



TAKE-TWO INTERACTIVE
SOFTWARE, INC.

(NASDAQ: TTWO)

AUGUST 2022

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 acquisition of Zynga; 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 both consumer demand and the discretionary spending patterns of our customers as the situation with the pandemic continues to evolve; 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; 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. 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.

COMPANY OVERVIEW



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

				
CONSOLE	X	X	X	
PC	X	X	X	
MOBILE	X	X		X



OUR APPROACH

OUR STRATEGY

To create the highest-quality, **most engaging interactive entertainment** franchises in the business and deliver them **across an array of platforms** to captivate our global audience.

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)

DIVERSE PORTFOLIO OF INDUSTRY-LEADING INTELLECTUAL PROPERTY

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



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

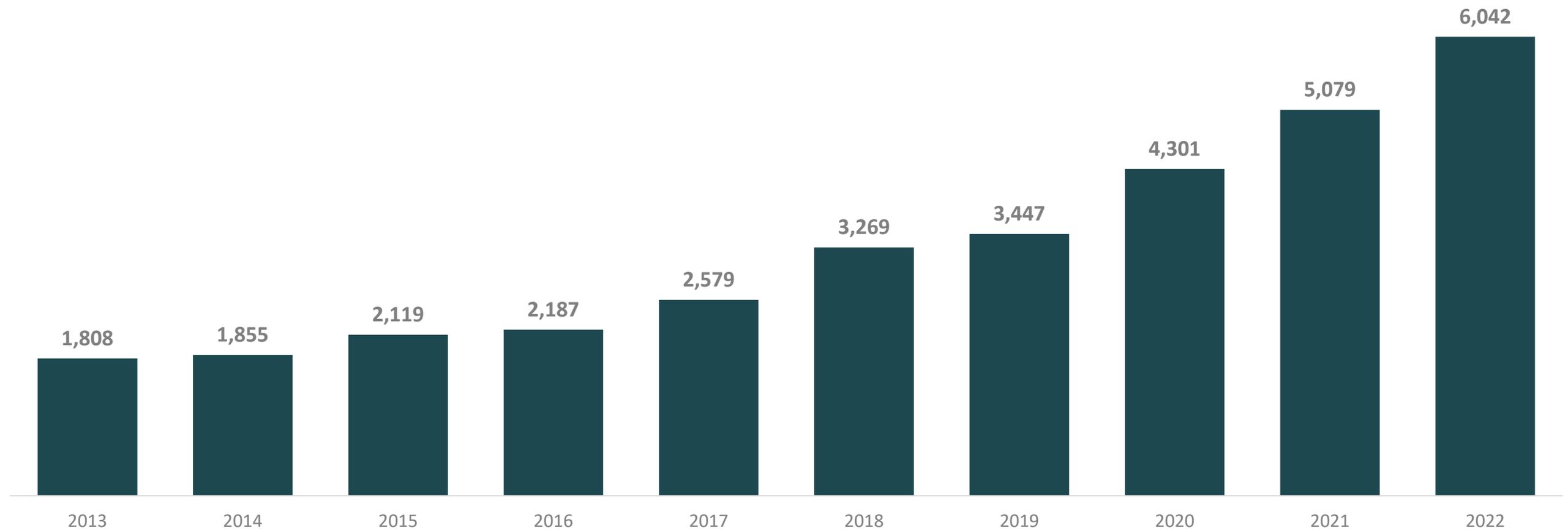


* Source: Sensor Tower Game Intelligence based on in-app purchase revenue, combined App Store and Google Play data from April – June 2022

EXPANDED DEVELOPMENT CAPACITY

We have significantly **expanded** our development staff headcount to **support our pipeline**, which is the largest in our company's history.

