CAUTIONARY NOTE: FORWARD-LOOKING STATEMENTS

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: risks relating to our combination with Zynga, such as the ability of the Company to retain key personnel; the risks of conducting business internationally; 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; and 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," 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.
Leading multi-platform developer, publisher and marketer of interactive entertainment, the strongest growth segment of the entertainment industry

<table>
<thead>
<tr>
<th></th>
<th>CONSOLE</th>
<th>PC</th>
<th>MOBILE</th>
</tr>
</thead>
<tbody>
<tr>
<td>R*</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>2K</td>
<td>X</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>PRIVATE DIVISION</td>
<td>X</td>
<td>X</td>
<td></td>
</tr>
<tr>
<td>Zynga</td>
<td></td>
<td></td>
<td>X</td>
</tr>
</tbody>
</table>
## OUR APPROACH

### OUR STRATEGY

With a **diverse portfolio** that spans all key platforms and numerous genres, we strive to **captivate our global audience by creating** the highest quality, most engaging interactive entertainment franchises in our industry.

### OUR CORE TENETS

- **CREATIVITY**
- **INNOVATION**
- **EFFICIENCY**

### OUR STRATEGIC ADVANTAGES TO DRIVE GROWTH

- **World-class** creative teams that operate on a global scale
- Collaborative culture that **empowers our talent** and enables creative expression
- Diverse multi-platform portfolio of **industry-leading titles and owned intellectual property that span key genres**
- **Leading** global marketing and sales distribution
- **Best-in-class live service capabilities** that leverage data science to drive user acquisition and recurrent consumer spending (e.g. virtual currency sales, in-app purchases, advertising)
OUR LONG-TENURED MANAGEMENT TEAM

STRAUSS ZELNICK  
CHAIRMAN AND CEO  
16 Years With Take-two

KARL SLATOFF  
PRESIDENT  
16 Years With Take-two

LAINIE GOLDSTEIN  
CFO  
20 Years With Take-two

DAN EMERSON  
CHIEF LEGAL OFFICER  
18 Years With Take-two
DIVERSE PORTFOLIO OF INDUSTRY-LEADING INTELLECTUAL PROPERTY

14 FRANCHISES WITH INDIVIDUAL TITLES THAT HAVE SOLD-IN OVER 5 MILLION UNITS

*Source: Sensor tower Game Intelligence based on in-app purchase revenue, combined App Store and Google Play data from April 2022-March 2023

16 OF THE TOP 200 U.S. GROSSING MOBILE GAMES*

*Source: Sensor tower Game Intelligence based on in-app purchase revenue, combined App Store and Google Play data from April 2022-March 2023
EXPANDED DEVELOPMENT CAPACITY

We have significantly expanded our development staff headcount to support our pipeline, which is the strongest and most diverse in our company’s history.

DEVELOPMENT STUDIO STAFF HEADCOUNT *

Includes additional development headcount following Zynga combination

* As of March 31 each year.
EXPANDING MARKET OPPORTUNITY

GLOBAL VIDEO GAME MARKET (In Billions)

2021: $216B
2022: $204B
2023E: $212B
2024E: $221B
2025E: $232B
2026E: $241B
2027E: $246B

Source: IDG Consulting, May 2022. Excludes hardware
**GAMING INDUSTRY HAS STRONG SECULAR TAILWINDS**

<table>
<thead>
<tr>
<th>Estimated</th>
<th>Total Global Video Game Players</th>
<th>Mobile Gaming Market Reached</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>3.2 BILLION</strong></td>
<td>CAGR expected from 2022-2025</td>
<td>~$123 BILLION in Gross Bookings in 2022</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Interactive Entertainment Market Estimated at</th>
<th>Interactive Entertainment is the #1 Entertainment Vertical</th>
<th>CAGR Expected from 2022-2027 for the Mobile Gaming Market</th>
</tr>
</thead>
<tbody>
<tr>
<td>~$204 BILLION* in 2022</td>
<td></td>
<td>5%</td>
</tr>
</tbody>
</table>

