



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

FIRST QUARTER FISCAL 2026 RESULTS  
& GUIDANCE SUMMARY

## CAUTIONARY NOTE: FORWARD LOOKING STATEMENTS

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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](http://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.

Q1 FY2026 RESULTS SUMMARY:  
GAAP

FINANCIAL SUMMARY (\$ in millions, except EPS)

Q1

	ACTUAL	GUIDANCE
GAAP Net Revenue	\$ 1,504	\$ 1,350 TO \$ 1,400
Operating Expenses	\$ 923	\$ 908 TO \$ 918
GAAP Net Loss	\$(12)	\$(139) TO \$(115)
GAAP EPS	\$(0.07)	\$(0.78) TO \$(0.65)

# Q1 FY2026 RESULTS SUMMARY: SELECT MANAGEMENT AND OPERATING RESULTS

## SELECT FINANCIAL DATA (\$ in millions)

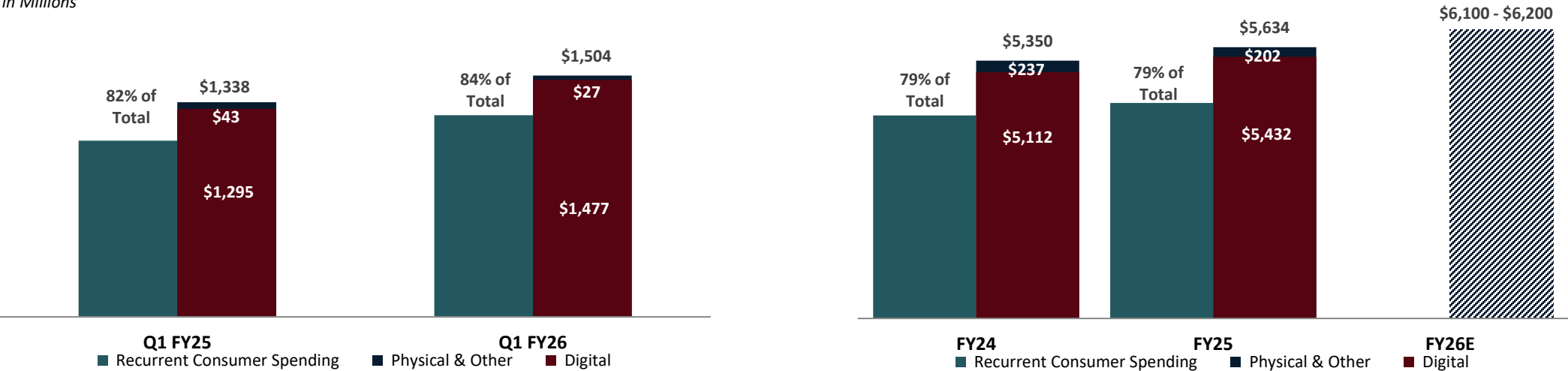
	Q1	
	ACTUAL	GUIDANCE
Net Bookings	\$1,423	\$1,250 TO \$1,300
Recurrent Consumer Spending Growth (RCS)	+17%	+7% YoY

- Our Q1 Net Bookings were significantly above our guidance range
  - We delivered better-than-expected performance from several mobile titles, including *Toon Blast*, *Match Factory*, *NBA All-Star* and *Color Block Jam*, as well as *NBA 2K* and the *Grand Theft Auto* series
  - During the quarter, we released *Civilization VII* for Meta Quest VR and Nintendo Switch 2
- RCS rose 17% for the period, which was significantly above our guidance:
  - *NBA 2K* grew 48%;
  - Mobile increased low-teens; and
  - *GTA Online* grew low single-digits
  - These businesses all exceeded our expectations
- While total marketing expenses were within our forecast range for the quarter, Zynga made incremental user acquisition investments to support its robust performance, which was offset by 2K shifting some marketing out of Q1 into later this fiscal year

