NOVEMBER 2026

TAKE-TWO INTERACTIVE SOFTWARE, INC.

(NASDAQ: TTWO)

CAUTIONARY NOTE: FORWARD-LOOKING STATEMENTS

The statements contained herein, which are not historical facts, including statements relating to Take-Two Interactive Software, Inc.'s ("Take-Two," the "Company," "we," "us," or similar pronouns) outlook, 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 our future business and financial performance. Such forward-looking statements are based on the current beliefs of our management as well as assumptions made by and information currently available to them, which are subject to inherent uncertainties, risks, and changes in circumstances that are difficult to predict. Actual outcomes and results may vary materially from these forward-looking statements based on a variety of risks and uncertainties including risks relating to the timely release and significant market acceptance of our games; the risks of conducting business internationally, including as a result of unforeseen geopolitical events; the impact of changes in interest rates by the Federal Reserve and other central banks, including on our short-term investment portfolio; the impact of inflation; volatility in foreign currency exchange rates; our dependence on key management and product development personnel; our dependence on our *NBA 2K* and *Grand Theft Auto* products and our ability to develop other hit titles; our ability to leverage opportunities on PlayStation®5 and Xbox Series X|S; factors affecting our mobile business, such as player acquisition costs; 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.

COMPANY OVERVIEW

TAKE-TWO INTERACTIVE

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

	CONSOLE	PC	MOBILE
Rockstar	●	●	●
2K	●	●	●
Zynga			●

OUR APPROACH

Strategy Our STRATEGY is our plan to achieve our vision

Create hit entertainment experiences delivered on every platform relevant to our audience through a variety of sound business models.

- Attract and retain the best talent in the business
- Develop robust player relationships
- Increase scale and profitability
- Identify and lead new paradigms and market trends

Core Pillars Our PILLARS guide our approach to business

- CREATIVITY
- INNOVATION
- EFFICIENCY

Values Our VALUES define our culture

- KINDNESS
- TEAMWORK
- EXCELLENCE

OUR LONG-TENURED MANAGEMENT TEAM



STRAUSS ZELNICK

Chairman and CEO

19 Years

With Take-Two



KARL SLATOFF

President

19 Years

With Take-Two



LAINIE GOLDSTEIN

CFO

22 Years

With Take-Two



DAN EMERSON

CHIEF LEGAL OFFICER

21 Years

With Take-Two

DIVERSE PORTFOLIO OF INDUSTRY-LEADING INTELLECTUAL PROPERTY

15 FRANCHISES WITH INDIVIDUAL TITLES THAT HAVE SOLD OVER 5 MILLION UNITS

grand theft auto
RED DEAD REDEMPTION
NBA2K
BORDERLANDS
CARNIVAL Games
BIOSHOCK
MAX PAYNE
L.A. Noire
XCOM 2
BULLY SCHOLARSHIP EDITION
MAFIA
CIVILIZATION
MIDNIGHT CLUB STREET RACING
WONDERLANDS
RISK OF RAIN 2