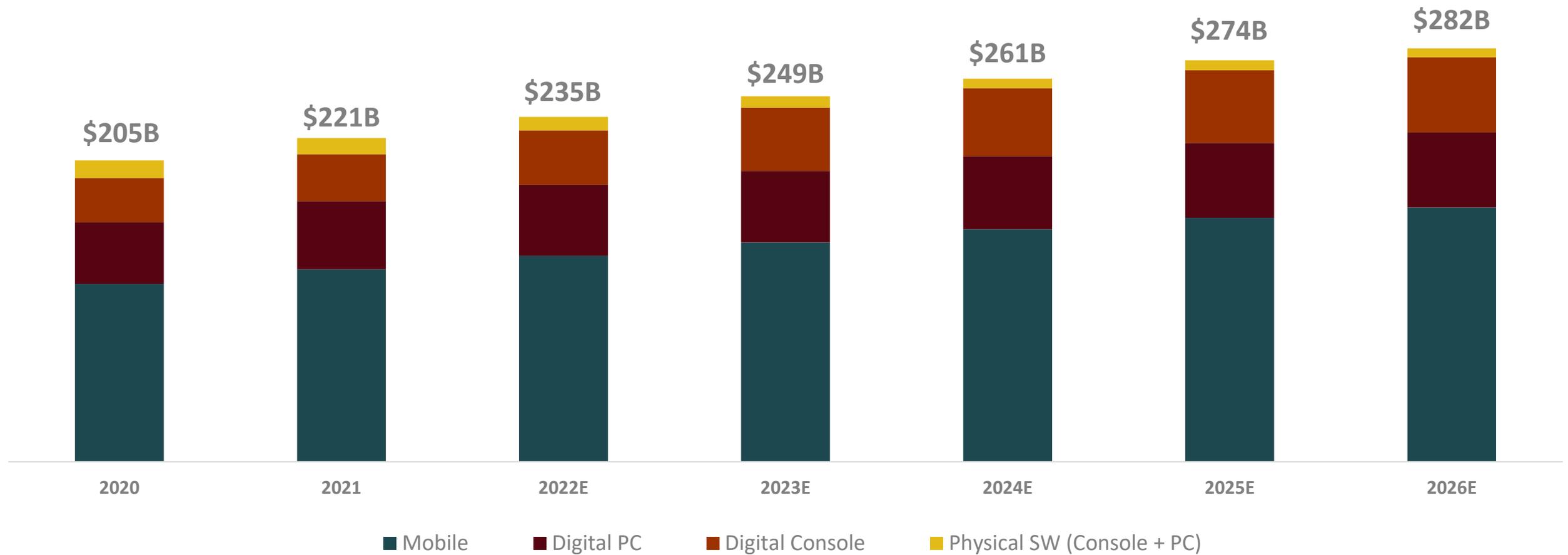
DEVELOPMENT STUDIO STAFF HEADCOUNT *



* As of March 31 each year. Does not reflect Zynga headcount

EXPANDING MARKET OPPORTUNITY

GLOBAL VIDEO GAME MARKET (In Billions)



Source: IDG Consulting, May 2022. Excludes hardware

GAMING INDUSTRY HAS STRONG SECULAR TAILWINDS

There were
3.0 BILLION
global video game
players in 2021

4%
Total global
video game players
CAGR expected from 2021-2024

Average age of a gamer is
31
YEARS OLD

653
MILLION
HOURS

of gameplay watched on average each
week across Twitch, Youtube Gaming
and Facebook Gaming
in 2021

Interactive entertainment market
estimated at
~\$221 BILLION*
in 2021

There were nearly
83 BILLION
mobile game downloads
in 2021

Interactive entertainment is the
#1
entertainment vertical

Mobile gaming market
estimated at
~\$131 BILLION
in Gross Bookings in 2021



Source: App Annie, IDG Consulting, ESA, Newzoo, Streamlabs and Stream Hatchet

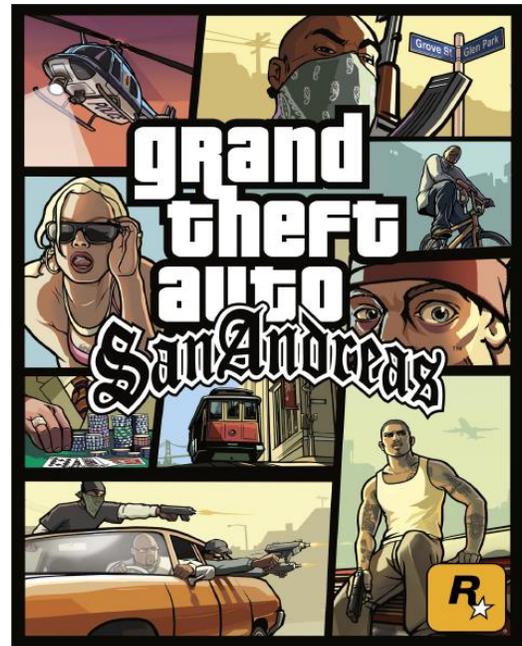
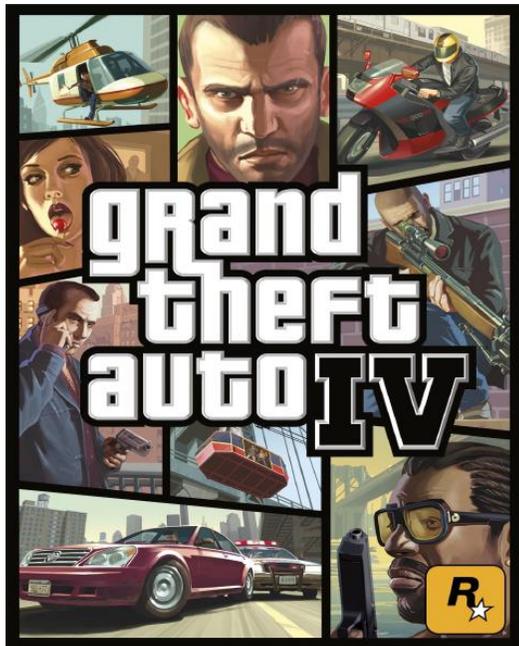
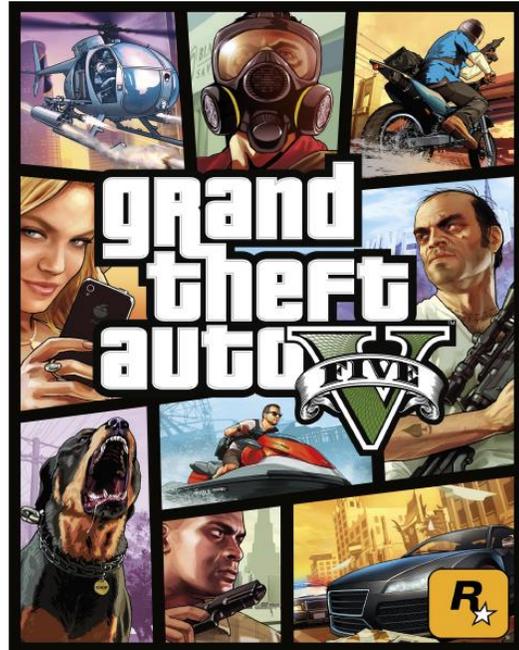
* Includes mobile, digital PC, digital console and physical software (PC + Console)



