UNITED STATES SECURITIES AND EXCHANGE COMMISSION

Washington, D.C. 20549

FORM 8-K

CURRENT REPORT

Pursuant to Section 13 OR 15(d) of The Securities Exchange Act of 1934

Date of Report (Date of earliest event reported): July 30, 2021

TAKE-TWO INTERACTIVE SOFTWARE, INC.

(Exact name of registrant as specified in its charter)

Delaware

(State or other jurisdiction of incorporation)

001-34003 (Commission File Number) **51-0350842** (IRS Employer Identification No.)

110 West 44th Street, New York, New York (Address of principal executive offices)

10036 (Zip Code)

Registrant's telephone number, including area code (646) 536-2842

(Former name or former address, if changed since last report.)

Check the appropriate box below if the Form 8-K filing is intended to simultaneously satisfy the filing obligation of the registrant under any of the following provisions (see General Instruction A.2. below):

□ Written communications pursuant to Rule 425 under the Securities Act (17 CFR 230.425)

Soliciting material pursuant to Rule 14a-12 under the Exchange Act (17 CFR 240.14a-12)

□ Pre-commencement communications pursuant to Rule 14d-2(b) under the Exchange Act (17 CFR 240.14d-2(b))

□ Pre-commencement communications pursuant to Rule 13e-4(c) under the Exchange Act (17 CFR 240.13e-4(c))

Securities registered pursuant to Section 12(b) of the Act:

Title of each class	Trading Symbol	Name of each exchange on which registered
Common Stock, \$.01 par value	TTWO	NASDAQ Global Select Market

Indicate by check mark whether the registrant is an emerging growth company as defined in Rule 405 of the Securities Act of 1933 (§230.405 of this chapter) or Rule 12b-2 of the Securities Exchange Act of 1934 (§240.12b-2 of this chapter).

Emerging growth company \Box

If an emerging growth company, indicate by check mark if the registrant has elected not to use the extended transition period for complying with any new or revised financial accounting standards provided pursuant to Section 13(a) of the Exchange Act.

Item 8.01 Other Events

Effective July 30, 2021, senior management and certain members of the Board of Directors of Take-Two Interactive Software, Inc. (the "Company") will begin using the materials included in Exhibit 99.1 to this report (the "Investor Presentation") in connection with presentations to existing shareholders of the Company.

The Investor Presentation is incorporated into this Item 8.01 by reference.

Cautionary Note Regarding Forward-Looking Statements

The statements contained in the Investor Presentation in Exhibit 99.1 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, including as the situation with the pandemic continues to evolve; 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 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; 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," 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.

Item 9.01 Financial Statements and Exhibits

- (d) Exhibits:
 - <u>99.1</u> <u>Investor presentation materials to be used beginning July 30, 2021.</u>
 - 104 Cover Page Interactive Data File (embedded within the Inline XBRL document)

SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, the Registrant has duly caused this report to be signed on its behalf by the undersigned hereunto duly authorized.

TAKE-TWO INTERACTIVE SOFTWARE, INC. (Registrant)

By: /s/ Matthew Breitman Matthew Breitman

Senior Vice President, General Counsel Americas & Corporate Secretary

Date: July 30, 2021

Exhibit 99.1



TAKE-TWO INTERACTIVE SOFTWARE, INC.

(NASDAQ: TTWO)

Shareholder Outreach June 2021

Cautionary Note: 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 avariety 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, including as the situation with the pandemic continues to evolve; 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 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; 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," and the Company's other periodic filings with the SEC, which can be accessed at <u>www.take2games.com</u>. 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 aresult of new information, future events or otherwise.



Take-Two: Global Leader in Interactive Entertainment



Leading developer, publisher and marketer of interactive entertainment, the strongest growth segment of the entertainment industry

		R	PRIVATE		Socialpoint	NORDEUS
CONSOLE	Х	X	X			
PC	x	Х	X			
MOBILE	x	Х		х	Х	х

To develop the highest- quality, most compelling interactive	CREATIVITY	World-class creative teams
		 Culture of empowering our talent to enable creative expression
entertainment franchises	INNOVATION	 Diverse portfolio of the highest-quality intellectual properties in the business
n letterme that are	EFFICIENCY	 Best in class global marketing and sales distribution Leading technology, including creative tools are enhanced data analytics

FY2021 Performance Update

In fiscal 2021 we enhanced Take-Two for the long term by broadening our portfolio of offerings, capitalizing on diverse business models, enhancing our infrastructure, and investing in our creative talent



World-Class Creative Teams Fundamental to Success

Our creative teams have continued to deliver consistently superlative entertainment experiences, giving players opportunities to have fun in the most difficult of times and stay connected with family and friends through shared experiences