# NET REVENUE AND NET BOOKINGS

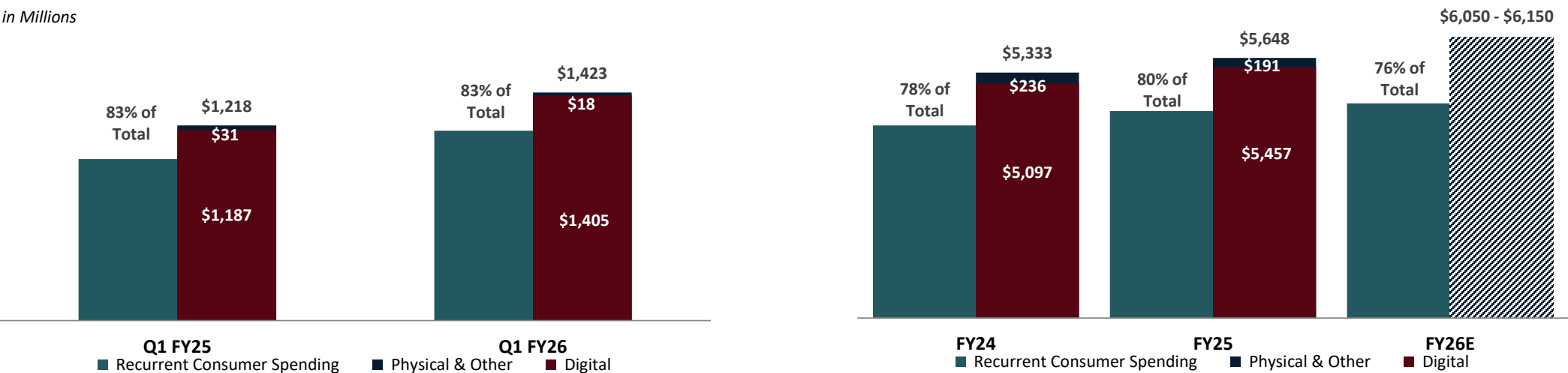
## GAAP Net Revenue

\$ in Millions

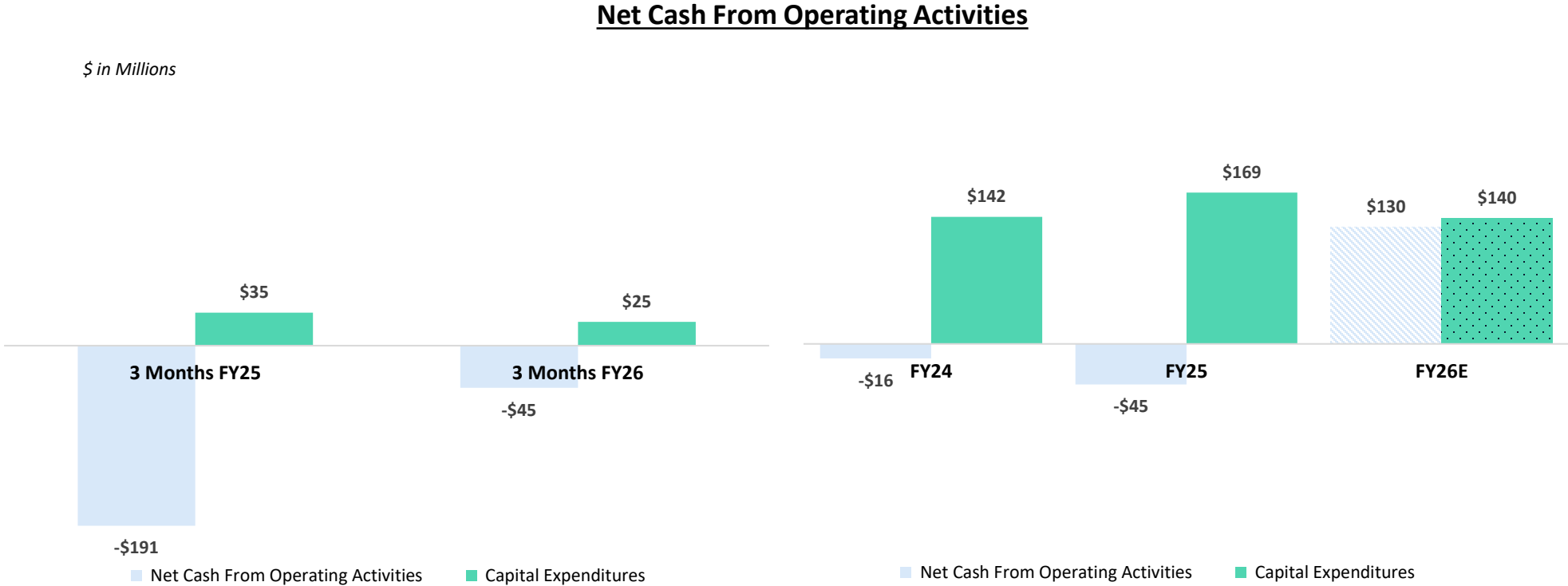


## Net Bookings (Operational Metric)

\$ 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	\$6,100 TO \$6,200	PRIOR: \$5,950 TO \$6,050
Operating Expenses	\$3,840 TO \$3,860	PRIOR: \$3,780 TO \$3,800
GAAP Net Loss	\$(442) TO \$(377)	PRIOR: \$(499) TO \$(439)
GAAP EPS	\$(2.40) TO \$(2.05)	PRIOR: \$(2.79) TO \$(2.45)

# 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	\$6,050 TO \$6,150	PRIOR: \$5,900-\$6,000
Recurrent Consumer Spending Growth (RCS)	+4% YOY	PRIOR: FLAT
Operating Cash Flow	APPROXIMATELY \$130	NO CHANGE

- We are raising our Net bookings outlook range to \$6.05 to \$6.15 billion, which represents 8% growth at the midpoint
  - The increase predominately reflects our strong first quarter performance, and to a lesser degree, updates to our forecast, including FX
- We now expect RCS to grow 4%, revised upward from our prior expectation of flat, assuming:
  - NBA 2K growth of mid-teens;
  - Mobile growth of low single-digits; and
  - A decline for *Grand Theft Auto Online*
- 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 higher baseline for our business, and set us on a path of enhanced profitability

		Fiscal Year Ending March 31, 2026			