ROCKSTAR GAMES

- Groundbreaking blockbuster titles
- Focused on internally owned and developed IP
- 10 internal studios

ROCKSTAR GAMES: DIVERSE PORTFOLIO OF INDUSTRY-LEADING OWNED INTELLECTUAL PROPERTY



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 **380 million units**

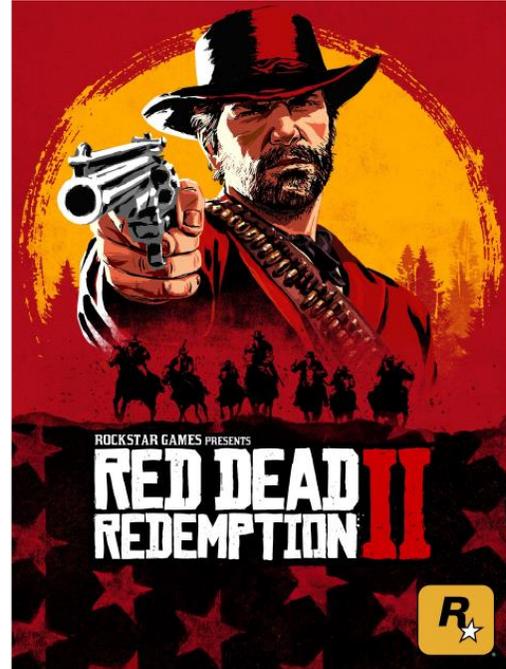
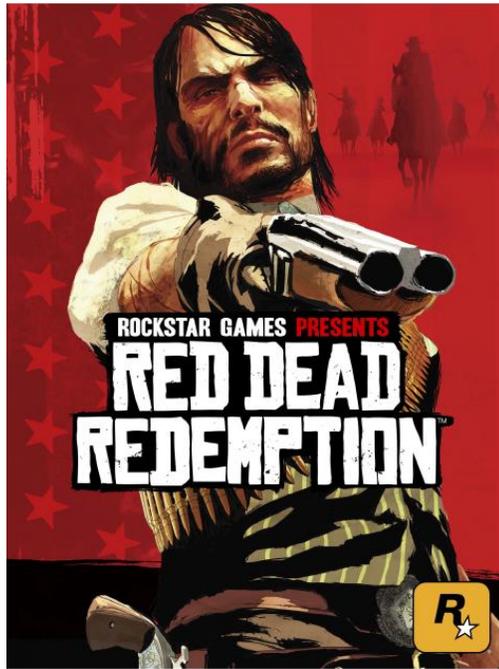
GRAND THEFT AUTO V

- Nearly **170 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 (over 40 to date)
- **Free** with every copy of *Grand Theft Auto V*
- **Standalone version** launched March 15, 2022
- **Successfully launched GTA+ membership** program in March 2022

ROCKSTAR GAMES: DIVERSE PORTFOLIO OF INDUSTRY-LEADING OWNED INTELLECTUAL PROPERTY



THE RED DEAD REDEMPTION FRANCHISE

- Franchise has sold-in over **68M units** worldwide
- *Red Dead Redemption 2* sold-in over **45M 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