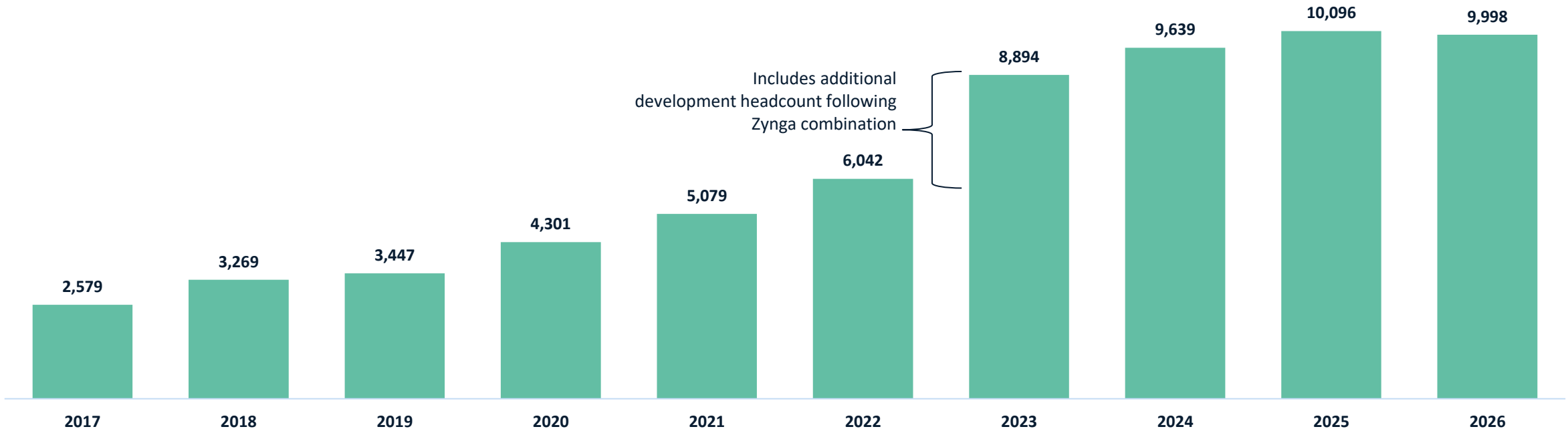
MOBILE PORTFOLIO OF ICONIC FOREVER FRANCHISES WITH OVER 10 BILLION DOWNLOADS



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.

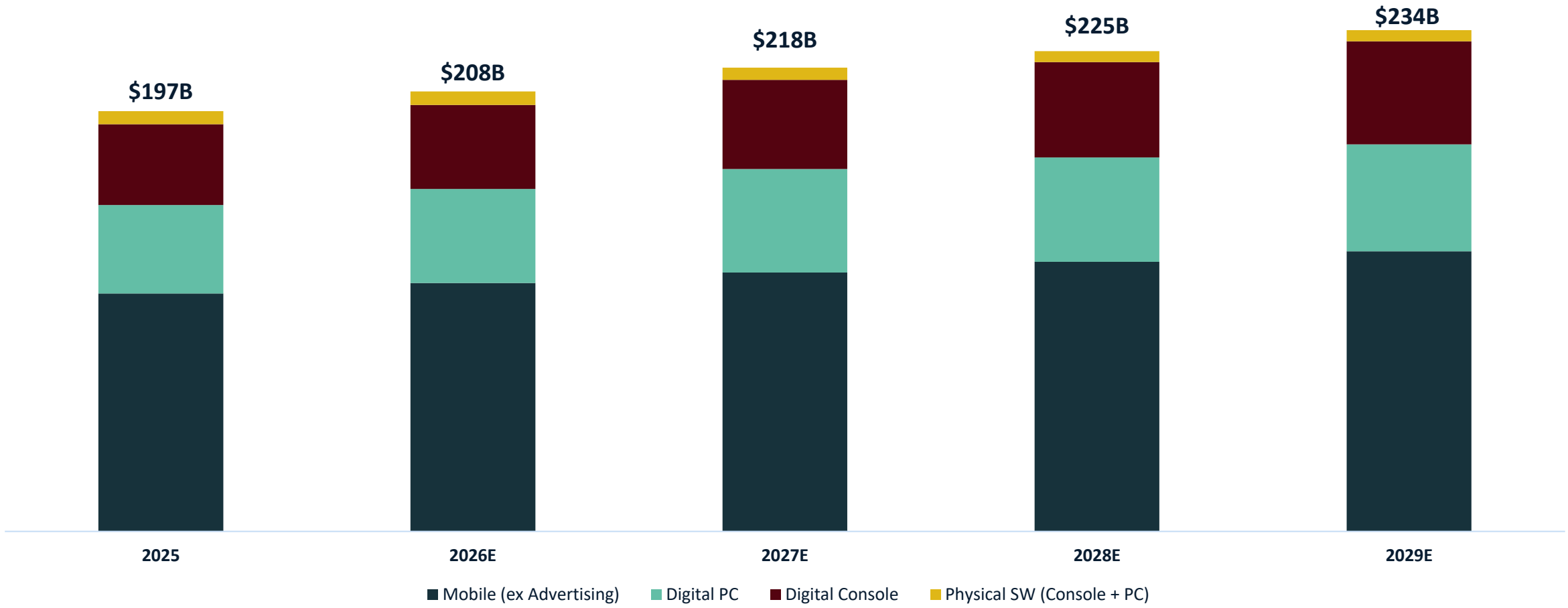
DEVELOPMENT STUDIO STAFF HEADCOUNT *



* As of March 31 each year.