**49 MILLION GEN 9 CONSOLES OUTSTANDING**

Worldwide, as of December 31, 2022

Interactive entertainment is the #1 entertainment vertical

Source: IDG Consulting, ESA, Newzoo, and data.ai’s “State of Mobile 2023” report

* Includes mobile, digital PC, digital console and physical software (PC + Console)
ROCKSTAR GAMES

- Groundbreaking blockbuster titles
- Focused on internally owned and developed IP
- 10 internal studios
Circana, Retail & Digital Games Tracking Services: 10 Years ending December 2022

**THE GRAND THEFT AUTO FRANCHISE**

- One of the most **successful, iconic** and **critically acclaimed** brands in all of entertainment
- Pioneered the open-world genre
- Franchise has sold-in over **405 million units**
- Active development for the next entry in the *Grand Theft Auto* series is well underway

**GRAND THEFT AUTO V**

- Over **185 million units** sold-in to date
- Released across an unprecedented three console generations
- Reached **$1 billion in retail sales** faster than any entertainment release in history
- **Best-selling game of the past 10 years** in the U.S., based on both unit and dollar sales*

**GRAND THEFT AUTO ONLINE**

- Ever-changing world, driven by the **regular release** of free updates
- **Free** with every copy of *Grand Theft Auto V*
- **Standalone version** launched March 15, 2022
- Successfully launched **GTA+ membership** program in March 2022

* Circana, Retail & Digital Games Tracking Services: 10 Years ending December 2022
ROCKSTAR GAMES: DIVERSE PORTFOLIO OF INDUSTRY-LEADING OWNED INTELLECTUAL PROPERTY

THE RED DEAD REDEMPTION FRANCHISE

- Franchise has sold-in nearly **79M units** worldwide
- **Red Dead Redemption 2** sold-in over **55M units**
- **Red Dead Redemption 2**: *2nd best-selling title* in US in past 5 years based on dollar sales*
- **Red Dead Online** free with every copy of **Red Dead Redemption 2**
- Released **standalone version** of **Red Dead Online** in December 2020
- Announced the conversion of **Red Dead Redemption** and **Undead Nightmare** for Switch and PS4 to be released in August 2023

* Circana, Retail & Digital Games Tracking Services: 5 Years ending December 2022
ROCKSTAR GAMES: DIVERSE PORTFOLIO OF INDUSTRY-LEADING OWNED INTELLECTUAL PROPERTY

MAX PAYNE

• Rockstar Games’ most technologically sophisticated and cinematic action-shooter to date
• Announced that Remedy Entertainment, the creators of Max Payne, will remake the iconic Max Payne and Max Payne 2: The Fall of Max Payne video games in a new project agreement with Rockstar Games

L.A. NOIRE

• Utilized revolutionary facial animation technology and deep story to blur the lines between film and games
• First video game to be an official selection of the Tribeca Film Festival
• L.A. Noire: The VR Case Files is one of the industry’s top-rated virtual reality experiences

MIDNIGHT CLUB

• The Midnight Club franchise created the open-city street racing genre
2K

- Sports, shooter, action, role-playing and strategy titles
- Owned IP and long-term licensed brands
- 7 wholly owned studios
- Relationships with top external studios
**NBA 2K FRANCHISE**

**BEST-SELLING**
basketball simulation property based on dollar sales and units in the US*

**FRANCHISE EXTENDED**
with NBA 2K Online in China, NBA 2K Playgrounds 2, NBA 2K Mobile, NBA 2K for Apple Arcade, and NBA SuperCard

Franchise has sold-in nearly **140 MILLION** units worldwide

One of the **TOP CONTRIBUTORS** to TTWO’s recurrent consumer spending

---

* The NPD Group, Retail & Digital Games Tracking Services: October 2000-March 2022
## 2K: DIVERSE PORTFOLIO OF INDUSTRY-LEADING INTELLECTUAL PROPERTY: CORE

### BORDERLANDS

- Critically acclaimed, shooter-looter title
- Franchise has sold-in over **81M units**
- *Borderlands 3* is 2K’s **fastest selling title** and has sold-in over **18M units** to date
- *Borderlands 2* is 2K’s top-selling title with over **27M units sold-in to date**

### BIOSHOCK

- Unique, artistic, narrative-driven shooter
- Franchise has sold-in nearly **42 million units**
- Every game in the *BioShock* franchise has received perfect review scores from an accredited/Metacritic level media outlet

