



## Take-Two Interactive Software, Inc. to Present at TD Cowen 52nd Annual Technology, Media & Telecom Conference

May 29, 2024 at 9:00 AM EDT

NEW YORK--(BUSINESS WIRE)--May 29, 2024-- Take-Two Interactive Software, Inc. (NASDAQ: TTWO) today announced that Strauss Zelnick, the Company's Chairman and Chief Executive Officer, plans to participate in a Fireside Chat at the TD Cowen 52<sup>nd</sup> Annual Technology, Media & Telecom Conference. The Company's presentation is scheduled for Thursday, May 30, 2024 at 1:50 p.m. Eastern Time. A link to the live webcast of the presentation will be available via the Company's website at <http://take2games.com/ir>. A replay of the presentation will be archived and available at the same location.

### 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, operates, and publishes products principally through Rockstar Games, 2K, Private Division, and Zynga. Our products are currently designed for console gaming systems, PC, and mobile, 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.

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

### Cautionary Note Regarding Forward-Looking Statements

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," "should," "will," or words of similar meaning and include, but are not limited to, statements regarding the outlook for our 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 risks relating to conducting business internationally, including as a result of unforeseen geopolitical events; the impact of changes in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of inflation; volatility in foreign currency exchange rates; our dependence on key management and product development personnel; our dependence on our *NBA 2K* and *Grand Theft Auto* products and our ability to develop other hit titles; our ability to leverage opportunities on PlayStation®5 and Xbox Series X|S; factors affecting our mobile business, such as player acquisition costs; the timely release and significant market acceptance of our games; the ability to maintain acceptable pricing levels on our games.

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," 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/20240529232311/en/): <https://www.businesswire.com/news/home/20240529232311/en/>

(Investor Relations)  
Nicole Shevins  
Senior Vice President  
Investor Relations & Corporate Communications  
**Take-Two Interactive Software, Inc.**  
(646) 536-3005  
[nicole.shevins@take2games.com](mailto:nicole.shevins@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