderlands.com, and follow the game across YouTube, Facebook, X, Instagram and TikTok.

Gearbox Software is a 2K studio. 2K is a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO).

**Pre-order offer available until launch, after which the Gilded Glory Pack will be available for separate purchase (base game required). Internet connection required to redeem bonus content. Items will be automatically entitled in-game at launch. Terms apply.*

***Borderlands 4 Bounty Pack Bundle consists of four separate post-launch DLC packs. The Bounty Pack Bundle is included with the Deluxe and Super Deluxe Editions of Borderlands 4. The Bounty Pack Bundle, and the individual DLC packs that make up the bundle, will also be available for separate purchase at launch (base game required). Exact release timings of each DLC pack to be announced at a later date and will be subject to change. Terms apply.*

****Borderlands 4 Vault Hunter Pack consists of two separate post-launch DLC packs. The Vault Hunter Pack is included with Borderlands 4 Super Deluxe Edition. The Vault Hunter Pack, and the individual DLC packs that make up the bundle, will also be available for separate purchase at launch (base game required). Exact release timings of each DLC pack to be announced at a later date and will be subject to change. Terms apply.*

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, mobile, including smartphones and tablets, and PC. 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.

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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, 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 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 the timely release and significant market acceptance of our games; 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; 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.

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Jeremy Gumber
2K
Jeremy.Gumber@2K.com

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

Source: Take-Two Interactive