

Battleborn® Now Available Worldwide

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Fight to save the last star in the universe on PlayStation®4, Xbox One, and Windows PC in the all-new hero-shooter from the creators of Borderlands®

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NEW YORK--(BUSINESS WIRE)--May 3, 2016-- 2K and Gearbox Software today announced that [Battleborn®](#), the new first-person hero-shooter from the creators of *Borderlands®*, is now available worldwide for the PlayStation®4 computer entertainment system, Xbox One, and Windows PC.

This Smart News Release features multimedia. View the full release here: <http://www.businesswire.com/news/home/20160503005310/en/>



2K and Gearbox Software today announced that Battleborn®, the new first-person hero-shooter from the creators of Borderlands®, is now available worldwide for the PlayStation®4 computer entertainment system, Xbox One, and Windows PC. (Graphic: Business Wire)

Set in the distant future, [Battleborn is a first-person shooter](#) featuring 25 unique playable heroes who form an unlikely alliance to save the last star in the universe from a mysterious enemy hell-bent on its destruction.

The game combines highly-stylized visuals with Gearbox's industry-leading co-operative combat, and offers a wealth of content in which to play its expansive collection of 25 diverse heroes, including a narrative-driven story mode and three different competitive multiplayer modes.

Regardless of the mode being played, players will experience deep and customizable character growth for all 25 playable heroes, each with their own unique weapons, powers and personality.

"Gearbox Software has done it again, inventing an exciting new subgenre and ushering in the dawn of the hero-shooter," said Christoph Hartmann, president of 2K. "Like the beloved *Borderlands* franchise, *Battleborn* is packed-full of Gearbox's signature humor, deep and fun gameplay, an engaging episodic story, and tons of replayability."

"*Battleborn* is the result of five years of passionate, driven creativity and inventiveness from a team of the best group of game developers I could ever hope to have the pleasure of working with," said Randy Pitchford, President of Gearbox Software. "The fact that the team cannot stop playing *Battleborn* after the countless hours we've put into honing the experience with beta testers, is a testament to the quality and fun of the game."

Everyone at Gearbox Software is so excited to begin playing the game with everyone around the world."

[Battleborn's story mode](#) is a multi-chapter narrative experience that can be played alone or co-operatively by up to five friends splitscreen* and online. Each chapter is like an episode of a television show, with each episode's unique plot both standing on its own and pushing the overarching story of the game forward.

The game's three different competitive multiplayer modes can be played by up to 10 players online in action-packed 5v5

matches, and includes three distinct multiplayer modes.

- **Capture:** Teams of heroes face off in a fast-paced death match and must capture and hold objectives on the map to win;
- **Meltdown:** Teams of heroes must guide their minions, as they march to their death at the center of the map. Points are scored for every minion who throws themselves into the incinerator, and the team with the most points wins;
- **Incursion:** Teams of heroes must defend their base sentry bots from waves of AI-controlled minions while working together alongside their own minions to destroy their opponent's sentry bots.

2K and Gearbox Software recently announced details surrounding the downloadable content offerings in **Battleborn**, with five add-on packs to be released post-launch – each containing a PvE Story Operation, exclusive skins and taunts. Players may purchase all five add-on packs through the game's Season Pass for \$19.99, a savings of \$4.95 versus buying all five packs individually.

In addition, the **Battleborn** Digital Deluxe Edition is now available for \$74.99 and includes:

- **Battleborn** the game;
- Season Pass with all five DLC packs and instant access to heroes 26-30 upon their release;
- Taunts for Oscar Mike, Miko, Caldarius, Phoebe, and Orendi;
- “Cyber” character skin for Oscar Mike, Miko, Caldarius, Phoebe, and Orendi;
- 3 Legendary Gear packs;
- Golden pedestal during character select;
- Golden **Battleborn** logo on title screen.

2K and Gearbox will also be supporting the game post-launch with many free content updates that include five new playable heroes, bringing the total roster to 30, and additional competitive multiplayer modes, maps, balance updates and community features.