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



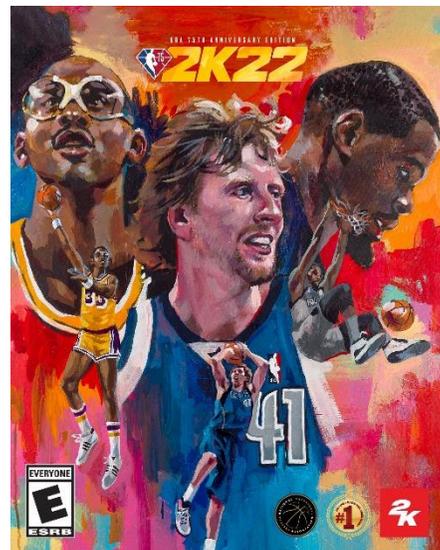
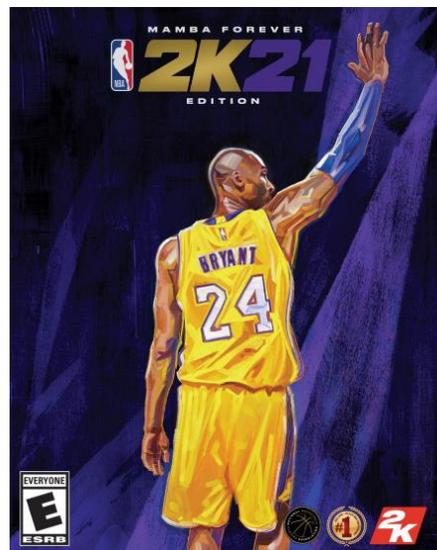
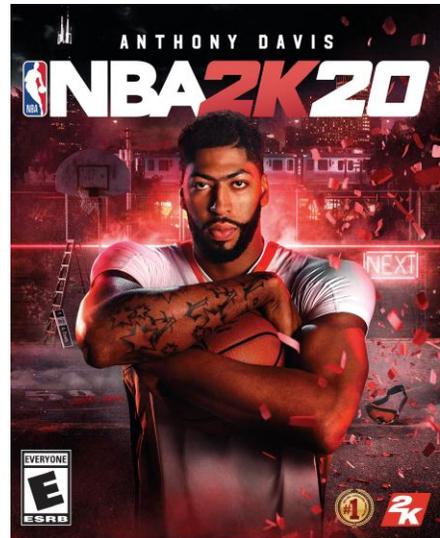
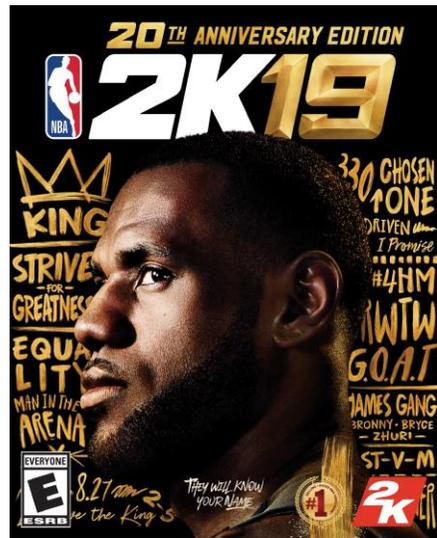
- The *Midnight Club* franchise created the open-city street racing genre



2K

- Sports, shooter, action, role-playing and strategy titles
- Owned IP and long-term licensed brands
- 7 wholly owned studios, some of which have multiple locations
- Relationships with top external studios

NBA 2K FRANCHISE



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

Franchise has
sold-in over
125 MILLION
units worldwide

One of the
TOP
CONTRIBUTORS
to TTWO's recurrent
consumer spending

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

NBA 2K League,
**THE FIRST COMPETITIVE
GAMING LEAGUE**
jointly owned by
a U.S. professional
sports league,
debuted in May 2018

2K: DIVERSE PORTFOLIO OF INDUSTRY-LEADING INTELLECTUAL PROPERTY

BORDERLANDS



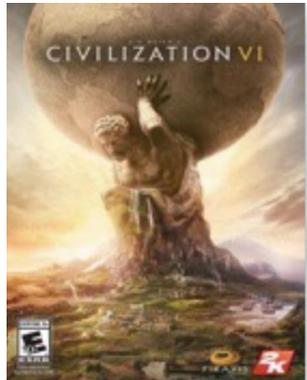
- **Critically acclaimed**, shooter-looter title
- Franchise has sold-in over **75M units**
- *Borderlands 3* is 2K's **fastest selling title** and has sold-in **over 15M units** to date
- *Borderlands 2* is 2K's top-selling title with over **26M units sold-in to date**

BIOSHOCK



- **Unique, artistic**, narrative-driven shooter
- Franchise has sold-in over **39 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 62 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
- Viewed as **best new franchise from 2K** in several years
- Being supported with four DLC packs in Fiscal 2023

2K: DIVERSE PORTFOLIO OF INDUSTRY-LEADING INTELLECTUAL PROPERTY

MAFIA



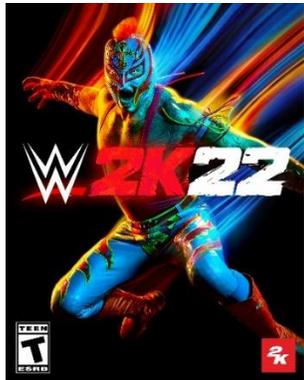
- **Authentic, action-packed** gangster saga
- The first *Mafia* game **received numerous industry awards and nominations** recognizing its gameplay, soundtrack, storyline and graphics

XCOM



- Reimagined classic franchise as **critically acclaimed**, turn-based strategy game

WWE 2K



- **Successful, long-running** World Wrestling Entertainment video game franchise
- *WWE SuperCard* is 2K's **highest-grossing mobile game** with more than **27 million downloads**
- In terms of units in the US, *WWE 2K22* had the **best Month 1 of any title in WWE 2K franchise history*****

PGATOUR 2K



- *PGA TOUR 2K21* sold-in over **3 million units** to-date
- Entered exclusive, long-term partnership with **Tiger Woods to appear exclusively in franchise** and serve as Executive Director/consultant
- In just 20 months in market, *PGA TOUR 2K21* is **the third best-selling golf game in tracked history** based on units in the US*
- **Highest-rated** golf simulation of the current console generation**



*The NPD Group, Retail & Digital Games Tracking Services: October 2000 – March 2022

** Metacritic

*** The NPD Group, Retail & Digital Games Tracking Services: October 2000 – March 2022



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*
- On June 24th, 2021, the beloved space simulation title celebrated 10 years from its original launch
- Private Division owns and operates Intercept Games, based in Seattle, a team charged with working on games set in the Kerbal universe



