



TAKE-TWO INTERACTIVE
SOFTWARE, INC.
(NASDAQ: TTWO)

SECOND QUARTER FISCAL 2026 RESULTS
& GUIDANCE SUMMARY

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.

Q2 FY2026 RESULTS SUMMARY:
GAAP

FINANCIAL SUMMARY (\$ in millions, except EPS)

Q2

	ACTUAL	GUIDANCE
GAAP Net Revenue	\$1,774	\$1,650 TO \$1,700
Operating Expenses	\$1,079	\$1,020 TO \$1,030
GAAP Net Loss	\$(134)	\$(136) TO \$(110)
GAAP EPS	\$(0.73)	\$(0.75) TO \$(0.60)

Q2 FY2026 RESULTS SUMMARY: SELECT MANAGEMENT AND OPERATING RESULTS

SELECT FINANCIAL DATA (\$ in millions)

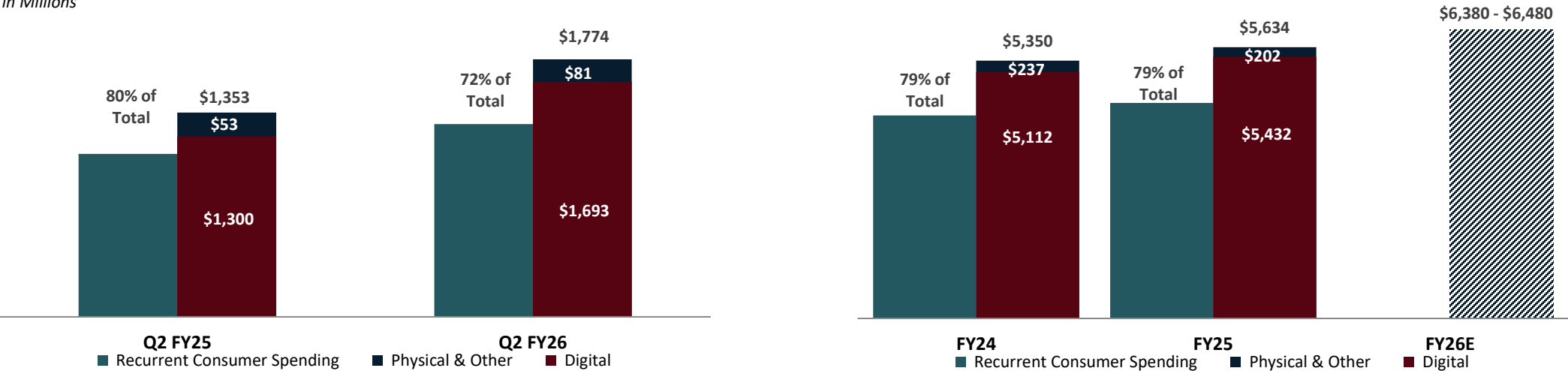
	Q2	
	ACTUAL	GUIDANCE
Net Bookings	\$1,961	\$1,700 TO \$1,750
Recurrent Consumer Spending Growth (RCS)	+20%	+1% YoY

- Our Q2 Net Bookings were significantly above our guidance range
 - We achieved better-than-expected performance from *NBA 2K*, *Mafia: The Old Country*, and several mobile titles, which more-than-offset softness in the initial launch of *Borderlands 4*
 - During the quarter, we launched *Mafia: The Old Country*, *NBA 2K26*, and *Borderlands 4*
- RCS rose 20% for the period, which outperformed our guidance:
 - *NBA 2K* grew 45%;
 - Mobile increased mid-teens; and
 - *Grand Theft Auto Online* declined, as expected
- On a management basis, OPEX rose 13% YoY, which represented significant operating expense leverage on our strong topline growth. OPEX dollars were above our forecast due to incremental user acquisition investments to support robust performance in mobile and higher performance-based compensation, which was partly offset by a shift in some console marketing and IT expenses into 2H26

