



Rockstar Games Breaks New Records with Grand Theft Auto V and Red Dead Redemption 2

January 28, 2020

Grand Theft Auto V is the Best-Selling Game of the Past Decade*

Red Dead Redemption 2 is the Best-Selling Game of the Past Four Years*

Grand Theft Auto V and Red Dead Redemption 2 have sold-in more than 150 million units worldwide combined since their launches

GTA Online breaks multiple audience records with Diamond Casino Heist Update

Red Dead Online reaches new peak in player numbers after the release of Moonshiners update

NEW YORK--(BUSINESS WIRE)--Jan. 28, 2020-- Rockstar Games® is proud to announce numerous critical and commercial achievements across multiple titles, including **Grand Theft Auto V** and **Red Dead Redemption 2**, and a record-breaking holiday season with its two online worlds, **GTA Online** and **Red Dead Online**.

Grand Theft Auto V is the best-selling game of the past decade in U.S. dollar sales*, also earning BBC's top Game of the Decade**. Seven years after release, the shared living world of **GTA Online** has had its biggest series of back-to-back updates ever in terms of player numbers, with new records set in December and the quarter ending December 31, 2019, following the release of the **Diamond Casino & Resort** update in July 2019 and the **Diamond Casino Heist** in December 2019.

In addition to these blockbuster achievements, **Grand Theft Auto V** also hit a new record for video engagements in January***, illustrating how compelling **Grand Theft Auto V** content is to viewers and broadcasters alike.

Red Dead Redemption 2 continues to outperform, achieving a new benchmark as the top-selling title of the last four years in U.S. dollar sales*. **Red Dead Online** also continues to see strong growth, hitting a new peak in player numbers in December following the release of the latest update, Moonshiners, topping those numbers again in January.

Together, both award-winning titles have attained incredible benchmarks for Rockstar Games, with collective lifetime sell-in of **Grand Theft Auto V** and **Red Dead Redemption 2** now totaling more than 150 million units worldwide. Rockstar Games' total online audience is now its biggest ever, having recorded its largest numbers ever throughout the fourth quarter of calendar 2019.

To celebrate these milestones, Rockstar Games will be offering huge bonuses to players in both games starting this week:

GTA Online will feature bonus cash of up to GTA\$2,000,000 in its biggest cash giveaway yet. Starting on January 30, players can earn GTA\$1,000,000 simply by playing before February 5 and will be able to earn another GTA\$1,000,000 by playing between February 6 and February 12.

Red Dead Online players will receive a series of gifts including free access to select roles, special role item giveaways and more, including:

- **The Gunslinger's Cache** : Play between January 28 and February 3 to get a Free Schofield Revolver, a Reward for 1 Free Varmint Rifle and The Devastating Ammo Bundle
- **The Bounty Hunter's Kit** : Play between February 4 and February 10 to get a Reward for a Free Bounty Hunter license, 25 x Bolas, and a 25 x Tracking Arrows.

Grand Theft Auto V is rated M for Mature by the ESRB. For more information, please visit <https://www.rockstargames.com/V/>.

Red Dead Redemption 2 is rated M for Mature by the ESRB. For more information, please visit www.rockstargames.com/reddeadredemption2.

*According to [the NPD Group](#).

**According to [BBC](#), as sourced from GFK.

***According to Tubular Labs video performance data, based on engagement metrics "likes" and "comments" for week of January 13, 2020.

**** Red Dead Online exited the beta period May 14, 2019

About Rockstar Games

Rockstar Games cemented their reputation as creators of complex living worlds with the **Grand Theft Auto** series, one of the most successful entertainment properties of all time with over 270 million units sold-in worldwide. Through a string of critically acclaimed games including the **Grand Theft Auto** series, the **Red Dead Redemption** series, the **Max Payne** series, **Bully**, **L.A. Noire**, the **Midnight Club** series and **The Warriors**, Rockstar Games has helped propel interactive entertainment into the center of modern culture.

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 through our labels Rockstar Games, 2K, and Private Division, as well as 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>.

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