### SID MEIER’S CIVILIZATION

- One of world’s top strategy titles for PC
- Franchise has sold-in over **67 million units**
- Successful expansion packs

### TIINY TINA’S WONDERLANDS

- All-new, fantasy-fueled offering that has taken our partnership with Gearbox Software to new creative heights
- Released with 40% of its audience consisting of brand-new players to a Borderlands Franchise
- Supported with **four DLC packs in Fiscal 2023**
2K: DIVERSE PORTFOLIO OF INDUSTRY-LEADING INTELLECTUAL PROPERTY: SPORTS

**WWE 2K**

- On March 17th, 2K and Visual Concepts released *WWE 2K23*, the newest installment of the flagship WWE video game franchise
- Within the fiscal year, overall engagement with *WWE 2K* was up **171%**
- *WWE 2K23* enjoys the highest Metacritic review score average in the history of the series

**PGA TOUR 2K**

- *PGA TOUR 2K23* launched in October 2022, with Tiger Woods appearing exclusively in the franchise and serving as Executive Director/consultant through a long-term partnership
- *PGA TOUR 2K23* continues to impress critics and players alike, laying claim to the title of **Highest Rated Golf Sim** of the last decade on Xbox and PC

*Metacritic*
PRIVATE DIVISION

Publishing label focused on bringing titles from the industry’s leading creative talent to market
PRIVATE DIVISION KEY RELEASES & PROJECTS

KERBAL SPACE PROGRAM FRANCHISE

- Private Division owns and publishes the critically-acclaimed *Kerbal Space Program* and the upcoming *Kerbal Space Program 2*

- *Kerbal Space Program 2* launched into early access in February 2023, allowing players to see features as they are built and provide feedback to shape this exciting game through development

- Private Division owns and operates Intercept Games, based in Seattle, a team charged with working on games set in the Kerbal universe
PRIVATE DIVISION KEY RELEASES & PROJECTS

**AFTER US**

*After Us* launched on May 23rd, 2023. Players explore the corners of a surrealistic post-human world to give life on Earth a second chance in this touching story about sacrifice and hope.

**THE OUTER WORLDS**

Publishes *The Outer Worlds* by Obsidian Entertainment. The beloved sci-fi RPG received critical praise and was awarded 2019 Game of the Year by the New York Video Game Critic’s Circle. *The Outer Worlds: Spacer’s Choice Edition* was released in March 2023 for Xbox Series X|S, PlayStation 5, and PC

**ROLL7’S OLLIOLLIWORLD**

The label’s recently-acquired studio, Roll7, launched *OlliOlli World* in 2022. The game received significant critical praise for its unique art style and tight gameplay mechanics. The team also released two DLC packs for the game, *VOID Riders* and *Finding the Flowzone*, that were similarly beloved by critics. *OlliOlli World* won the prestigious DICE Award for Best Sports Game of 2022.

**ROLL7’S ROLLERDROME**

Roll7 launched *Rollerdrome* in August 2022. This original hybrid shooter-skater blends high octane combat with fluid movement and tricking mechanics. *Rollerdrome* won the BAFTA for Best British Game of 2022.

FORTHCOMING GAMES TO BE RELEASED FROM OWNED STUDIOS AND RENOWNED INDEPENDENT DEVELOPERS

AND MORE TO BE ANNOUNCED
 Zynga

- Pioneer in social gaming and a leading mobile game publisher
- Diverse portfolio of highly-engaging, top-grossing games
- Global player base across 175+ countries
- Successful track record of M&A execution
LEADING PORTFOLIO OF MOBILE GAMES