Battleborn is rated T for Teen by the ESRB and is available now for the PS4™ system, Xbox One, and PC. For more information on **Battleborn**, follow the franchise on [Twitter](#), [Twitch](#), and [Instagram](#), become a fan on [Facebook](#), subscribe on [YouTube](#) and visit <http://www.battleborn.com>.

Also available today is **Battleborn® Tap**, an all-new free mobile game for iOS and Android that allows you to experience the **Battleborn** universe on the go. For full details about **Battleborn Tap** visit the official [Battleborn blog](#).

**Battleborn supports 2-player splitscreen and can connect with other players online to create a full 5-player party*

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

About **Battleborn**

Battleborn is the next big new IP from the award-winning creators of the popular *Borderlands* franchise, which has sold-in over 28 million units worldwide to date. Set in a distant future, **Battleborn** is a first-person-shooter featuring a group of heroes who form an unlikely alliance to save the last star in the universe from a mysterious enemy hell-bent on its destruction. Every hero has their own distinct personality and comes equipped with their own unique weapons and powers. Through **Battleborn**'s Helix System, players will fully experience each hero's leveling progression in a single story episode or competitive multiplayer match.

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 through its two wholly-owned labels Rockstar Games and 2K. Our products are designed for console systems and personal computers,

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. For more corporate and product information please visit our website at <http://www.take2games.com>.

About 2K

Founded in 2005, 2K develops and publishes interactive entertainment globally for console systems, handheld gaming systems and personal computers, including smartphones and tablets, which are delivered through physical retail, digital download, online platforms and cloud streaming services. 2K publishes titles in today's most popular gaming genres, including shooters, action, role-playing, strategy, sports, casual, and family entertainment. The 2K label has some of the most talented development studios in the world today, including Firaxis Games, Visual Concepts, Hangar 13, and Cat Daddy Games. 2K's stable of high quality titles includes the critically acclaimed BioShock®, Borderlands™, and XCOM® franchises, the beloved Sid Meier's Civilization series, the innovative Evolve™, the popular WWE 2K franchise and NBA 2K, the #1 rated and #1 selling basketball franchise*. 2K is headquartered in Novato, California and is a wholly owned label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO). For more information, please visit www.2k.com.

**According to 2008 - 2015 [Metacritic.com](http://www.metacritic.com) and The NPD Group estimates of U.S. retail video game sales through March 2016.*

About Gearbox Software

Gearbox Software is respected industry wide for award winning, best-selling video games developed for all major video game platforms. Founded in 1999 and headquartered near Dallas, TX, Gearbox Software is well known for the creation, development and management of its original blockbuster video game franchises including the critically acclaimed, award winning Brothers in Arms franchise and the record-breaking, genre-setting Borderlands franchise. In addition to having developed video games in some of the world's greatest video game brands, including Half-Life and Halo, Gearbox Software has also acquired and produced content for powerful, landmark intellectual property including Duke Nukem and Homeworld. Gearbox Software's success has been supported through many key and mutually beneficial business relationships with the world's greatest video game platform and publishing partners including Sony, Microsoft, Nintendo, Valve/Steam, Apple and Take-Two/2K.

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During the course of the presentation, the Company may make statements that are not historical facts and which are considered forward-looking statements under federal securities laws. These forward-looking statements may be identified by words such as "anticipates," "believes," "estimates," "expects," "intends," "plans," "potential," "predicts," "projects," "seeks," "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: our dependence on key management and product development personnel, our dependence on our *Grand Theft Auto* products and our ability to develop other hit titles, the timely release and significant market acceptance of our games, the ability to maintain acceptable pricing levels on our games, our ability to raise capital if needed and risks associated with international operations. Other important factors and information are contained in the Company's Annual Report on Form 10-K for the fiscal year ended March 31, 2015, including the risks summarized in the section entitled "Risk Factors," the Company's Quarterly Report on Form 10-Q for the fiscal quarter ended December 31, 2015, 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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