EXPANDING MARKET OPPORTUNITY

GLOBAL VIDEO GAME MARKET: FIVE-YEAR OUTLOOK (In Billions)



Source: IDG Consulting, August 2026. Excludes hardware and mobile advertising (no longer estimated by IDG).

STRONG INDUSTRY DYNAMICS

Estimated
3.6 BILLION
global video game players in 2025

64%
of U.S. population plays video games

~$167 BILLION
in-app purchase gross revenue across iOS and Google Play in 2025

~130 MILLION GEN 9 CONSOLES OUTSTANDING
estimated worldwide, as of June 2026

Interactive entertainment market estimated to reach
~$208 BILLION*
in 2026

There were nearly
149 BILLION
new mobile app downloads in 2025

Interactive entertainment is the
#1
entertainment vertical

+4%
CAGR expected from 2025-2028 for the mobile gaming market

Source: IDG Consulting, ESA, Newzoo, and Sensor Tower's "State of Mobile 2026" report

* Includes mobile in-app purchases (but not advertising), digital PC, digital console and physical software (PC + Console)



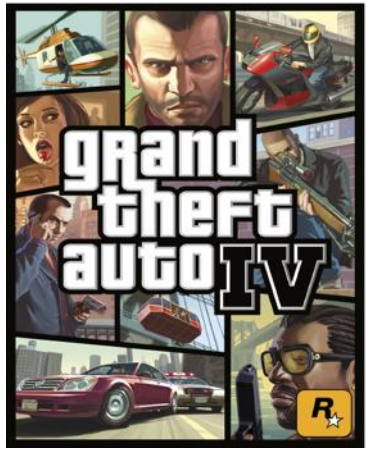
ROCKSTAR GAMES

- 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 SERIES

- One of the most successful, iconic and critically acclaimed brands in all of entertainment
- Franchise has sold nearly 480 million units
- The launch of *Grand Theft Auto VI* on November 19th promises to be the biggest and most detailed, groundbreaking experience that Rockstar Games has ever created

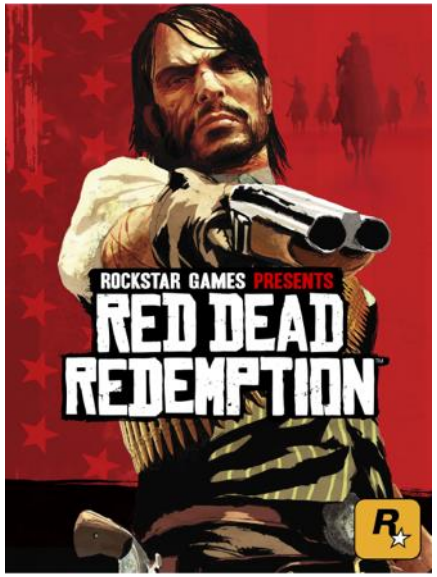
GRAND THEFT AUTO V

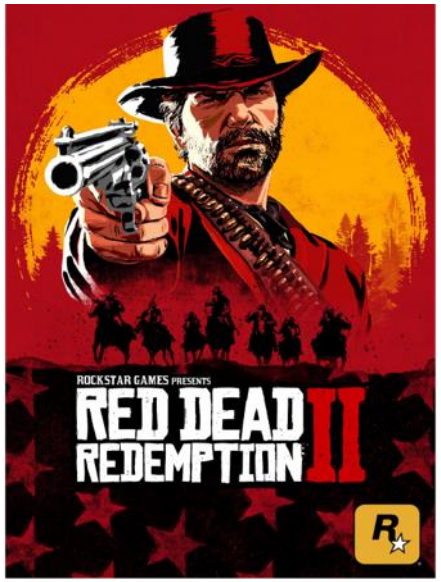
- Nearly 235 million units sold to date
- Released across an unprecedented three console generations
- Reached $1 billion in retail sales faster than any entertainment release in history