NET REVENUE AND NET BOOKINGS

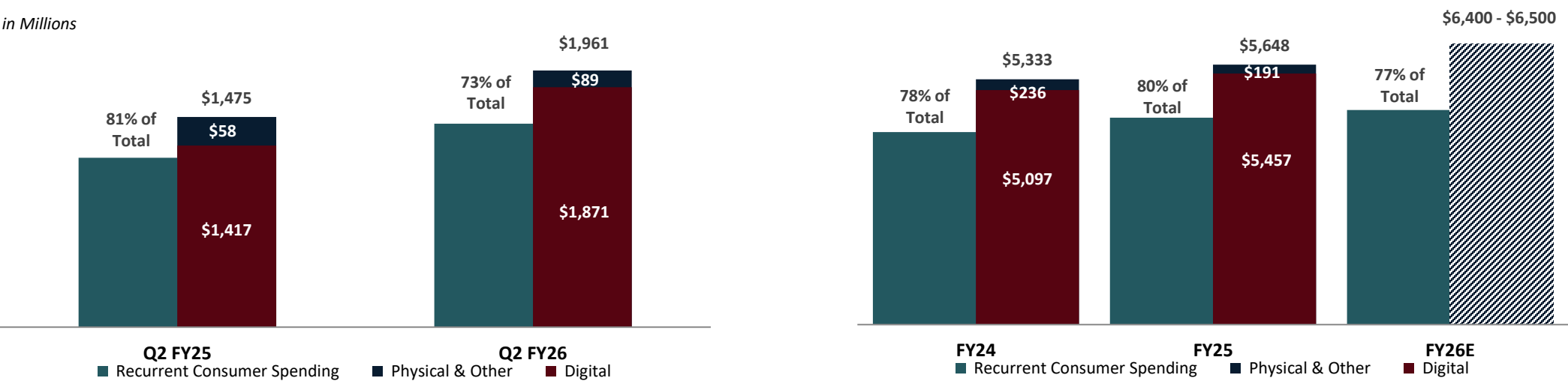
GAAP Net Revenue

\$ in Millions

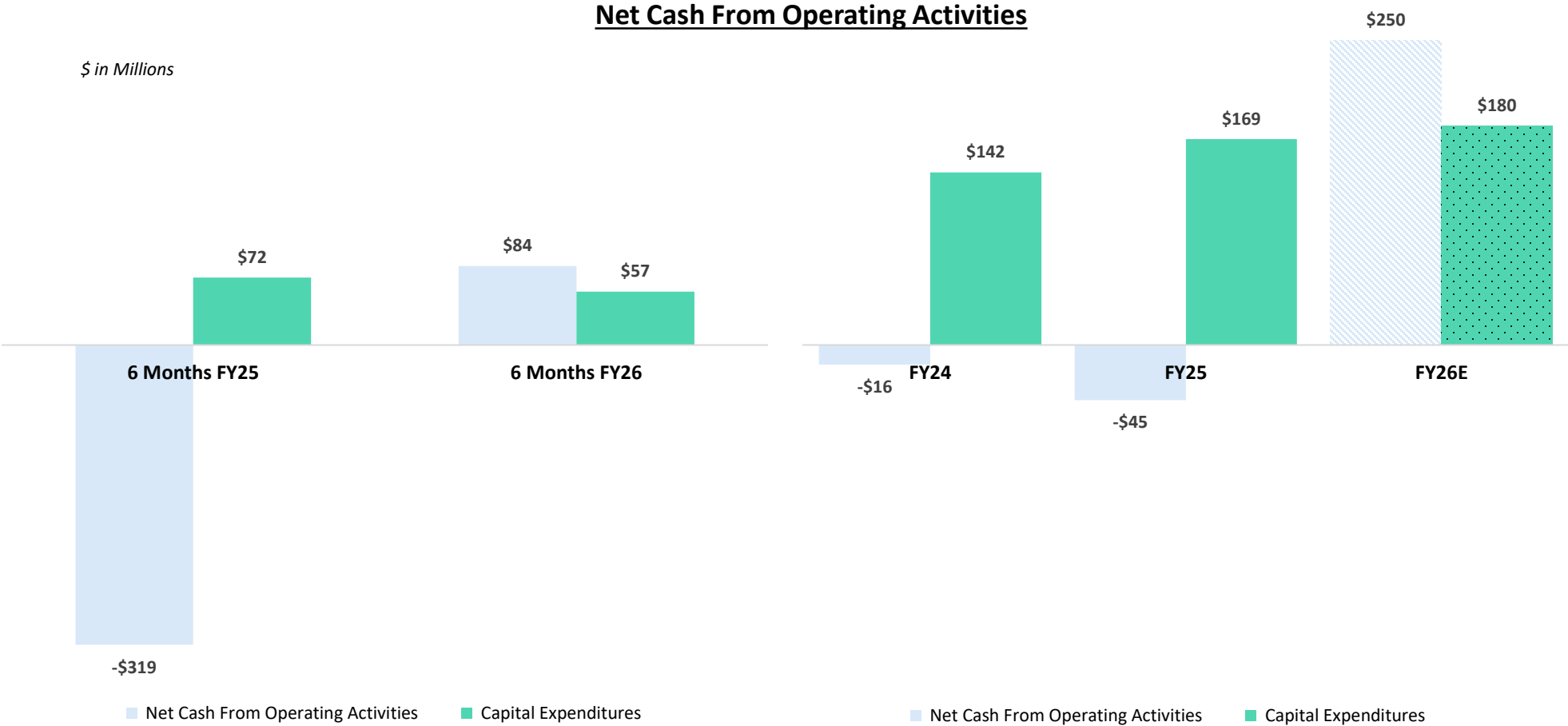


Net Bookings (Operational Metric)