**CSR Racing franchise launched in 2012**  
**FarmVille franchise launched in 2009**

<table>
<thead>
<tr>
<th>Game</th>
<th>Studio</th>
<th>Launch Year</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CSR Racing 2</strong></td>
<td>NaturalMotion</td>
<td>2016*</td>
</tr>
</tbody>
</table>
| Studio: NaturalMotion  
| Launch: 2016*       | A visually stunning, fast-paced racing, game allowing players to customize their collection of supercars and race against their friends. |
| **Empires & Puzzles** | Small Giant Games   | 2017        |
| Studio: Small Giant Games  
| Launch: 2017        | A blend of approachable match-3 battles and deeper gameplay elements including hero collection, base building, and social alliances. |
| **FarmVille 3**     | Zynga               | 2021**      |
| Studio: Zynga       | Launch: 2021**      | A franchise of games where players can invest in a world all their own and express themselves by building, expanding and nurturing their own virtual farm. |
| **Golf Rival**      | StarLark            | 2018        |
| Studio: StarLark    | Launch: 2018        | A real-time player versus-player golfing game, with multiplayer tournaments on spectacular courses with customizable equipment. |
| **Harry Potter: Puzzles & Spells** | Zynga | 2020        |
| Studio: Zynga       | Launch: 2020        | A magical match-3 adventure brimming with the spells, humor, color and characters of the Harry Potter™ series. |
| **Merge Dragons!**  | Gram Games          | 2017        |
| Studio: Gram Games  | Launch: 2017        | A puzzle adventure game where our players can match and merge everything to produce artifacts and skills in furtherance of healing a magical land, harnessing the power of dragons and building their own camp to grow dragons. |
| **Merge Magic!**    | Gram Games          | 2019        |
| Studio: Gram Games  | Launch: 2019        | A puzzle adventure game where players can lift the curse on mysterious new worlds and collect whimsical characters while solving fun puzzles and unlocking enchanting new surprises along the way. |
| **Toon Blast**      | Peak                | 2017        |
| Studio: Peak        | Launch: 2017        | A level-based puzzle game where players create powerful combinations and progress through challenging obstacles as they travel through an immersive, magical cartoon world. |
| **Toy Blast**       | Peak                | 2015        |
| Studio: Peak        | Launch: 2015        | A fascinating color-matching puzzle game where players eliminate toy blocks and test their skills through challenging levels. |

* CSR Racing franchise launched in 2012  
** FarmVille franchise launched in 2009
### LEADING PORTFOLIO OF MOBILE GAMES

<table>
<thead>
<tr>
<th>Game</th>
<th>Studio</th>
<th>Launch</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Words With Friends</strong></td>
<td>Zynga</td>
<td>2017*</td>
<td>A word game featuring friendly competition that allows players to quickly connect with their friends and family, while also providing the opportunity to build relationships throughout the game experience.</td>
</tr>
<tr>
<td><strong>Zynga Poker</strong></td>
<td>Zynga</td>
<td>2007</td>
<td>An exciting card game that allows players to experience the thrill of the win as they compete against friends and family in one of their favorite casino card games.</td>
</tr>
<tr>
<td><strong>Social Slots</strong></td>
<td>Zynga</td>
<td></td>
<td>A portfolio of slots games that deliver players authentic, Vegas-style mobile gameplay with a diverse mix of popular entertainment brands.</td>
</tr>
<tr>
<td><strong>Casual Cards</strong></td>
<td>Zynga Turkey</td>
<td></td>
<td>A collection of classic single player and tournament style card games including Solitaire, Gin, Spades, and Okey with communities of skilled players.</td>
</tr>
<tr>
<td><strong>Hyper-casual</strong></td>
<td>Rollic</td>
<td></td>
<td>A portfolio of highly accessible games that offer instant gameplay and appeal to broad audiences globally. These games include breakout hits such as Hair Challenge, High Heels and Tangle Master.</td>
</tr>
<tr>
<td><strong>Dragon City</strong></td>
<td>Socialpoint</td>
<td>2012</td>
<td>Originally launched on Facebook in 2012 and mobile in January 2013. Has consistently ranked among the top 15 grossing Simulation games worldwide for more than 8 years.**</td>
</tr>
<tr>
<td><strong>Monster Legends</strong></td>
<td>Socialpoint</td>
<td>2013</td>
<td>Consistently charted in the annual top-200 grossing U.S. mobile games and top-20 grossing simulation games globally.*</td>
</tr>
<tr>
<td><strong>Top Eleven</strong></td>
<td>Nordeus</td>
<td>2011</td>
<td>The world’s most successful mobile soccer management game. Provides a platform for creating and managing soccer clubs, including daily competitions with a global community.</td>
</tr>
<tr>
<td><strong>Two Dots</strong></td>
<td>Zynga</td>
<td>2014</td>
<td>Downloaded 115+ million times, with over 4,025 levels of content. Selected as an Editor’s Choice in Google Play Store and Apple App Store.</td>
</tr>
</tbody>
</table>