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

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







THE RED DEAD REDEMPTION SERIES

- Series has sold over 118M units worldwide
- *Red Dead Redemption 2* sold over 89M units
- *Red Dead Online* free with every copy of *Red Dead Redemption 2*
- Released standalone version of *Red Dead Online* in December 2020
- Released *Red Dead Redemption and Undead Nightmare* for Switch and PS4 in August 2023; for PC in October 2024; and for PS5, Xbox Series X/S and Switch 2 in December 2025

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
- 9 wholly owned studios

NBA 2K FRANCHISE



BEST-SELLING

basketball simulation property based on dollar sales and units in the world*



Franchise has sold over

175 MILLION

units worldwide



One of the

TOP 20

franchises in the history of interactive entertainment

One of the

TOP CONTRIBUTORS

to TTWO's recurrent consumer spending

FRANCHISE EXTENDED

with *NBA 2K Online* and *NBA 2K ALL-STARS* (both in China), *NBA 2K Mobile*, *NBA 2K* for Apple Arcade, *NBA 2K MyTEAM Mobile* and the new *NBA 2K HQ* companion app

* Circana (NPD) & GSD

2K: DIVERSE PORTFOLIO OF INDUSTRY-LEADING INTELLECTUAL PROPERTY: CORE

BORDERLANDS



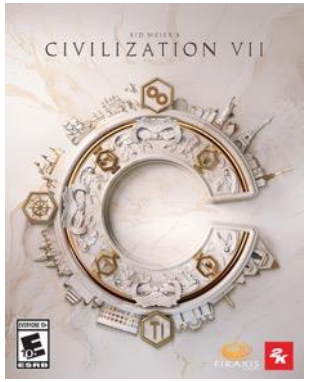
- Critically acclaimed, shooter-looter title
- with 100M+ franchise unit sales, *Borderlands 3* is 2K's fastest selling title while *Borderlands 2* is 2K's top-selling title with over 31 million units sold
- *Borderlands 4* launched on September 12, 2025 with an 82 Metacritic score and currently supporting players with robust post launch content

MAFIA



- *Mafia: The Old Country* was released on August 8, 2025
- Prior to launch, over 2.9M gamers wishlisted *Mafia: The Old Country* and became the top 5 most wishlisted PS5 titles ever
- In August 2025, *Mafia: The Old Country* was ranked #3 in the Top 20 Best-Selling Premium Games according to Circana

SID MEIER'S CIVILIZATION



- One of world's top strategy titles for PC
- Franchise has sold over 80 million units
- *Civilization VII* released worldwide on February 11, 2025 and holds a Metacritic score of 79 overall
- Prior to launch, *Civilization VII* ranked #4 globally on Steam with 1.9M wishlists
- Recently launched the largest update for the title – *Test of Time*

TINY TINA'S WONDERLANDS



- A fantasy-fueled offering that was supported with four DLC packs in Fiscal 2023
- Released with 40% of its audience consisting of brand-new players to a *Borderlands* franchise

2K: DIVERSE PORTFOLIO OF INDUSTRY-LEADING INTELLECTUAL PROPERTY: SPORTS



WWE 2K26

- In March 2026, 2K and Visual Concepts released *WWE 2K26*, which was critically well-received, including Metacritic scores of 81 on Nintendo Switch 2 and 80 on PC
- The title boasts improvements and additions to every game mode, the biggest roster ever of 400+ playable characters, interactive environments, updated storylines, expanded customization features, and more. Currently supporting players with robust post launch content through the Ringside Pass



PGA TOUR 2K25

- *PGA TOUR 2K25* launched in February 2025 and earned a Metacritic score of 80 on PlayStation 5
- Players can engage with new gameplay mechanics such as EvoSwing and Perfect Swing, 11 playable pros, 29 licensed courses, and much more. Currently supporting players with robust post launch content through the Clubhouse Pass



ZYNGA

- Pioneer in social gaming and a leading mobile game publisher
- Diverse portfolio of highly-engaging, top-grossing games that has been downloaded over 10 billion times on mobile
- Global player base across 175+ countries
- Successful track record of M&A execution

LEADING PORTFOLIO OF MOBILE 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: Nordeus
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.