\$ in Millions



CASH FLOW



FY 2026 GUIDANCE:
GAAP

FISCAL YEAR 2026 GUIDANCE (\$ in millions, except EPS)

	FY 2026 REVISED GUIDANCE	PRIOR GUIDANCE
GAAP Net Revenue	\$6,380 TO \$6,480	PRIOR: \$6,100 TO \$6,200
Operating Expenses	\$3,984 TO \$4,004	PRIOR: \$3,840 TO \$3,860
GAAP Net Loss	\$(414) TO \$(349)	PRIOR: \$(442) TO \$(377)
GAAP EPS	\$(2.25) TO \$(1.90)	PRIOR: \$(2.40) TO \$(2.05)

FY 2026 GUIDANCE: SELECT FINANCIAL DATA

FISCAL YEAR 2026 GUIDANCE (\$ in millions, except EPS)

	FY 2026 CURRENT GUIDANCE (\$ IN MILLIONS)	FY 2026 PRIOR GUIDANCE (\$ IN MILLIONS)
Net Bookings	\$6,400 TO \$6,500	PRIOR: \$6,050-\$6,150
Recurrent Consumer Spending Growth (RCS)	+11% YOY	PRIOR: +4% YOY
Operating Cash Flow	APPROXIMATELY \$250	APPROXIMATELY \$130

- We are raising our Net bookings outlook range to \$6.4 to \$6.5 billion, which represents 14% growth at the midpoint
 - This reflects Q2 outperformance and higher expectations for many of our core franchises for 2H
- We now expect RCS to grow 11%, assuming:
 - NBA 2K grows in the mid-20% range;
 - Mobile grows approximately 10%; and
 - Grand Theft Auto Online declines (unchanged)
- Our results include a shift of console marketing and IT expenses into 2H26 (out of Q2)
- We have great confidence in our long-term pipeline and expect to achieve record levels of Net Bookings in Fiscal 2027 that we believe will establish a new baseline for our business, and set us on a path of enhanced profitability

	Fiscal Year Ended March 31, 2026				
	Financial Data				
	Outlook ^(b)	Change in deferred net revenue and related cost of revenue	Stock-based compensation	Amortization of acquired intangibles	Business acquisition and other ^(c)
<i>\$ in millions except for per share amounts</i>					
GAAP					
Total net revenue	\$6,380 to \$6,480	\$20			
Cost of revenue	\$2,663 to \$2,685	\$5	\$23	\$(637)	
Operating expenses	\$3,984 to \$4,004		\$(356)	\$(68)	
Interest and other, net	\$103				\$(9)
(Loss) income before income taxes	\$(370) to \$(312)	\$15	\$333	\$705	\$9
Net loss	\$(414) to \$(349)				
Net loss per share	\$(2.25) to \$(1.90)				
Net cash provided by operating activities	approximately \$250				
Capital expenditures	approximately \$180				
Non-GAAP					
EBITDA	\$579 to \$637	\$15	\$333		
Operational metric					
Net Bookings	\$6,400 to \$6,500				

- Management reporting tax rate anticipated to be 18%
- Share count used to calculate GAAP net loss per share is expected to be 183.9 million
- Share count used to calculate management reporting diluted net income per share is expected to be 186.3 million

^(b) The individual components of the financial outlook may not foot to the totals, as the Company does not expect actual results for every component to be at the low end or high end of the outlook range simultaneously

^(c) Other includes adjustments for (i) business reorganization expenses, (ii) the revaluation of the Turkish Lira against the U.S. Dollar, and (iii) fair value adjustments related to certain equity investments

Q3 FY2026 GUIDANCE: GAAP

Q3 FISCAL 2026 GUIDANCE (\$ in millions, except EPS)

	Q3 FY26 GUIDANCE
GAAP Net Revenue	\$1,570 TO \$1,620
Operating Expenses	\$980 TO \$990
GAAP Net Loss	\$(90) TO \$(65)
GAAP EPS	\$(0.49) TO \$(0.35)

Q3 FY2026 GUIDANCE: SELECT FINANCIAL DATA

Q3 FISCAL 2026 GUIDANCE (\$ in millions, except EPS)

Q3 FY2026 GUIDANCE (\$ IN MILLIONS)

Net Bookings \$1,550 TO \$1,600

Recurrent Consumer Spending Growth (RCS) +8% YOY

- We expect to deliver Net Bookings of \$1.55 billion to \$1.6 billion
- We project RCS to increase by approximately 8%, which assumes:
 - Low double-digit growth for Mobile;
 - Mid single-digit growth for *NBA 2K*; and
 - A decline for *Grand Theft Auto Online*