* WWF franchise launched in 2009
** Source: Sensor Tower Game Intelligence, Combined App Store and Google Play Data
APPROACH TO LIVE SERVICES

PROVEN FORMULA

Acquisition + Engagement + Retention + Monetization = Lifetime Value

Through our unique approach, **user acquisition spend is allocated among studios by delivering bold beats that hit key KPIs**

OUR APPROACH

**STRONG GAME TEAMS**

**EXPERTS IN FREE-TO-PLAY**

**DIVERSIFIED PORTFOLIO**

THE LIVE SERVICES FOUNDATION

Data Science | Product Management | User Acquisition | Monetization | Customer Service/Rewards, Partnerships, and More
DIVERSIFIED LIVE SERVICES PORTFOLIO

PROVEN BRANDS ACROSS POPULAR CATEGORIES

<table>
<thead>
<tr>
<th>ACTION STRATEGY</th>
<th><img src="image" alt="CSR2" /></th>
<th><img src="image" alt="Superhero" /></th>
<th><img src="image" alt="Titan" /></th>
<th>![Vegas&lt;/image)</th>
<th><img src="image" alt="Casino" /></th>
</tr>
</thead>
<tbody>
<tr>
<td>CASUAL</td>
<td><img src="image" alt="W2" /></td>
<td><img src="image" alt="Bears" /></td>
<td><img src="image" alt="Brain" /></td>
<td><img src="image" alt="Ball" /></td>
<td><img src="image" alt="Rainbow" /></td>
</tr>
<tr>
<td>INVEST EXPRESS</td>
<td><img src="image" alt="Bunny" /></td>
<td><img src="image" alt="Coin" /></td>
<td><img src="image" alt="FV2" /></td>
<td><img src="image" alt="Candy" /></td>
<td><img src="image" alt="Red" /></td>
</tr>
<tr>
<td>SOCIAL CASINO</td>
<td><img src="image" alt="Rich" /></td>
<td><img src="image" alt="Slots" /></td>
<td><img src="image" alt="777" /></td>
<td><img src="image" alt="GOT" /></td>
<td><img src="image" alt="Spades" /></td>
</tr>
</tbody>
</table>

BOLD BEAT STRATEGY

**Bold Beats are new content and game play modes** designed to attract new audiences, deepen engagement for current players, and bring back lapsed players.

Our studio teams are continually investing in robust bold beat roadmaps that are rigorously tested with data science.
Hyper-casual has rapidly grown to become one of the largest and fastest growing categories in mobile

As one of the largest hyper-casual publishers in the world, Rollic has created a unique development process that leverages data insights and rigorous testing to repeatedly design and publish new, successful hyper-casual titles at a regular cadence

**Key benefits include:**
- Allows us to significantly grow our audience base and cross-promote our titles
- Expands and diversifies our advertising business
- Functions as a mitigant to recent data privacy changes
- Acts as a growth driver for Asia, given current market dynamics

![2.5B+ LIFETIME DOWNLOADS](image)

- HAIR CHALLENGE
  - 254M+ DOWNLOADS

- TANGLE MASTER 3D
  - 186M+ DOWNLOADS

- HIGH HEELS!
  - 157M+ DOWNLOADS
OUR STRATEGIES TO DRIVE GROWTH
COMPANY GROWTH DRIVERS

Strong fundamentals and a healthy balance sheet position us for a long-term trajectory of growth

KEY BUSINESS DRIVERS TO GROW OUR SCALE AND ENHANCE OUR MARGINS

• Investing in the strongest, most diverse development pipeline in the Company’s history

• Promoting engagement and growth in recurrent consumer spending

• Creating value from our combination with Zynga by:
  • Leveraging Zynga’s best-in-class platform across an expanded portfolio of mobile titles
  • Unlocking significant revenue opportunities and cost synergies that have the potential to meaningfully enhance Take-Two’s profitability