Two Dots
Studio: Socialpoint
Launch: 2014

Connect a line of dots, relax with fun puzzles, collect treasures, play mini-games, and adventure through the universe with *Two Dots*: a dot-and-line puzzle game.



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.

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

LEADING PORTFOLIO OF MOBILE 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.

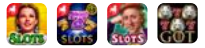


Zynga Poker
Studio: Zynga
Launch: 2007

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.



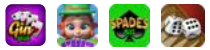
Social Slots
Studio: Zynga



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 *Color Block Jam*, *Hair Challenge*, *High Heels* and *Tangle Master*.



Game of Thrones: Legends
Studio: Zynga
Launch: 2024

Players build and lead their own Westeros house, honing their tactics and skill as they strategically assemble a team of champions, equip weapons, and gear, and face formidable foes from the Game of Thrones universe.



Match Factory!
Studio: Peak
Launch: 2023

A colorful, fast-paced game where players challenge their 3D puzzle-solving skills by matching objects until they complete the goals for each level.



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.



Dragon City
Studio: Socialpoint
Launch: 2013

Build a Dragon City on floating islands and fill it with farms, habitats, buildings…and tons of dragons! Train them to your will, feed and evolve them into stunning monsters and prove your might to be the top Dragon Master in the world.

* *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



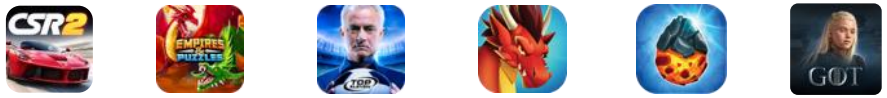
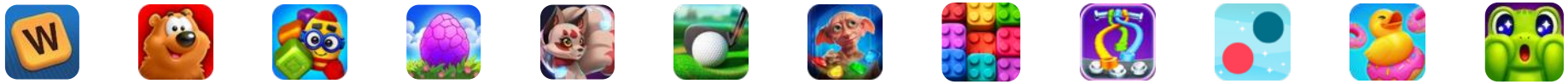
Monetization



Customer Service/Rewards, Partnerships, and More

DIVERSIFIED LIVE SERVICES PORTFOLIO

PROVEN BRANDS ACROSS POPULAR CATEGORIES

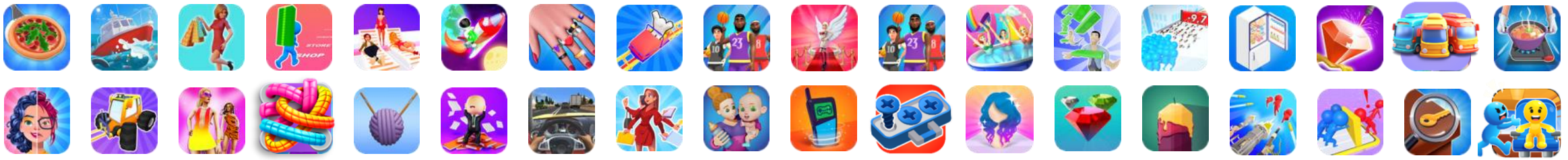
ACTION STRATEGY	
CASUAL	
INVEST EXPRESS	
SOCIAL CASINO	

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

INCREASING ENGAGEMENT



Continuing to develop and support its leading hyper-casual portfolio, Rollic has evolved their unique development process to focus on longer lasting engagement in individual titles.

This strategic approach builds on Rollic's unique data driven process to skillfully blend the appeal of hyper-casual gaming with the bold beats and live operations of casual titles resulting in meaningful lifts to engagement and retention.