	Three Months Ending December 31, 2025				
	Financial Data				
		Change in deferred net revenue and related cost of revenue	Stock-based compensation	Amortization of acquired intangibles	Business acquisition
<i>\$ in millions except for per share amounts</i>	Outlook ^(b)				
GAAP					
Total net revenue	\$1,570 to \$1,620	\$(20)			
Cost of revenue	\$646 to \$664	\$4	\$(6)	\$(159)	
Operating expenses	\$980 to \$990		\$(93)	\$(17)	
Interest and other, net	\$24				\$(1)
(Loss) income before income taxes	\$(80) to \$(58)	\$(24)	\$99	\$176	\$1
Net (loss) income	\$(90) to \$(65)				
Net (loss) income per share	\$(0.49) to \$(0.35)				
Non-GAAP					
EBITDA	\$155 to \$178	\$(24)	\$99		
Operational metric					
Net Bookings	\$1,550 to \$1,600				

- Management reporting tax rate anticipated to be 18%
- Share count used to calculate GAAP net loss per share is expected to be 185.0 million
- Share count used to calculate management reporting diluted net income per share is expected to be 187.2 million

^(b) The individual components of the financial outlook may not foot to the totals, as the Company does not expect actual results for every component to be at the low end or high end of the outlook range simultaneously.

FY26-FY28 PIPELINE DETAILS



TITLES ANNOUNCED TO-DATE FY 2026 - FY 2028*

21 Immersive Core

- *Mafia: The Old Country* (2K) – Launched August 8, 2025
- *NBA 2K26* (2K) – Launched September 5, 2025
- *Borderlands 4* (2K) – Launched September 12, 2025
- *WWE 2K26* (2K) – Launching Q4 Fiscal 2026
- *Grand Theft Auto VI* (Rockstar Games) – Launching November 19, 2026
- *Judas* (Ghost Story Games) – TBA
- *Project ETHOS* (31st Union) – TBA

9 Mobile** (currently scheduled for worldwide launch)

- *WWE 2K Mobile* for Netflix (2K) – Launching Fall 2025
- *CSR 3* (Zynga) – TBA
- *Top Goal* (Zynga) – TBA

8 New Iterations of Previously Released Titles

- *Civilization VII* for Meta Quest VR (2K) – Launched April 10, 2025
- *Civilization VII* for Switch 2 (2K) – Launched June 5, 2025
- *WWE 2K25* for Switch 2 (2K) – Launched July 22, 2025
- *Borderlands 4* for Switch 2 (2K) – TBA

* FY26-28 release estimates provided as of May 15, 2025.

** 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.

Independent titles have been removed following our sale of Private Division.

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).

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.

NEW ITERATIONS OF PRIOR RELEASES

This includes ports and remastered titles. Sequels would not fall into this category.

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: EBITDA, which is defined as GAAP net income (loss) excluding interest income (expense), provision for (benefit from) income taxes, depreciation expense, and amortization and impairment of acquired intangibles. The Company is no longer reporting Adjusted Unrestricted Operating Cash Flow, as certain cash that was previously restricted is no longer required to be restricted.

The Company's management believes it is important to consider EBITDA, in addition to net income, as it removes the effect of certain non-cash expenses, debt-related charges, and income taxes. Management believes that, when considered together with reported amounts, EBITDA is useful to investors and management in understanding the Company's ongoing operations and in analysis of ongoing operating trends and provides useful additional information relating to the Company's operations and financial condition.

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 financial tables to this press release.

RECONCILIATION OF GAAP TO NON-GAAP MEASURE

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

(in millions)

	Three Months Ended September 30,		Six Months Ended September 30,	
	2025	2024	2025	2024
Net loss	\$ (133.9)	\$ (365.5)	\$ (145.8)	\$ (627.5)
Provision for income taxes	18.4	41.2	16.5	91.0
Interest expense	16.7	18.7	39.0	37.9
Depreciation and amortization	48.8	47.3	99.2	92.1
Amortization of acquired intangibles	166.7	182.8	333.2	356.0
EBITDA	\$ 116.7	\$ (75.5)	\$ 342.1	\$ (50.5)

RECONCILIATION OF GAAP TO NON-GAAP MEASURE

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

(in millions)

Outlook

	Fiscal Year Ended March 31, 2026
Net loss	\$(414) to \$(349)
Provision for income taxes	\$44 to \$37
Interest expense	\$75
Depreciation	\$169
Amortization of acquired intangibles	\$705
EBITDA	\$579 to \$637

Outlook

	Three Months Ended December 31, 2025
Net loss	\$(90) to \$(65)
Provision for income taxes	\$9 to \$7
Interest expense	\$18
Depreciation	\$42
Amortization of acquired intangibles	\$176
EBITDA	\$155 to \$178



THANK YOU