		Financial Data			
		Change in deferred net revenue and related cost of revenue	Stock-based compensation	Amortization of acquired intangibles	Business acquisition and other <sup>(c)</sup>
<i>\$ in millions except for per share amounts</i>	Outlook <sup>(b)</sup>				
<b>GAAP</b>					
Total net revenue	\$6,100 to \$6,200	\$(50)			
Cost of revenue	\$2,548 to \$2,570	\$2	\$27	\$(633)	
Operating expenses	\$3,840 to \$3,860		\$(352)	\$(68)	
Interest and other, net	\$106				\$(10)
(Loss) income before income taxes	\$(394) to \$(336)	\$(52)	\$325	\$701	\$10
Net loss	\$(442) to \$(377)				
Net loss per share	\$(2.40) to \$(2.05)				
Net cash provided by operating activities	approximately \$130				
Capital expenditures	approximately \$140				
<b>Non-GAAP</b>					
EBITDA	\$554 to \$613	\$(52)	\$325		
<b>Operational metric</b>					
Net Bookings	\$6,050 to \$6,150				

- 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 186.2 million

<sup>(b)</sup> 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

<sup>(c)</sup> 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



# Q2 FY2026 GUIDANCE: GAAP

## Q2 FISCAL 2026 GUIDANCE (\$ in millions, except EPS)

	Q2 FY26 GUIDANCE
GAAP Net Revenue	\$1,650 TO \$1,700
Operating Expenses	\$1,020 TO \$1,030
GAAP Net Loss	\$(136) TO \$(110)
GAAP EPS	\$(0.75) TO \$(0.60)