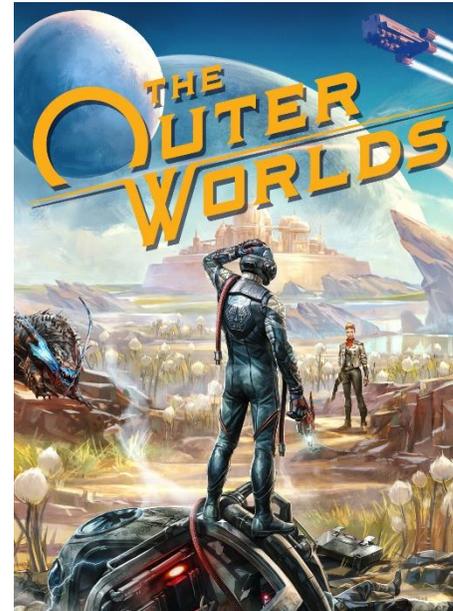
PRIVATE DIVISION KEY RELEASES & PROJECTS

ROLL7'S OLLIOLLIWORLD & ROLLERDROME



- The label's recently-acquired studio, Roll7, launched *OlliOlli World* in February, which received significant critical praise for its unique art style and tight gameplay mechanics. The game's first DLC, *VOID Riders*, was similarly beloved by critics. The game's second and final DLC launches later this year
- Roll7 will also launch *Rollerdrome* in August. This original hybrid shooter-skater blends high octane combat with fluid movement and tricking mechanics

THE OUTER WORLDS



- Launched *The Outer Worlds* by Obsidian Entertainment, including the *Peril on Gorgon* DLC and the *Murder on Eridanos* DLC
- 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

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

T2



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 SOCIAL GAMES



CSR Racing 2
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
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
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
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
Studio: **Zynga**
Launch: **2020**

A magical match-3 adventure brimming with the spells, humor, color and characters of the Harry Potter™ series.



Merge Dragons!
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!
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
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
Studio: **Peak**
Launch: **2015**

A fascinating color-matching puzzle game where players eliminate toy blocks and test their skills through challenging levels.

LEADING PORTFOLIO OF SOCIAL GAMES



Words With Friends
Studio: Zynga
Launch: 2017*

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.



Zynga Poker
Studio: Zynga
Launch: 2007

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.



Social Slots
Studio: Zynga

A portfolio of slots games that deliver players authentic, Vegas-style mobile gameplay with a diverse mix of popular entertainment brands.



Casual Cards
Studio: Zynga Turkey

A collection of classic single player and tournament style card games including Solitaire, Gin, Spades, and Okey with communities of skilled players.



Hyper-casual
Studio: Rollic

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.



Dragon City
Studio: Socialpoint
Launch: 2012

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.**



Monster Legends
Studio: Socialpoint
Launch: 2013

Consistently charted in the annual top-200 grossing U.S. mobile games and top-20 grossing simulation games globally.*



Top Eleven
Studio: Nordeus
Launch: 2011

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.



Two Dots
Studio: Playdots
Launch: 2014

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.

* WWF franchise launched in 2009

** Source: Sensor Tower Game Intelligence, Combined App Store and Google Play Data

APPROACH TO LIVE SERVICES

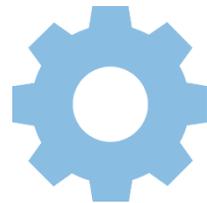
PROVEN FORMULA

$$\text{Acquisition} + \text{Engagement} + \text{Retention} + \text{Monetization} = \text{Lifetime Value}$$

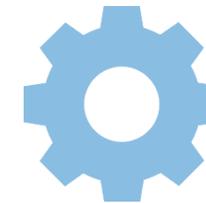
Through our unique approach, user acquisition spend is allocated among studios by delivering bold beats that hit key KPIs

OUR APPROACH

STRONG
GAME TEAMS



EXPERTS
IN FREE-TO-PLAY



DIVERSIFIED
PORTFOLIO

THE LIVE SERVICES FOUNDATION



Data Science



Product Management



User Acquisition



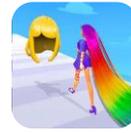
Monetization



VIP, Partnerships, and More

DIVERSIFIED LIVE SERVICES PORTFOLIO

PROVEN BRANDS ACROSS POPULAR CATEGORIES

ACTION STRATEGY	    
CASUAL	          
INVEST EXPRESS	   
SOCIAL CASINO	         

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

APPROACH TO HYPER-CASUAL



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

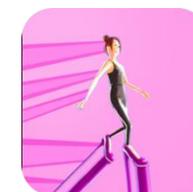
1B+ LIFETIME
DOWNLOADS



HAIR CHALLENGE
+225M DOWNLOADS



TANGLE MASTER 3D
+175M DOWNLOADS



HIGH HEELS!
+150M 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 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