Key benefits include:

- Allows for deeper gameplay and increased player retention
- Strategy based gameplay invites new audiences
- Enables us to significantly grow our audience base and cross-promote our titles
- Expands and diversifies our advertising business

3.9B+ **ROLLIC LIFETIME DOWNLOADS**



COLOR BLOCK JAM
78M+ DOWNLOADS



TIMELINE UP!
19M+ DOWNLOADS



CROWD EXPRESS
9.6M+ DOWNLOADS



GECKO OUT
10M+ DOWNLOADS



KNIT OUT
7M+ DOWNLOADS

TAKE-TWO INTERACTIVE

OUR STRATEGIES TO DRIVE GROWTH

OUR STRATEGY IS OUR PLAN TO ACHIEVE OUR VISION

CREATE HIT ENTERTAINMENT EXPERIENCES DELIVERED ON EVERY PLATFORM RELEVANT TO OUR AUDIENCE THROUGH A VARIETY OF SOUND BUSINESS MODELS.

ATTRACT AND RETAIN THE BEST TALENT IN THE BUSINESS	DEVELOP ROBUST PLAYER RELATIONSHIPS	INCREASE SCALE	INCREASE PROFITABILITY	IDENTIFY AND LEAD NEW PARADIGMS AND MARKET TRENDS
Empower colleagues	Offer diverse, multi-platform portfolio of entertainment experiences	Build a portfolio of franchises across all relevant platforms • Invest in new IP • Grow core franchises through sequels, brand extensions and live services • Pursue strategic acquisitions and partnerships	Evaluate and optimize game development process	Invest in emerging platforms, technology, business models, and geographies
Provide competitive compensation plans aligned with shareholder interests	Over-deliver on expectations for quality and value		Maximize hit ratio	Anticipate and actively shape changes in consumer behavior and technology
Develop best-in-class recruiting practices	Release steady cadence of content to drive franchise engagement		Regularly assess opportunities to contain / reduce costs, including shared services and technology, such as AI	
Invest in growth initiatives, professional development, and tools and technologies, including AI, to provide our colleagues with the optimum conditions to do their best work	Develop best-in-class customer insights platform		Leverage expense structure as we increase scale	
	Pursue emerging marketing platforms, technologies and services	Drive recurrent consumer spending to fuel player engagement and growth		
	Expand DTC platform to enhance margins and community relations			

INVESTING IN THE STRONGEST DEVELOPMENT PIPELINE IN THE COMPANY'S HISTORY

TITLES ANNOUNCED TO-DATE

FY 2027 - FY 2029*

3 **Mobile**	• *CSR 3* (Zynga) - TBA • *Top Goal* (Zynga) - TBA	 
8 **Sports**	• *NBA 2K27* (2K) - Launched September 4, 2026 • *PGA TOUR 2K27* (2K) - TBD • *WWE 2K27* (2K) – TBD	  
3 **Core New IP**	• *Judas* (Ghost Story Games) - TBA • *Project ETHOS* (31st Union) - TBA	 
15 **Core Existing IP** 8 sequels and 7 remakes, remasters, and platform extensions	• *Grand Theft Auto VI* (Rockstar Games) -Launching November 19, 2026	

* FY27-29 release estimates provided as of May 21, 2026.

** Several changes have been made from the prior count provided in May 2025: 1) New title categories are provided on Slide 27; 2) in the interest of precision, we are now only counting mobile games in our pipeline that have been specifically scheduled for worldwide launch within the three-year window; and 3) small platform extensions are no longer included in the count.

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

MOBILE

Any title released on a mobile platform. In the interest of precision, we are now only counting mobile games in our pipeline that have been specifically scheduled for worldwide launch within the three-year window. Excludes hyper-casual games.

SPORTS

All sports titles.

CORE NEW IP

New core IP releases.

CORE EXISTING IP

Sequels/prequels, complete remakes, and major platform extensions.

