

Borderlands®: The Handsome Collection™ Now Available

March 24, 2015 8:00 AM ET

Borderlands®: The Pre-Sequel™ Claptastic Voyage and Ultimate Vault Hunter Upgrade Pack 2 also available today

Join the conversation on Twitter using #BorderlandsHC

NEW YORK--(BUSINESS WIRE)--Mar. 24, 2015-- [2K](#) and [Gearbox Software](#) announced today that **Borderlands®: The Handsome Collection™**, is now available in North America for Xbox One, the all-in-one games and entertainment system from Microsoft and the PlayStation®4 computer entertainment system, bringing the critically-acclaimed series to next-gen consoles for the first time. **The Handsome Collection** will be available internationally on March 27, 2015.

Borderlands: The Handsome Collection bundles **Borderlands 2**, **Borderlands: The Pre-Sequel** and all downloadable content for both titles* including the all-new add-on pack for **Borderlands: The Pre-Sequel**, **Claptastic Voyage** and **Ultimate Vault Hunter Upgrade Pack 2**. **The Handsome Collection** is currently over \$100 of value on prior gen consoles, but now with the high performance and graphical fidelity of next-gen consoles for \$59.99. This value packed collection also features four-player split screen, a franchise first, allowing four friends to play together on a single screen as well as cross save functionality, giving veteran Vault Hunters the ability to transfer their saves** and bring their leveled up characters from their prior gen console to next-gen.

“The **Borderlands** franchise continues to be successful, selling-in nearly 23 million units worldwide to date,” said Christoph Hartmann, president of 2K. “New players can experience the complete story of Handsome Jack’s rise and fall in one package, while fans of the franchise can bring their Vault Hunters with them to the next-gen consoles and pick up right where they left off.”

Also available starting today are **Borderlands: The Pre-Sequel Claptastic Voyage** and **Ultimate Vault Hunter Upgrade Pack 2**. In this campaign add-on, Handsome Jack has found something ludicrously powerful inside Claptrap’s mind and digitizes the Vault Hunters to go in and retrieve it. In **Claptastic Voyage**, players will visit all-new locations, make new friends, loot never before seen weapons and more. The **Ultimate Vault Hunter Upgrade Pack 2** is also included and raises the level cap to 70, giving each playable character 10 new levels, with 10 new skill points to earn.

The **Claptastic Voyage and Ultimate Vault Hunter Upgrade Pack 2** is the fourth add-on pack for **Borderlands: The Pre-Sequel** and is the final pack included in the **Borderlands: The Pre-Sequel Season Pass**. All four add-on content packs in the **Borderlands: The Pre-Sequel Season Pass** are also available individually for \$9.99. Like all **Season Pass** add-on content for **Borderlands: The Pre-Sequel**, **Claptastic Voyage** and **Ultimate Vault Hunter Upgrade Pack 2** will be included in **Borderlands: The Handsome Collection**.

The Handsome Collection is rated M for Mature by the ESRB. For more information, please visit the [official Borderlands web site](#), follow [@borderlands](#) on twitter, become a fan of **Borderlands** on [Facebook](#), and subscribe to the **Borderlands** channel on [YouTube](#).

About Borderlands 2

Developed by Gearbox Software, **Borderlands 2** has sold-in over 11 million units worldwide, won more than 55 editorial awards and is the critically acclaimed sequel to the breakout original that invented a new genre, the FPS/RPG hybrid known as “shooter-looter.” **Borderlands 2** features genre defining characters and skill trees, diverse environments, missions and enemies, as well as weapons and equipment with more personality than ever before. Four friends can team up online or split-screen to journey through the huge open world of Pandora to take down the notorious Handsome Jack and his corrupt Hyperion Corporation and experience the iconic story that takes place after the events of **Borderlands: The Pre-Sequel**.

About *Borderlands: The Pre-Sequel*

Borderlands: The Pre-Sequel is the latest entry in the critically acclaimed ***Borderlands*** franchise that was co-developed by Gearbox Software and 2K Australia. ***Borderlands: The Pre-Sequel*** continues the franchise's tradition of industry-leading co-op, allowing up to four players to experience the signature low-gravity, shoot 'n' loot gameplay on Pandora's moon. Featuring four distinct playable character classes armed with powerful laser and icy Cryo weapons, players will battle against an array of fearsome enemies. Taking place before the events of ***Borderlands 2***, ***Borderlands: The Pre-Sequel*** is a great introduction into the franchise, while showcasing Handsome Jack's transformation into the ruthless tyrant fans loved to hate in ***Borderlands 2***.

**Includes all available downloadable content for Borderlands 2 and Borderlands: The Pre-Sequel as of March 24, 2015. Xbox Live or PlayStation®Network account as well as Internet connection is required to download certain add-on content at no additional cost.*

***Cross-save functionality must be between same console family. e.g., Xbox 360 to Xbox One or PlayStation®3 system to PlayStation®4 system.*

2K is a division of 2K, 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. 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, 2K Marin, 2K Czech, 2K Australia, Cat Daddy Games and 2K China. 2K's stable of high quality titles includes the critically acclaimed BioShock®, Borderlands™ and XCOM® franchises, the beloved Sid Meier's Civilization series, 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 - 2014 Metacritic.com and The NPD Group estimates of U.S. retail video game sales through February 2015.

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.

"PlayStation" and "PS3" are registered trademarks. "PS4" and "PSN" are trademarks of Sony Computer Entertainment Inc.

All trademarks and copyrights contained herein are the property of their respective holders.

Cautionary Note Regarding Forward-Looking Statements

The statements contained herein which are not historical facts 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," "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 for current and next-generation platforms, 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, 2014, 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, 2014, 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.

Photos/Multimedia Gallery Available: <http://www.businesswire.com/multimedia/home/20150324005103/en/>

Source: Take-Two Interactive

2K

Jennifer Heinser

(415) 507-7652

pr@2k.com

or

Take-Two Interactive Software, Inc.

Alan Lewis (Corporate Press)

(646) 536-2983

alan.lewis@take2games.com

or

Access Communications for 2K

Josh Kaplan

(415) 844-6214

jkaplan@accesspr.com