Red Dead Redemption 2 Achieves Entertainment's Biggest Opening Weekend of All Time

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NEW YORK--(BUSINESS WIRE)--Oct. 30, 2018-- Rockstar Games[®] is proud to announce that the critically acclaimed *Red Dead Redemption 2* has achieved the single-biggest opening weekend in the history of entertainment*. With over \$725 million in worldwide retail sell-through during its first three days, *Red Dead Redemption 2* is the second-highest grossing entertainment launch of all time next to Rockstar Games' previously released title, *Grand Theft Auto V*, which achieved over \$1 billion in retail sell-through in three days.*

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20181030005459/en/



Rockstar Games® is proud to announce that the critically acclaimed Red Dead Redemption 2 has achieved the single-biggest opening weekend in the history of entertainment*. With over \$725 million in worldwide retail sell-through during its first three days, Red Dead Redemption 2 is the second-highest grossing entertainment launch of all time next to Rockstar Games' previously released title, Grand Theft Auto V, which achieved over \$1 billion in retail sell-through in three days. (Photo: Business Wire)

Sony Interactive Entertainment (SIE) also confirmed that *Red Dead Redemption 2* set new records on the PlayStation Network for highest ever pre-orders, highest day one sales and highest sales for the first three days in market.

Rockstar Games has partnered with SIE to bring PlayStation[®]4 players first access to earn select online content in *Red Dead Online* that is planned to release this November.

Red Dead Redemption 2's list of initial benchmarks include:

- Biggest opening weekend in retail sell-through across all entertainment releases;
- Second biggest launch (three days) in retail sell-through across all entertainment releases;
- Biggest entertainment launch of 2018;
- Most pre-ordered full game ever on PlayStation Network;
- Biggest day one full game sales ever on PlayStation Network;
- Biggest first three days full game sales ever on PlayStation Network.

An epic tale of honor and loyalty set in the dying days of the outlaw age, *Red Dead Redemption 2* follows Arthur Morgan and the Van der Linde gang as they rob, steal and fight their way across the rugged heartland of America in order to survive. Following a botched robbery in the western town of Blackwater, the gang is forced to flee and, with federal agents and the best bounty hunters in the nation massing on their heels, deepening internal divisions threaten to tear the gang apart, leaving Arthur to make a choice between his own ideals and loyalty to the gang who raised him.

Told across the deepest and most expansive Rockstar world to date, *Red Dead Redemption 2* is Rockstar's first game built from the ground up for new generation hardware, and seamlessly blends gameplay and storytelling in a completely new way to deliver the experience of living as an outlaw in a notorious gang.

Reviews are outstanding:

- "What Rockstar has delivered in Red Dead Redemption 2 is not just the best game of the year, but the best game of the decade. It does not set a new bar, but rather signals a changing of the guard, a new future for video games, as everything that comes after will be launching in a post-Red Dead Redemption 2 world." The Hollywood Reporter
- "This is a game of rare quality; a meticulously polished open world ode to the outlaw era. Looking for one of this generation's very best single-player action experiences? Here's your huckleberry." 10/10 IGN
- "This is a story a collection of stories, really about the decline of a way of life, as a small gang of outlaws tries ever harder to outrun the inexorable advance of American modernity, as well as the enemies and lawmen they have antagonized along the way...There can be no doubt that this is a landmark game. It is a new high water-mark for lifelike video game worlds..." 5/5 The Guardian

- "Red Dead Redemption 2 has undoubtedly raised the bar for narrative open-world games and will likely have a lasting impact on how they are made in the future. It pushes the envelope of what we understand is possible in a video game. It seems that every time we get something new from Rockstar, things inevitably change." CNET
- "Red Dead Redemption 2 is Rockstar's best game; a grand, magnificent adventure that's vast yet intimate. It delivers a story full of drama and tragedy, not to mention levity and love, and it compacts it all into the most inventive and compelling missions and moments in Rockstar's history... It's a landmark moment for the open world genre, and for the medium as a whole." GQ UK

Red Dead Redemption 2 will also include access to **Red Dead Online**. **Red Dead Online** is the evolution of the classic multiplayer experience in the original **Red Dead Redemption**, blending narrative with competitive and cooperative gameplay in fun new ways. **Red Dead Online** is planned for launch in November 2018, initially as a public beta, with more news to come soon.

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

*Red Dead Redemption 2 launched on a Friday so that its 'opening weekend' (Friday, Saturday and Sunday) is the same as its first three days, while Grand Theft Auto V launched on a Tuesday.

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, *Red Dead Redemption*, 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. 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.

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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. 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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