



## Take-Two Interactive to Hold 2020 Annual Meeting of Stockholders Virtually Due to COVID-19 Pandemic

August 27, 2020

NEW YORK--(BUSINESS WIRE)--Aug. 27, 2020-- Take-Two Interactive Software, Inc. (NASDAQ: TTWO) today announced that the Company will hold its 2020 Annual Meeting of Stockholders as a virtual, audio-only meeting hosted online at [www.virtualshareholdermeeting.com/TTWO2020](http://www.virtualshareholdermeeting.com/TTWO2020). Take-Two had intended to host an in-person meeting; however, due to ongoing health concerns and physical distancing requirements associated with the COVID-19 pandemic, this year's meeting will be virtual-only, with no option for in-person attendance.

Take-Two's 2020 Annual Meeting of Stockholders will be held at 9:00 a.m. Eastern Time on Wednesday, September 16, 2020. Stockholders at the close of business on the record date, July 20, 2020, are entitled to attend the meeting and vote on matters as outlined in the Company's proxy statement that was filed on July 24, 2020. To be admitted to the Annual Meeting, stockholders must enter the 16-digit control number found on their previously distributed notice of internet availability of proxy materials or proxy card. Please note that the proxy card included with the previously distributed proxy materials will not be updated to reflect the change from an in-person meeting to a virtual-only meeting; however, it can still be used to vote shares in the Annual Meeting.

The Company urges stockholders to vote and submit their proxies prior to September 16, 2020, regardless of whether they plan to attend the virtual 2020 Annual Meeting of Stockholders, by one of the methods described in the proxy materials. Stockholders who have already voted are not required to take any further action.

Stockholders can find additional details about attending, voting and participating virtually at the 2020 Annual Meeting of Stockholders in the additional proxy materials that the Company filed today with the Securities and Exchange Commission. These materials also may be found at <https://ir.take2games.com/financial-information/sec-filings>.

The public may access the webcast of Take-Two's 2020 Annual Meeting of Stockholders via the internet by visiting [www.virtualshareholdermeeting.com/TTWO2020](http://www.virtualshareholdermeeting.com/TTWO2020), but they will not be able to submit questions.

The Company's 2020 Annual Meeting of Stockholders will be an audio-only webcast. In order to vote at the Annual Meeting, stockholders as of the record date for the Annual Meeting must either submit a valid proxy or attend the Annual Meeting virtually and vote online as detailed at [www.virtualshareholdermeeting.com/TTWO2020](http://www.virtualshareholdermeeting.com/TTWO2020).

### 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, Private Division, and Social Point. 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>.

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," "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: the uncertainty of the impact of the COVID-19 pandemic and measures taken in response thereto; the effect that measures taken to mitigate the COVID-19 pandemic have on our operations, including our ability to timely deliver our titles and other products, and on the operations of our counterparties, including retailers and distributors; the effects of the COVID-19 pandemic on consumer demand and the discretionary spending patterns of our customers; the impact of reductions in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of potential inflation; volatility in foreign currency exchange rates; 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.

View source version on [businesswire.com](https://www.businesswire.com/news/home/20200827005186/en/): <https://www.businesswire.com/news/home/20200827005186/en/>

(Investor Relations)

Henry A. Diamond

Senior Vice President

Investor Relations & Corporate Communications

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

(646) 536-3005

[Henry.Diamond@take2games.com](mailto:Henry.Diamond@take2games.com)

(Corporate Press)

Alan Lewis

Vice President

Corporate Communications & Public Affairs

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

(646) 536-2983

[Alan.Lewis@take2games.com](mailto:Alan.Lewis@take2games.com)

Source: Take-Two Interactive