CONTINUED FOCUS ON M&A TO ENHANCE GROWTH POTENTIAL AND DELIVER LONG-TERM SHAREHOLDER VALUE

RECENT ACQUISITIONS

2021 FY
- DOTS
- RUFFIAN games
- hb studios
- (Hookbang)

2022 FY
- NORDEUS
- Dynamixyz
- roll7

2023 FY
- zynga
- POPCORE
- storemaven

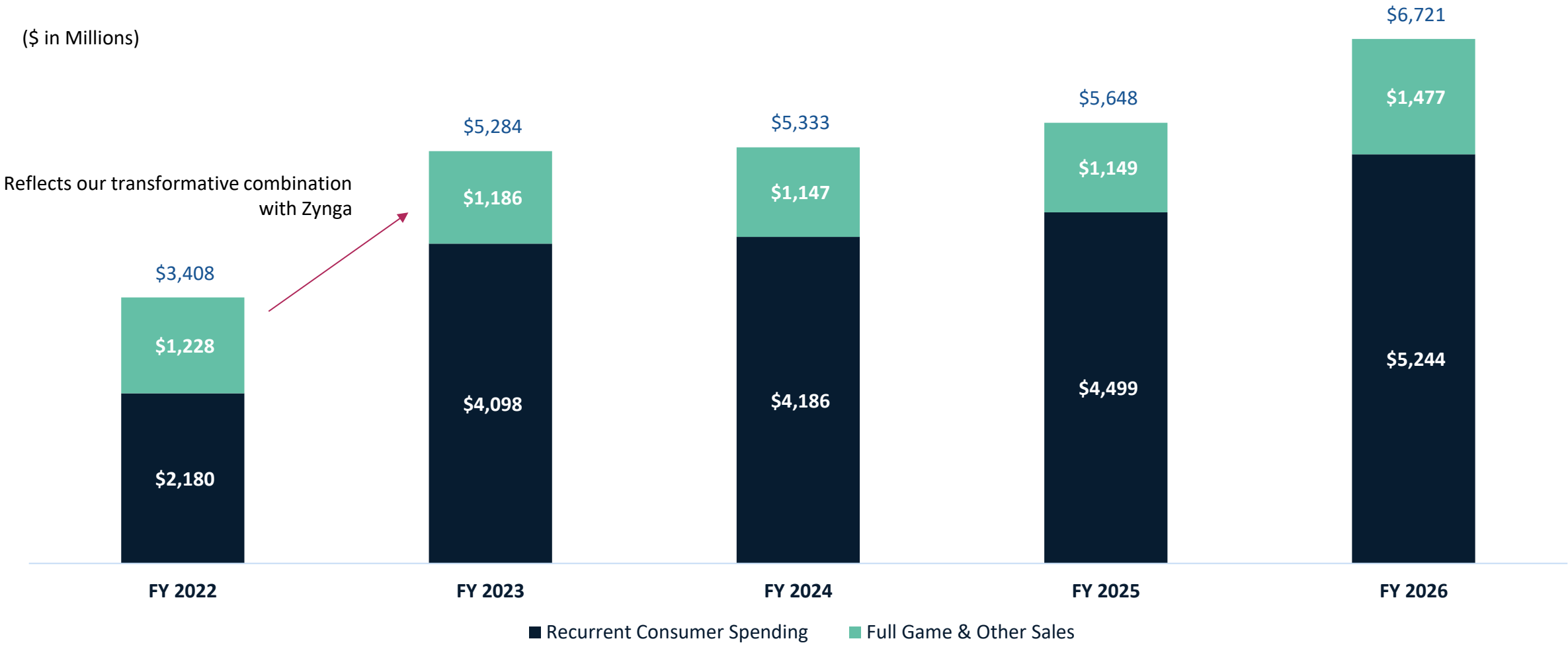
2024 FY
- (FiveM)