	FY 2023 – FY 2025*	TITLE ANNOUNCED TO-DATE
Immersive Core	24	<ul style="list-style-type: none"> • <i>The Quarry</i> (2K) – Launched June 10, 2022 (Fiscal 2023) • <i>NBA 2K23</i> (2K) – Launching September 9, 2022 (Fiscal 2023) • <i>Marvel's Midnight Suns</i> (2K) – Fiscal 2023 (PS5, Xbox Series X/S, PC); TBA (PS4, Xbox One, Switch) • <i>Kerbal Space Program 2</i> (Private Division) - PC Launching 4Q of Fiscal 2023 PGA Tour, 2K23 and <i>WWE 2K23</i> – Launching Fiscal 2023
Independent	10	<ul style="list-style-type: none"> • <i>Rollerdrome</i> (Private Division) – Launching August 16, 2022 (Fiscal 2023)
Mobile** (Titles in development & soft launch)	38	<ul style="list-style-type: none"> • <i>Grand Theft Auto: The Trilogy – The Definitive Edition</i> (Rockstar Games) • Several Zynga titles in soft-launch, including <i>Star Wars Hunters</i>
Mid Core	7	<ul style="list-style-type: none"> • <i>New Tales from the Borderlands</i> Game – Launching Fiscal 2023
New Iterations of Previously Released Titles	8	

* FY23-25 title count release estimates provided as of May 16, 2022; however, mobile titles have been updated on August 8, 2022 to reflect Zynga. Full updated FY24/25 pipeline details to be given with Q4 FY2023 results

** Mobile count excludes Rollic's portfolio of hypercasual 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.

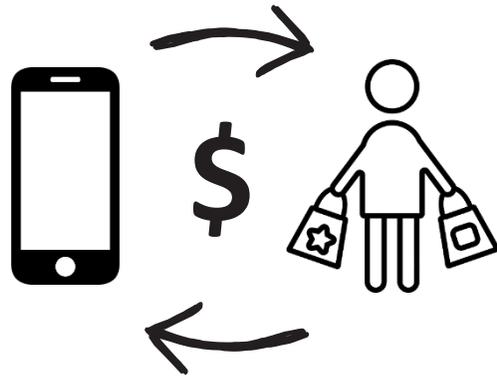
MID-CORE

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.

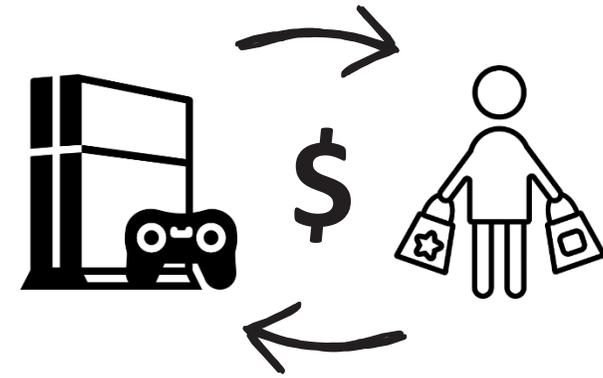
PROMOTING ENGAGEMENT AND GROWTH IN RECURRENT CONSUMER SPENDING



MOBILE

KEY GROWTH DRIVERS:

- Enhance Live Services across entire Zynga portfolio (including legacy T2 Mobile games)
- Create new games
- Expand hypercasual
- Pursue high-growth and emerging mobile markets
- Grow advertising
- Test new business models
- Explore select mobile M&A opportunities



CONSOLE/PC TITLES

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 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 expect to deliver \$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