• Pursuing various emerging opportunities, geographies, and new businesses

• Continued focus on M&A to enhance growth potential and deliver long-term shareholder value, following a successful track record of transactions
## INVESTING IN THE STRONGEST DEVELOPMENT PIPELINE IN THE COMPANY’S HISTORY

<table>
<thead>
<tr>
<th></th>
<th>FY 2024 – FY 2026*</th>
<th>TITLES OFFICIALLY ANNOUNCED TO-DATE</th>
</tr>
</thead>
</table>
| Immersive Core       | 17                  | • NBA 2K24 (2K) – Launching September 8, 2023  
• WWE 2K24 (2K) – Launching Fiscal 2024  
• Judas (Ghost Story Games) – TBA                                                                                                                                  |
| Independent          | 7                   | • After Us (Private Division) – Launched May 23, 2023  
• Penny’s Big Breakaway (Private Division) – Launching Early Calendar 2024  
• Title planned from partnership with Weta Workshop  
• Title planned from partnership with Game Freak                                                                                                                  |
| Mobile** (Currently scheduled for worldwide launch) | 18                  | • Star Wars Hunters (Zynga) – Planned for worldwide launch in Fiscal 2024  
• Top Troops (Zynga) – Planned for worldwide launch in Fiscal 2024  
• Grand Theft Auto: The Trilogy – The Definitive Edition (Rockstar Games) – TBA                                                                                     |
| Mid-Core             | 4                   | • LEGO 2K Drive (2K) – Launched May 19, 2023                                                                                                                                       |
| New Iterations of Previously Released Titles | 6                   | • Conversion of Red Dead Redemption and Undead Nightmare for Switch and PS4 – Launching August 17, 2023                                                                                     |

* FY24-26 release estimates provided as of May 17, 2023. Full updated FY25/26 pipeline details to be given with Q4 FY2024 results.  
** Mobile count only includes titles in our plans for worldwide launch and excludes hyper-casual games.  
These titles are a snapshot of our current development pipeline. It is likely that some of these titles will not be developed through completion, that launch timing may change, and that we will also be adding new titles to our slate.
PIPELINE DEFINITIONS

IMMERSIVE CORE
Titles that have the deepest gameplay and the most hours of content. Examples include our key sports franchises (like PGA 2K and NBA 2K) as well as Grand Theft Auto and Red Dead Redemption (to name a few).

INDEPENDENT
Externally developed Private Division releases.

MOBILE
Any title released on a mobile platform. Our title counts only include titles that are currently scheduled for worldwide launch and exclude hyper-casual games.

MID-CORE
Titles that are either an arcade title (like WWE Battlegrounds) or games that have many hours of gameplay, but not to the same extent as an immersive core title.

NEW ITERATIONS OF PRIOR RELEASES
This includes ports and remastered titles. Sequels would not fall into this category.
PROMOTING ENGAGEMENT AND GROWTH IN RECURRENT CONSUMER SPENDING

KEY GROWTH DRIVERS:
- Enhance Live Services across entire Zynga portfolio (including legacy T2 Mobile games)
- Create new games
- Expand hyper-casual, with a focus on profitability
- Pursue high-growth and emerging mobile markets
- Grow advertising
- Test new business models
- Explore select mobile M&A opportunities

KEY GROWTH DRIVERS:
- Drive virtual currency sales in existing games, with NBA 2K and Grand Theft Auto Online the two largest individual contributors to RCS
- Create add-on content for key titles, including Season Passes and DLC packs
- Develop a post-launch monetization plan for each new title in our pipeline
- Deliver select free-to-play console games
- Bring select mobile titles to console/PC
LEVERAGING ZYNGA’S BEST-IN-CLASS PLATFORM ACROSS AN EXPANDED PORTFOLIO OF MOBILE TITLES

PLAYERS
- Global Player Base

DIVERSIFIED GAMES PORTFOLIO
- Top 5 Mobile Game Publisher in the World

GLOBAL STUDIOS
- Deep Publishing Expertise

TALENT, TOOLS & TECHNOLOGY
- BUILD
  - Analytics & Publishing Tools
  - Consumer Insights
- SCALE
  - Chartboost Demand Side Platform
  - Zynga Identity Service
- ENGAGE, RETAIN & MONETIZE
  - Product Management
  - Data Science
  - Chartboost Mediation and Supply Side Platform
  - VIP & Partnership Teams
UNLOCKING SIGNIFICANT REVENUE OPPORTUNITIES AND COST SYNERGIES FROM ZYNGA COMBINATION