2025 FY
- gearbox entertainment

TAKE-TWO INTERACTIVE

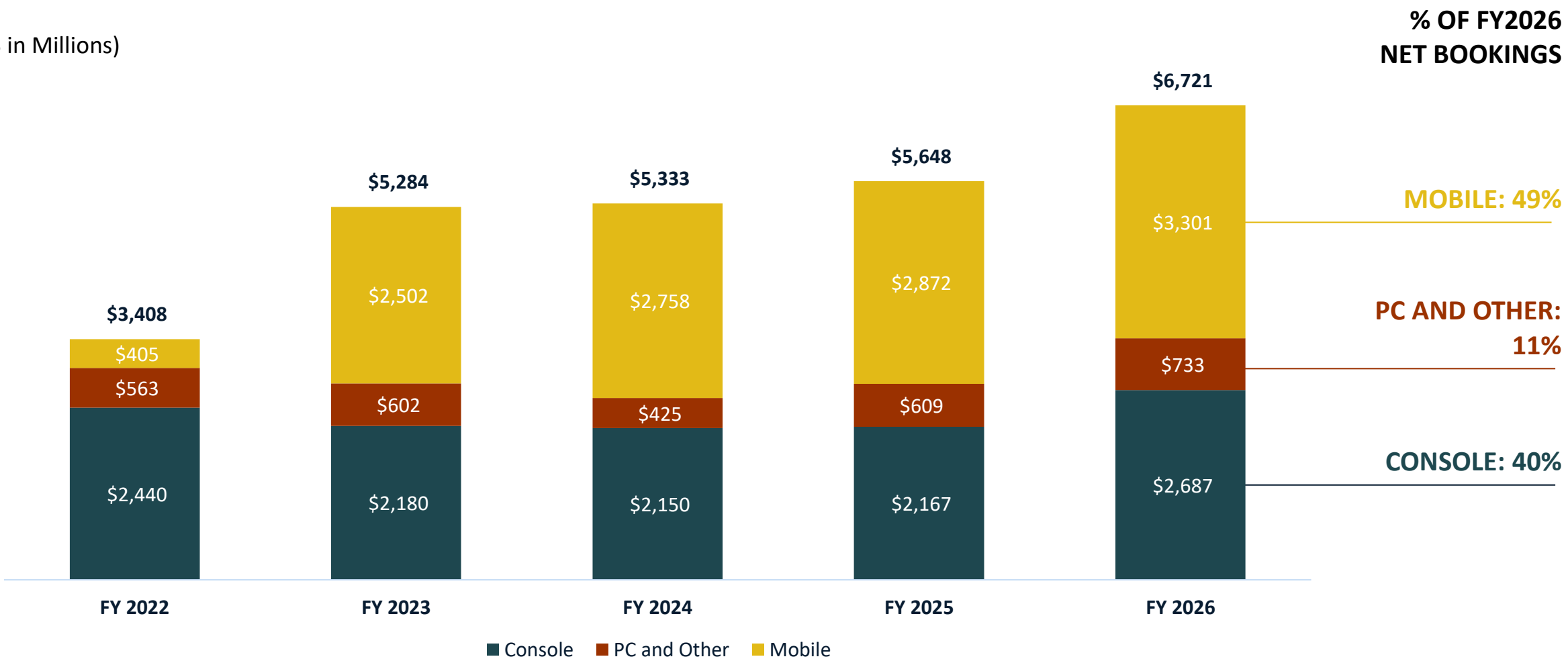
OUR OPERATING PERFORMANCE

DRIVING LONG-TERM NET BOOKINGS GROWTH



NET BOOKINGS ARE DIVERSIFIED ACROSS VARIOUS PLATFORMS

($ in Millions)



TAKE-TWO INTERACTIVE

OUR CULTURE

We seek excellence in everything we do. We are ambitious, we persevere, we aim to win. We believe that best-in-class performance is consistent with mutual respect and kindness

OUR RECOGNITIONS

Newsweek

- America's Greatest Workplaces for Culture, Belonging & Community
  2026
- America's Greatest Workplaces
  2026
- America's Most Admired Workplaces
  2027

Forbes

- America's Best Midsize Employers
  2026 • #129
- Best Employers for New Graduates
  2026
- America's Best Employers for Tech Workers
  2026 • #56
- World's Best Employers
  2026 • #370

TIME

- America's Best Companies
  2026
- World's Best Companies
  2026 • #904

THE WALL STREET JOURNAL.

- Best Companies for the Future
  2026

BUSINESS INSIDER

- America's Most Innovative Businesses
  2027

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 to develop STEM and creative skills that can be helpful in pursuing related college degrees and future positions within our industry
- 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









THANK YOU