



Break Free: **Borderlands®4** Now Available Worldwide

September 12, 2025 at 9:00 AM EDT

Crash land onto Kairos and take on the oppressive Timekeeper with four all-new Vault Hunters, billions of weapons, and brand new traversal mechanics

NEW YORK--(BUSINESS WIRE)--Sep. 12, 2025-- Today, 2K and Gearbox Software announced that **Borderlands®4**, the definitive looter-shooter and latest entry in the genre-defining *Borderlands* franchise, is now available worldwide for PlayStation®5 (PS5®), Xbox Series X|S, and PC through Steam and the Epic Games Store. **Borderlands 4** for Nintendo Switch™ 2 will be available on Friday, October 3, 2025.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20250912747478/en/>



Watch the official launch cinematic on [YouTube](#) now.

Today, 2K and Gearbox Software announced that **Borderlands®4**, the definitive looter-shooter and latest entry in the genre-defining *Borderlands* franchise, is now available worldwide for PlayStation®5 (PS5®), Xbox Series X|S, and PC through Steam and the Epic Games Store. **Borderlands 4** for Nintendo Switch™ 2 will be available on Friday, October 3, 2025.

Initial critical reviews for **Borderlands 4** are praising the game as a standout for the franchise, with press saying:

"This is *Borderlands* perfected." – CGMagazine

"...a release worthy of this generation." – GamersRD

"...best shooter I've played in 2025." – GamesRadar+

"...*Borderlands 4* is a masterpiece." – XboxEra

"On September 12, **Borderlands 4** puts the mayhem back into the hands of the fans – the people who made *Borderlands* a worldwide phenomenon," said Gearbox founder and president Randy Pitchford. "*Borderlands* has always been a wild ride we at Gearbox take with our fans, and with **Borderlands 4** we've given everything we've got to make it the biggest and best game we have ever created."

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 tyranny. 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.

Borderlands 4 is the boldest *Borderlands* to date, lovingly handcrafted by the development studio that first forged the looter-shooter genre. The title evolves the series' gameplay and storytelling in new ways, while delivering on the quintessential *Borderlands* experience fans know and love, including:

- Intense action, badass Vault Hunters, and billions of wild and deadly weapons on an all-new planet ruled by a ruthless tyrant;
- The deepest and most diverse Vault Hunter skill trees of any *Borderlands* title yet, giving players an unprecedented level of expression through their builds. Paired with the most expansive loot chase yet, players will have all the tools they need to seek out and perfect the build that best matches their style;
- Players can seamlessly travel between zones and become immersed in a more dynamic world, featuring events and discoverable side missions that encourage and reward exploration;
- New traversal mechanics add to the exploration for loot and add new dimensions to combat. A Digirunner vehicle that can be summoned almost anywhere will have players racing across the beautiful vistas of Kairos in style;
- Fight solo or in co-op with up to four players in this immense sci-fi adventure, packed with free-form combat and exploration, pulse-pounding boss fights, infinitely varied loot drops, and an eclectic cast of unforgettable characters new and old.

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.* Designed for co-op from the ground up, **Borderlands 4** features instanced loot for each player, dynamic level scaling, and individual difficulty to keep the party together and having fun through the whole campaign.

Additionally, players can look forward to a robust roadmap of free and paid post-launch content rolling out following the launch of **Borderlands 4**. More details can be found on www.borderlands.com.

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

- The **Standard Edition** includes the base game and is available for \$69.99 on PlayStation®5 (PS5®), Xbox Series X|S, and PC through Steam and the Epic Games Store.
- The **Deluxe Edition** features a variety of bonus items and is 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** includes all bonus digital content from the **Deluxe Edition** and is 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.

Once purchased on Steam or Epic Games Store, the game will also be available to play on NVIDIA GeForce NOW. Download NVIDIA's new GeForce Game Ready Driver to optimize your experience in **Borderlands 4**.

Borderlands 4 is rated M for Mature by the ESRB.

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).

**Online play requires an Internet connection, and cross-play requires a SHiFT Account. Console online play requires a separate paid subscription. 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.*

"PlayStation" and "PS5" are trademarks or registered trademarks of Sony Interactive Entertainment.

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 strategy is to create hit entertainment experiences, delivered on every platform relevant to our audience through a variety of sound business models. Our pillars - creativity, innovation, and efficiency - guide us as we strive to create the highest quality, most captivating experiences for our consumers. 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, 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.

View source version on [businesswire.com](https://www.businesswire.com/news/home/20250912747478/en/): <https://www.businesswire.com/news/home/20250912747478/en/>

Jeremy Gumber

2K

jeremy.gumber@2k.com

Alan Lewis (Corporate Press)

Take-Two Interactive Software, Inc.

alan.lewis@take2games.com

Source: Take-Two Interactive