NET BOOKINGS OPPORTUNITIES

• We believe we can deliver over $500 million of annual Net Bookings opportunities over time by:
  • Implementing new bold beats, driven by new content and other live-service enhancements
  • Cross-promoting content to a broader & more diversified audience
  • Creating a centralized library for development technologies and tools
  • Acquiring new users more efficiently by leveraging the Chartboost demand-side platform
  • Enhancing the monetization of in-game advertising by using Chartboost’s supply-side platform
  • Introducing mobile games for some of our most popular and proven intellectual properties
  • Establishing a more meaningful presence in key mobile-first emerging markets
  • Further focusing on innovation and emerging business models

COST SYNERGIES

• We are on track to deliver over $100 million of annual cost synergies within the first two years post-close by:
  • Reducing duplicative corporate overhead and contracts
  • Consolidating systems
  • Rationalizing our real estate footprint
  • Leveraging Zynga’s marketing functions across our other mobile businesses
  • Exploring additional areas of efficiencies
PURSING VARIOUS EMERGING OPPORTUNITIES AND NEW BUSINESS OPPORTUNITIES

- Subscriptions
- Direct to Consumer
- Streaming/Cloud Gaming
- Esports
- Growth Markets
- Emerging Opportunities (WEB3)
CONTINUED FOCUS ON M&A TO ENHANCE GROWTH POTENTIAL AND DELIVER LONG-TERM SHAREHOLDER VALUE

<table>
<thead>
<tr>
<th>Year</th>
<th>Acquisitions</th>
</tr>
</thead>
<tbody>
<tr>
<td>2017 FY</td>
<td>Socialpoint</td>
</tr>
<tr>
<td>2018 FY</td>
<td>Kerbal Space Program</td>
</tr>
<tr>
<td>2019 FY</td>
<td>DHRUVAA</td>
</tr>
<tr>
<td>2020 FY</td>
<td>DOTS</td>
</tr>
<tr>
<td>2021 FY</td>
<td>RUFFIAN</td>
</tr>
<tr>
<td>2022 FY</td>
<td>NORDEUS</td>
</tr>
<tr>
<td>2023 FY</td>
<td>Zynga</td>
</tr>
</tbody>
</table>

(Hookbang)

roll7

storemaven

POPCORE
OUR FINANCIALS
DRIVING LONG-TERM NET BOOKINGS GROWTH

($ in Millions)

Reflects our transformative combination with Zynga

FY 2019  FY 2020  FY 2021  FY 2022  FY 2023
Recruent Consumer Spending
Full Game & Other Sales
NET BOOKINGS ARE DIVERSIFIED ACROSS VARIOUS PLATFORMS

($ in Millions)

<table>
<thead>
<tr>
<th>Platform</th>
<th>FY 2019</th>
<th>FY 2020</th>
<th>FY 2021</th>
<th>FY 2022</th>
<th>FY 2023</th>
</tr>
</thead>
<tbody>
<tr>
<td>Console</td>
<td>$2,502</td>
<td>$2,198</td>
<td>$2,637</td>
<td>$2,440</td>
<td>$2,258</td>
</tr>
<tr>
<td>PC and Other</td>
<td>$184</td>
<td>$191</td>
<td>$617</td>
<td>$405</td>
<td>$524</td>
</tr>
<tr>
<td>Mobile</td>
<td>$243</td>
<td>$602</td>
<td>$563</td>
<td>$524</td>
<td>$524</td>
</tr>
</tbody>
</table>

% OF FY2023 NET BOOKINGS:
- Mobile: 47%
- PC and Other: 10%
- Console: 43%

Net bookings are diversified across various platforms.
STRONG CASH BALANCE

CASH & EQUIVALENTS* ($ in Millions)

FY 2019 FY 2020 FY 2021 FY 2022 FY 2023

$1,571 $2,022 $2,732 $2,552 $1,014

* Combination with Zynga completed in May 2022.
OUR CULTURE

Our mission is to be the most creative, innovative, and efficient entertainment company in the world.
OUR RECOGNITIONS

IT'S OFFICIAL!
Thanks to you, our employees - we're proud to have earned Great Place to Work® Certification™ for the 2nd year in a row! Our company culture is our top priority!