The Grand Theft Auto Series One of the most successful, iconic and critically acclaimed brands in all of entertainment

Pioneered the open-world genre

Series has sold-in over 345 million units Grant Theft Auto V (GTAV) has sold over 145 million units to date and reached \$1 billion in retail sales faster than any entertainment release in history

GTAV is the best selling game of the decade in the U.S., based on both unit and dollar sales(1)





- Series has sold-in nearly 60M units worldwide Red Dead Redemption 2 sold in over 37M units
- Red Dead Redemption 2: 2nd best-selling title in the US in the past 3 years based on dollar sales(1)
- Red Dead Online free with every copy of Red Dead Redemption 2
- Released standalone version of Red Dead Online in December 2020







- Best-Selling basketball simulation property based on dollar sales and units in the US(1)
- Series has sold-in over 111 million units worldwide
- NBA 2K League, The first competitive gaming league jointly owned by a U.S. professional sports league, debuted in May 2018
- One of the top contributors to TTWO's recurrent consumer spending
- Extended the franchise with NBA 2K Online in China, NBA 2K Playgrounds 2, NBA 2K Mobile and NBA SuperCard

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DRAGON CITY

Consistently charted in the annual top-100 grossing mobile games and top-20 grossing simulation games(2)



MONSTER LEGENDS

Consistently charted in the annual top-100 grossing mobile games and top-25 grossing RPG games(2

Downloaded 80+ million times

Over 1 million Daily Active Users and 7 million Monthly Active Users

(1) NPD Group. (2) App Annie, iOS and Google Play combined.



Highly Qualified and Independent Board⁽¹⁾

Our Board routinely reviews its composition, has taken a deliberate approach to refreshment, and believes that it benefits from having a diverse group of directors



(1) As disclosed in Take-Two's 2020 Proxy Statement.

Board Composition Promotes Effective Strategic Oversight

Our directors bring a diversity of skills and experiences that are relevant to our business and enable the Board to provide strong oversight and effectively oversee management's execution of strategy



Commitment to Sound Governance Practices

Our sound governance practices demonstrate the Board's commitment to strong corporate governance, effective risk management and robust independent oversight

- Our strong governance practices promote the long-term interests of our shareholders
- Extensive, year-round shareholder engagement
- Annual evaluation of the Board and its Committees
- Annual review of Board leadership structure
- Ongoing review and refreshment of Board composition
- Lead Independent Director with clearly defined role and responsibilities
- Board oversight of risk management
- Shareholder right to call special meetings
- Shareholder right to act by written consent
- No supermajority voting requirements
- Strong anti-hedging, anti-pledging and insider trading policies
- Robust Code of Business Conduct and Ethics for all directors and officers
- Independent Audit Committee, Compensation Committee and Corporate Governance Committee





Executive Compensation Program Overview

Our executive compensation program's design, in particular the use of equity awards as a key incentive element, establishes strong links between our creative teams and long-term value creation for shareholders

Mai	nagement Agree	ment with Zel	nickMedia ⁽¹⁾
Compensation Component	% Linked to Performance	Delivery Form	Performance Link
Annual Base Fee	N/A	Cash	N/A
Annual Incentive	100%	Cash	Adjusted EBITDA
Long-Term Incentive (Equity Grants)	550/ 11	Time-Based Awards	N/A
	55% at target 71% at maximum	Performance- Based Awards	75% Relative TSR Performance 12.5% Recurrent Consumer Spending Performance 12.5% IP Performance
Compensation Components for Other Take-Two NEOs ⁽¹⁾			
Compensation Component	% Linked to Performance	Delivery Form	Performance Link
Component	Performance	Form	Link
Component Annual Base Salary	Performance N/A	Form Cash	Link N/A

Management Agreement

- On November 17, 2017, we entered into a new Management Agreement with ZelnickMedia, effective January 1, 2018
- The Agreement emphasizes performance-based, at-risk compensation and equity with greater than one-year vesting
- The Board and Compensation Committee regularly evaluate the relationship with ZelnickMedia to ensure it is still the appropriate management structure for the Company

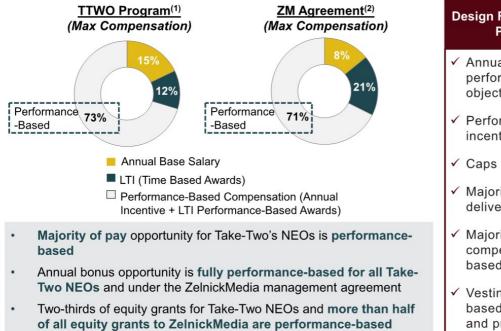
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(1) For further detail, refer to Take-Two's proxy filed on July 24, 2020.