PURSUING 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

RECENT ACQUISITIONS

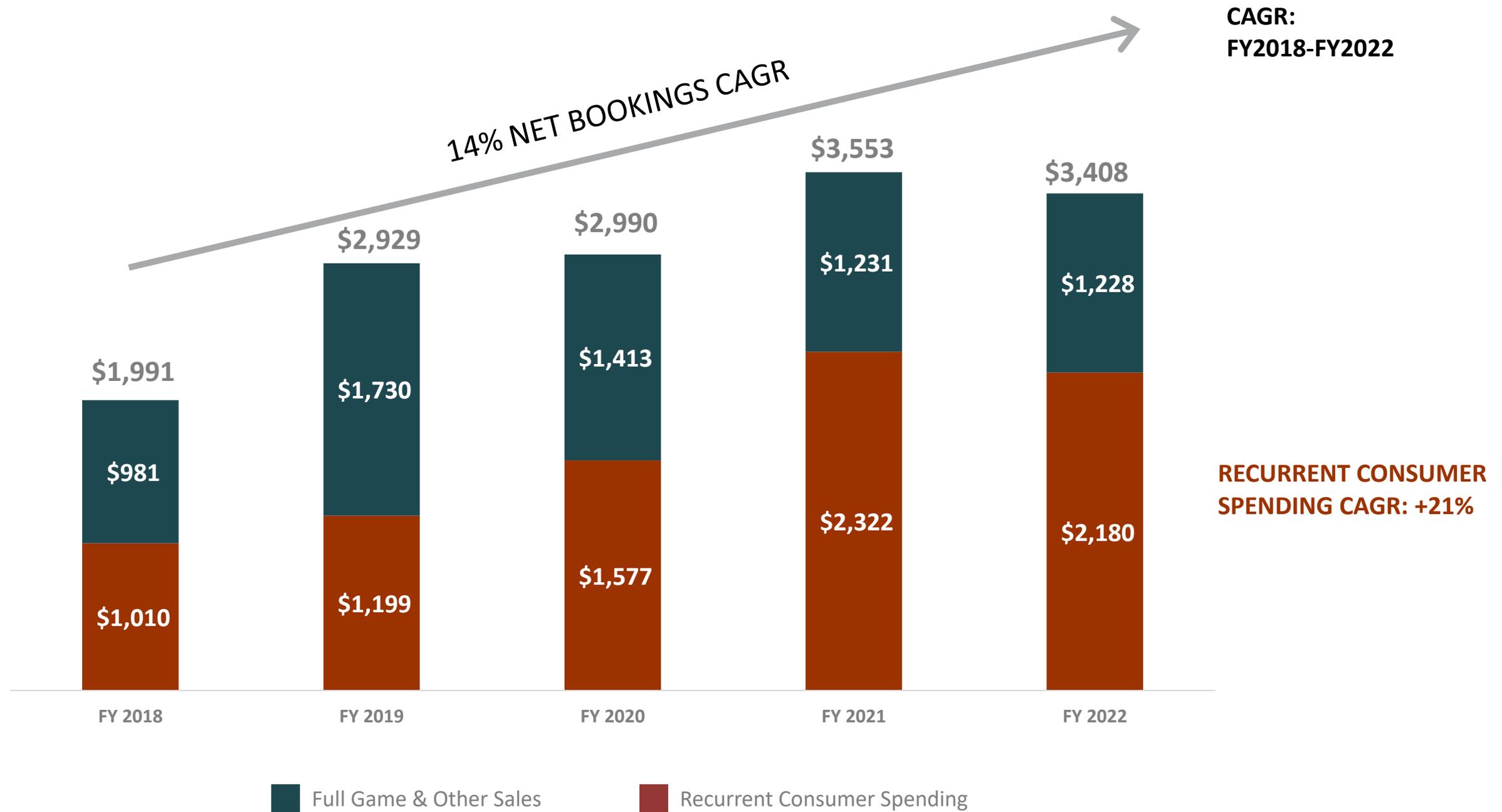




OUR FINANCIALS

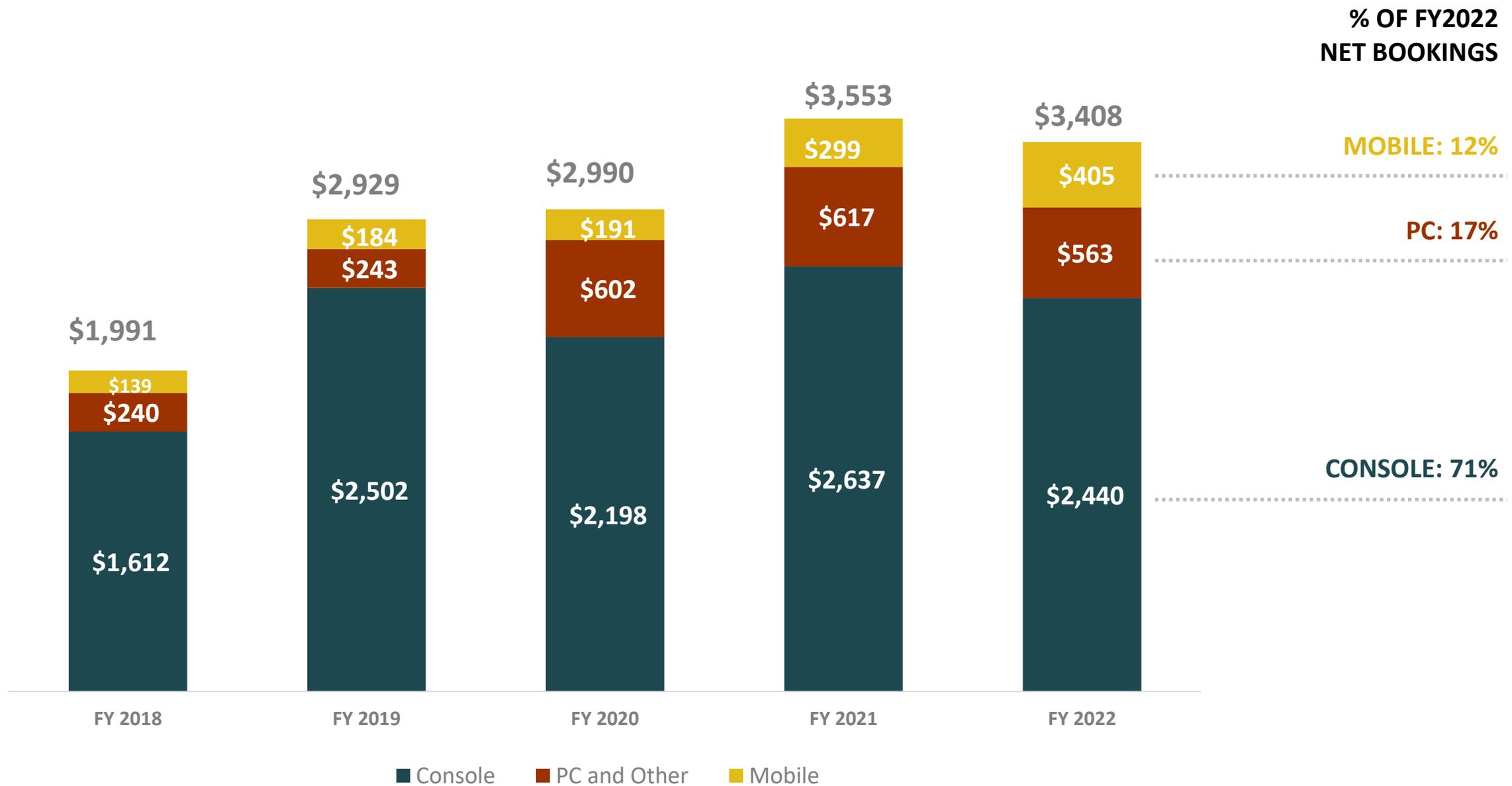
DRIVING LONG-TERM NET BOOKINGS GROWTH

(\$ in Millions)