Great Place To Work ®
Certified
APR 2022-APR 2023
USA

Take-Two is honored to be recognized by Built In as a 2023 Best Place to Work:
New York City Best Large Places to Work
San Francisco Best Large Places to Work
Seattle Best Large Places to Work
Seattle Best Places to Work

FOOTNOTE

Putting people before profits and creating a diverse culture of belonging.

#GPHonors

NEW YORK

BEST WORKPLACES
IN NEW YORK™
2021
OUR COMMITMENT TO PHILANTHROPY

We are committed to supporting numerous charitable organizations throughout the world.
We recognize our responsibility and capacity to help be a force for good within our society. Whether supporting international, national, or local organizations in the areas where we operate, our Company’s efforts include:

- **Industry-wide initiatives** led by the Entertainment Software Association

- **Educational programs**, especially for students in **underserved communities**, to develop STEM and creative skills that can be helpful in pursuing related college degrees and future positions within our industry

- Programs that **promote and influence diversity, equity, and inclusion** in the industry and workplace

- Chambers of commerce, **food pantries and shelters, and youth programs**

- Employee volunteerism opportunities around **environmental sustainability, mentoring, and preparing and serving meals** to those in need
In addition to reporting financial results in accordance with U.S. generally accepted accounting principles (GAAP), the Company uses a Non-GAAP measure of financial performance: Adjusted Unrestricted Operating Cash Flow, which is defined as GAAP net cash from operating activities, adjusted for changes in restricted cash. The Company’s management believes it is important to consider Adjusted Unrestricted Operating Cash Flow, in addition to net cash from operating activities, as it provides more transparency into current business trends without regard to the timing of payments from restricted cash, which is primarily related to a dedicated account limited to the payment of certain internal royalty obligations.

This Non-GAAP financial measure is not intended to be considered in isolation from, as a substitute for, or superior to, GAAP results. This Non-GAAP financial measure may be different from similarly titled measures used by other companies. In the future, Take-Two may also consider whether other items should also be excluded in calculating this Non-GAAP financial measure used by the Company.

Management believes that the presentation of this Non-GAAP financial measure provides investors with additional useful information to measure Take-Two’s financial and operating performance. In particular, this measure facilitates comparison of our operating performance between periods and may help investors to understand better the operating results of Take-Two. Internally, management uses this Non-GAAP financial measure in assessing the Company’s operating results and in planning and forecasting. A reconciliation of this Non-GAAP financial measure to the most comparable GAAP measure is contained in the chart below.

<table>
<thead>
<tr>
<th>NET CASH FROM OPERATING ACTIVITIES</th>
<th>Twelve Months Ended March 31,</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2023</td>
</tr>
<tr>
<td>Net change in Restricted cash(1)</td>
<td>$54.6</td>
</tr>
<tr>
<td>Adjusted Unrestricted Operating Cash Flow</td>
<td>$55.7</td>
</tr>
</tbody>
</table>

(1) Net change in Restricted cash

<table>
<thead>
<tr>
<th>RESTRICTED CASH BEGINNING OF PERIOD</th>
<th>Twelve Months Ended March 31,</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2023</td>
</tr>
<tr>
<td>Restricted cash beginning of period</td>
<td>$463.3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RESTRICTED CASH END OF PERIOD</th>
<th>Twelve Months Ended March 31,</th>
</tr>
</thead>
<tbody>
<tr>
<td>Restricted cash end of period</td>
<td>$407.2</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RESTRICTED CASH RELATED TO ACQUISITIONS</th>
<th>Twelve Months Ended March 31,</th>
</tr>
</thead>
<tbody>
<tr>
<td>Restricted cash related to acquisitions</td>
<td>1.5</td>
</tr>
</tbody>
</table>

\[
\text{Adjusted Unrestricted Operating Cash Flow} = \text{Net cash from operating activities} + \text{Net change in Restricted cash}
\]