

## Borderlands® 2 VR Gets All Up in Your Face on PlayStation®VR

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*The genre defining shooter-looter comes to VR for the first time on December 14, 2018*

NEW YORK--(BUSINESS WIRE)--Oct. 9, 2018-- [2K](#) and [Gearbox Software](#) today announced **Borderlands® 2 VR**, that will bring the critically-acclaimed and genre-defining shooter-looter franchise to VR for the first time on December 14, 2018 on PlayStation®VR for \$49.99. Fans who pre-order **Borderlands 2 VR** will also be rewarded with instant access to a dynamic PlayStation Theme featuring the game's four iconic Vault Hunters – Salvador, Maya, Axton and Zer0.

This press release features multimedia. View the full release here: <https://www.businesswire.com/news/home/20181009005073/en/>



2K and Gearbox Software today announced Borderlands® 2 VR, that will bring the critically-acclaimed and genre-defining shooter-looter franchise to VR for the first time on December 14, 2018 on PlayStation®VR for \$49.99. (Graphic: Business Wire)

Developed by Gearbox Software, **Borderlands 2 VR** brings the iconic world of Pandora to life like never before. Fans will virtually become a treasure-seeking Vault Hunter, grab 87 bazillion guns, and face off

against the galaxy's most charming psychopathic dictator, Handsome Jack, to free Pandora from the corrupt Hyperion Corporation.

Key features for **Borderlands 2 VR** on PS VR include:

- **Virtually Step onto Pandora:** Step into the boots of a treasure-seeking Vault Hunter armed with 87 bazillion possible guns on a quest to line your pockets with loot and free Pandora from Handsome Jack's clutches. Blast bandits with real-world aiming, punch bullymongers in the mouth, find the perfect gun inside a life-sized treasure chest and inspect it from every angle. Catch-a-Ride and race across Pandora in first-person view and experience the thrill of a psycho running toward *you* with grenade in-hand yelling, "Boom time!"
- **Virtually Slow Time:** **Borderlands 2 VR** includes new features unique to the VR experience to empower Vault Hunters in their fight against Handsome Jack. With Bad Ass Mega Fun Time (aka BAMF Time), players can use this new slow-mo ability to literally slow the speed of the game temporarily to set up their next attack. In addition, with the option to Teleport, players can glide across Pandora as gracefully as Claptrap (if he had grace).
- **Become a Virtual Vault Hunter:** Take on the role of one of four playable classes – Siren, Commando, Gunzerker and Assassin – each with unique combat styles and updated skills that leverage the new VR functionality, including the new BAMF Time ability. Whether crushing enemies with Maya's Siren powers, calling in Sabre Turret reinforcements as Axton, feeling the heft of dual-wielded machine guns as Salvador, or the satisfying swing of Zer0's sword in an enemy's back, **Borderlands 2 VR** immerses players like never before.
- **Experience Virtual Improvements:** For the first time ever, players can experience the sublime exhilaration of driving around the Borderlands in first-person perspective – accelerating and steering with the joystick and aiming the vehicle's weapons with their headset. With the use of the motion controllers and headset, players can interact with the menu systems in a new and intuitive way for the platform, easily navigating through the menus by pointing, clicking, dragging and dropping. Players will also have the choice of preferred movement styles. Whether that's the VR popular pointed-teleportation, or the classic direct movement style with joysticks – your experience should feel good for VR and true to form of classic Borderlands.
- **Get Virtually Rich:** **Borderlands VR** brings shoot-and-loot mechanics to VR with bazillions of procedurally-generated guns and gear, each with their own capabilities and modifiers. Procedurally-generated shields, grenades, relics, class mods and more round out your Vault Hunter's arsenal for maximum power and mayhem.

**Borderlands 2 VR** will be available on December 14, 2018 for the PlayStation®VR. **Borderlands 2 VR** is rated M for Mature by the ESRB and is single-player only.

For more information, please visit the [official \*Borderlands\* web site](#), follow *Borderlands* on [Twitter](#) and [Instagram](#) and join the conversation using the hashtag #BL2VR, become a fan of *Borderlands* on [Facebook](#), and subscribe to the *Borderlands* channel on [YouTube](#).

For more information, please visit [www.borderlandsthegame.com](http://www.borderlandsthegame.com).

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

### **About *Borderlands 2***

Developed by Gearbox Software, *Borderlands 2* has sold-in over 18 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.

### **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 principally through its wholly-owned labels Rockstar Games and 2K, as well as its Private Division label and Social Point, a leading developer of mobile games. 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, Cat Daddy Games and 2K China. 2K’s stable of high quality titles includes the critically acclaimed BioShock®, *Borderlands*®, *Mafia*, and *XCOM*® franchises, the beloved Sid Meier’s *Civilization* series, *Evolve*™, *Battleborn*®, the popular *WWE 2K* franchise and *NBA 2K*, the highest rated\* annual sports title of this console generation.

\*According to 2008 - 2018 Metacritic.com

### **About Gearbox Software**

Gearbox Software is an award-winning, independent developer of interactive entertainment based in Frisco, Texas. It was founded in 1999 by game industry veterans, and its first release was *Half-Life: Opposing Force*. Since then, the company has become widely known for successful game franchises including *Brothers in Arms*, *Borderlands*, and *Battleborn*, as well as acquired properties *Duke Nukem* and *Homeworld*. For more information, visit <http://www.gearboxsoftware.com>.

### **About Sony Interactive Entertainment**

Recognized as a global leader in interactive and digital entertainment, Sony Interactive Entertainment (SIE) is responsible for the PlayStation® brand and family of products and services. PlayStation has delivered innovation to the market since the launch of the original PlayStation in Japan in 1994. The PlayStation family of products and services include PlayStation®4, PlayStation®VR, PlayStation®Vita, PlayStation®3, PlayStation™Store, PlayStation®Plus, PlayStation™Video, PlayStation™Music, PlayStation™Now, PlayStation™Vue, PlayStation®Original and acclaimed PlayStation software titles from SIE Worldwide Studios. Headquartered in San Mateo, California, SIE is a wholly-owned

subsidiary of Sony Corporation and has global functions and regional headquarters in California, London and Tokyo.

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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," "should," "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, and risks associated with international operations. 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](http://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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Source: Take-Two Interactive

Joe DiMiero

**2K**

(415) 507-7712

[pr@2k.com](mailto:pr@2k.com)

or

Josh Kaplan

**Access Brand Communications for 2K**

415-844-6214

[joshk@accesstheagency.com](mailto:joshk@accesstheagency.com)

or

Alan Lewis (Corporate Press)

**Take-Two Interactive Software, Inc.**

(646) 536-2983

[alan.lewis@take2games.com](mailto:alan.lewis@take2games.com)