Highly Performance-Based Compensation Program

The performance-based nature of our compensation plan creates a strong link between our executives' compensation and the Company's performance



T2

(1) Based on fiscal 2020 compensation for Take-Two NEOs.
(2) ZelnickMedia Management Agreement, based on incentive awards granted at effective date

Design Features that Support Pay and Performance Alignment

- ✓ Annual incentives determined by performance against a pre-set, objective financial metric
- ✓ Performance metric for annual incentive plans is Adjusted EBITDA
- Caps on annual incentive awards
- ✓ Majority of compensation is delivered in equity
- Majority of long-term incentive compensation is performancebased
- ✓ Vesting of performance equity is based on relative TSR performance and product performance

Strong Compensation and Governance Practices

Our sound compensation and governance practices demonstrate the Board's commitment to strong corporate governance, effective risk management and robust independent oversight

Governance "Best Practices"		
 Extensive, year-round shareholder engagement Annual evaluation of the Board and its Committees Annual review of Board leadership structure Ongoing review and refreshment of Board composition Lead Independent Director with clearly defined role and responsibilities Board oversight of risk management 	 Shareholder right to call special meetings Shareholder right to act by written consent No supermajority voting requirements Strong anti-hedging, anti-pledging and insider trading policies Robust Code of Business Conduct and Ethics for all directors an officers Independent Audit Committee, Compensation Committee and Corporate Governance Committee 	
 Clawback policy applicable to NEOs, including those under the 2017 Management Agreement with ZelnickMedia 	 Best Practices" ✓ Equity incentive plan provisions that prohibit repricing of stock options without shareholder approval 	
 Caps on annual bonuses to NEOs Strong anti-hedging and anti-pledging policies Double trigger acceleration of vesting on a change in control for grants made under an equity plan Meaningful stock ownership requirements for ZelnickMedia, other NEOs and directors Annual compensation risk assessment for employee plans 	 Limited perquisites No tax gross ups in respect of any excise taxes on parachute payments Retention of independent compensation consultants by the Compensation Committee Balanced compensation approach between short- and long-term incentive opportunities 	
T2		

Our ESG Priorities

We believe that focusing on corporate responsibility creates value not only for our Company, but also for our shareholders and stakeholders

	Oversight of ESG
reviews of our ESG pra To ensure that sus and advance susta - Management comm	nittee is overseen by the Corporate Governance Committee to focus on the following topics: (1) Board diversity and refreshment, (2) human capital management, (3) sustainability,
Board Diversity & Refreshment	 Ensure that the Board continues to take a deliberate and thoughtful approach to refreshment: Three of our eight director nominees having served for five years or less All three of these recent additions are women and/or minorities
Human Capital Management	 Focus on talent retention and acquisition through initiatives such as: Job development and skills training Extensive and robust employee benefits and wellbeing programs Engagement with the leadership teams across labels to foster unique and inclusive workforce cultures
Sustainability	 Manage the integration of environmental responsibility and sustainability into our operational and product strategies Focus efforts to reduce our carbon footprint in operations by making environmentally-conscious choices in our offices worldwide
Cybersecurity	 Continue investment of resources to guard against cyber risks and to protect data and systems Additionally, our Audit Committee regularly receives reports regarding key cyber risks including the transmission of personal and confidential information
T2	12

Increased Focus on Human Capital Management

One of our most important assets is our people and despite the challenges of the pandemic, creativity and innovation remained the core tenets of our organization

Supporting Employees During COVID-19

- Implemented programs to make sure employees felt supported in their roles, including:
- · Provided enhanced manager training to help strengthen teams despite the physical distance
- · Broadened our wellness and mental health offerings
- · Encouraged employees to step away from their screens when they could
- · Regularly solicited feedback from employees and conducted surveys to assess areas where we can further support our talent
- Partnered with the leadership at our labels to foster the types of cultures our leaders believe best support and grow the creative
 processes for their particular teams

Diversity, Equity & Inclusion Strategy

- Providing support to organizations working to eradicate social and racial injustice as well as providing educational, athletic, and
 other opportunities to underserved communities
- · Working with organizations to support the rights of the LGBTQIA community
- Increasing diversity in the industry's talent pipeline through scholarships to minority game design students and supporting
 organizations that bring STEM opportunities to children in underserved communities
- Delivering interview training and career counseling to young adults in those same communities
- Celebrating cultural differences through various employee affinity groups and company events and offerings





THANK YOU