NET BOOKINGS ARE DIVERSIFIED ACROSS VARIOUS PLATFORMS

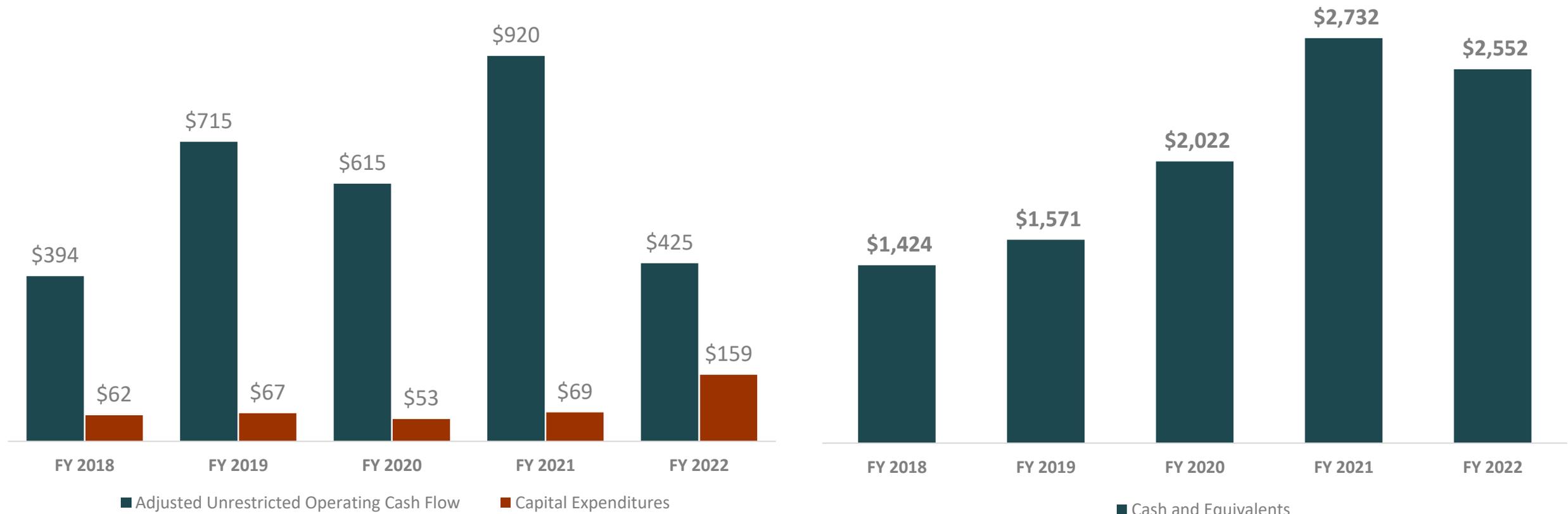
(\$ in Millions)



OUR BUSINESS IS HIGHLY CASH GENERATIVE

ADJUSTED UNRESTRICTED
OPERATING CASH FLOW (NON-GAAP) *
AND CAPITAL EXPENDITURES
(\$ in Millions)

CASH & EQUIVALENTS
(\$ in Millions)



* During Q2 FY19, the Company began reporting 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. Prior periods have been restated in the chart above. Please see the slide titled "Non-GAAP Financial Measure" for additional information and a reconciliation to GAAP



OUR CULTURE

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

OUR RECOGNITIONS

We're Great Place to Work-Certified™!



Take-Two Interactive Software, Inc.

89% of employees at Take-Two Interactive Software, Inc. say it is a great place to work compared to 57% of employees at a typical U.S.-based company*



Source: Great Place to Work® 2021 U.S.National Employee Engagement Study*

FORTUNE



BEST
SMALL AND MEDIUM
WORKPLACES IN
IN NEW YORK™

2020



OUR COMMITMENT TO PHILANTHROPY

We are committed to supporting numerous charitable organizations throughout the world



GIVING BACK AT TAKE-TWO

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



NON-GAAP FINANCIAL MEASURE

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.

TAKE-TWO INTERACTIVE SOFTWARE, INC. AND SUBSIDIARIES RECONCILIATION OF GAAP TO NON-GAAP MEASURE

(in thousands)

	Twelve Months Ended March 31,	
	2022	2021
Net cash from operating activities	\$ 243,355	\$ 912,318
Net change in Restricted cash ⁽¹⁾	166,948	7,965
Adjusted Unrestricted Operating Cash Flow	\$ 424,932	\$ 920,283

	Twelve Months Ended March 31,	
	2022	2021
Restricted cash beginning of period	\$ 637,363	\$ 635,728
Restricted cash end of period	463,284	637,363
Restricted cash related to acquisitions	7,131	9,600
⁽¹⁾ Net change in Restricted cash	\$ 166,948	\$ 7,965





THANK YOU