## Q2 FY2026 GUIDANCE: SELECT FINANCIAL DATA

### Q2 FISCAL 2026 GUIDANCE (\$ in millions, except EPS)

#### Q2 FY2026 GUIDANCE (\$ IN MILLIONS)

Net Bookings \$1,700 TO \$1,750

Recurrent Consumer Spending Growth (RCS) +1% YOY

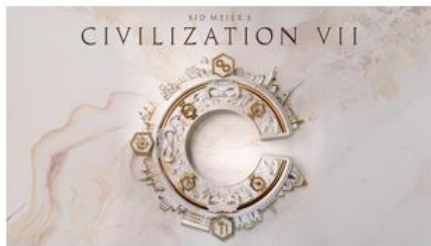
- We expect to deliver Net Bookings of \$1.7 billion to \$1.75 billion
- Our release slate for the quarter is very strong and includes *Mafia: The Old Country*, *NBA 2K26*, and *Borderlands 4*
- We project RCS to increase by approximately 1%, which assumes:
  - Low single-digit growth for *NBA 2K*;
  - Slight growth for Mobile; and
  - A decline for *Grand Theft Auto Online*

\$ in millions except for per share amounts	Three Months Ending September 30, 2025				
	Financial Data				
	Outlook <sup>(b)</sup>	Change in deferred net revenue and related cost of revenue	Stock-based compensation	Amortization of acquired intangibles	Business acquisition
<b>GAAP</b>					
Total net revenue	\$1,650 to \$1,700	\$50			
Cost of revenue	\$730 to \$746	\$12	\$(5)	\$(159)	
Operating expenses	\$1,020 to \$1,030		\$(93)	\$(17)	
Interest and other, net	\$21				\$(1)
(Loss) income before income taxes	\$(121) to \$(97)	\$38	\$98	\$176	\$1
Net (loss) income	\$(136) to \$(110)				
Net (loss) income per share	\$(0.75) to \$(0.60)				
<b>Non-GAAP</b>					
EBITDA	\$117 to \$140	\$38	\$98		
<b>Operational metric</b>					
Net Bookings	\$1,700 to \$1,750				

- Management reporting tax rate anticipated to be 18%
- Share count used to calculate GAAP net loss per share is expected to be 184.5 million
- Share count used to calculate management reporting diluted net income per share is expected to be 186.3 million

<sup>(b)</sup> 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) - Launching August 8, 2025
- *NBA 2K26* (2K) - Launching September 5, 2025
- *Borderlands 4* (2K) - Launching September 12, 2025
- *WWE 2K26* (2K) - Launching Fiscal 2026
- *Grand Theft Auto VI* (Rockstar Games) - Launching May 26, 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

**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
- *Borderlands 4* for Switch 2 (2K) - Launching October 3, 2025

## PIPELINE DEFINITIONS

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### **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).

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### **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.

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### **NEW ITERATIONS OF PRIOR RELEASES**

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

## NON-GAAP FINANCIAL MEASURE

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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

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

(in millions)

(in millions)

	Three Months Ended June 30,	
	2025	2024
Net loss	\$ (11.9)	\$ (262.0)
(Benefit from) provision for income taxes	(1.9)	49.8
Interest expense	22.4	19.2
Depreciation and amortization	50.4	44.8
Amortization of acquired intangibles	166.5	173.1
EBITDA	<u>\$ 225.5</u>	<u>\$ 24.9</u>

# 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 Ending March 31, 2026
Net loss	\$(442) to \$(377)
Provision for income taxes	\$47 to \$41
Interest expense	\$85
Depreciation	\$163
Amortization of acquired intangibles	\$701
EBITDA	\$554 to \$613

Outlook	Three Months Ended September 30, 2025
Net loss	\$(136) to \$(110)
Provision for income taxes	\$16 to \$13
Interest expense	\$21
Depreciation	\$40
Amortization of acquired intangibles	\$176
EBITDA	\$117 to \$140



THANK YOU