# Rockstar Games Announces Grand Theft Auto VI Now Available

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*Launches as the Highest Rated Game of All Time on PlayStation® 5 and Xbox Series X|S*

NEW YORK--(BUSINESS WIRE)--Nov. 19, 2026-- Rockstar Games®, a publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), is proud to announce that *Grand Theft Auto VI* is now available for the PlayStation® 5 computer entertainment systems and the Xbox Series X|S games and entertainment system.

This press release features multimedia. View the full release here: https://www.businesswire.com/news/home/20261119830927/en/

Rockstar Games®, publishing label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), is proud to announce that Grand Theft Auto VI is now available for the PlayStation® 5 computer entertainment systems and the Xbox Series X|S games and entertainment system.

Vice City, USA. Jason and Lucia have always known the deck is stacked against them. But when an easy score goes wrong, they find themselves on the darkest side of the sunniest place in America, in the middle of a criminal conspiracy stretching across the state of Leonida — forced to rely on each other more than ever if they want to make it out alive.

"*Grand Theft Auto VI* represents everything we have been working towards since we first started making games," says Sam Houser, President and Founder of Rockstar Games. "Whether you can trace your journey to this game through the entire series or are experiencing *Grand Theft Auto* for the first time, we hope that we have created an experience that exceeds your expectations for what's possible from this medium. We are incredibly grateful for everyone's support, and we look forward to many more years of sharing these experiences with you."

As the highest rated game in history, early reviews are glowing:

- **New York Times Critic's Pick** , "*GTAVI will steal your heart"*
- **The Washington Post**, "*…an astonishing American epic… Grand Theft Auto VI is the most extraordinary game I've ever reviewed."*
- **Bloomberg**, "*Grand Theft Auto VI Is a Masterpiece."*
- **IGN**, "*Unprecedented. Unbelievable. Unmissable… the single most impressive video game I have ever played."*
- **Eurogamer***, "…the most believable and unbelievable video game world ever made… Rockstar pushes back the horizon of video games once again with GTA 6."*
- **The Guardian,** "*Rockstar has created the most extraordinarily, indulgently detailed virtual world that we have yet seen… It will be different for everyone – that is the beauty of it."*
- **Polygon***, "Rockstar's magnum opus"*

***Grand Theft Auto VI: The Album***, the official soundtrack from Atlantic Records featuring 34 original tracks from a genre-defying roster of the most exciting artists in the world, will be available at midnight on all major music streaming services and on vinyl or CD at **gtavi-thealbum.com**.

***Grand Theft Auto VI*** is available at the PlayStation® Store, Microsoft Store, Rockstar Games Store, and global retailers and storefronts.

***Grand Theft Auto VI* is rated M for mature by the ESRB.** Further details can be found at www.rockstargames.com/VI.

**About Rockstar Games**
Founded by Sam Houser in 1998, Rockstar Games pioneered the open-world genre of video games with the launch of Grand Theft Auto III in 2001. The series' most recent iteration, Grand Theft Auto V, has sold-in nearly 235 million units alone. Alongside the other blockbuster entries in the series, including Grand Theft Auto: Vice City, Grand Theft Auto: San Andreas, and Grand Theft Auto IV, Grand Theft Auto has become one of the biggest-selling and most critically acclaimed and influential properties in modern entertainment, selling nearly 480 million units. Rockstar Games' blockbuster Western series, Red Dead Redemption, has sold-in nearly 118 million units worldwide to date, with its most recent release, Red Dead Redemption 2, breaking new ground in fidelity and immersion. The latest Rockstar Games release is Grand Theft Auto VI. Follow Rockstar Games on X, Instagram, YouTube, Facebook, Twitch, Discord, WhatsApp, TikTok, and BiliBili.

**About Take-Two Interactive Software**
Headquartered in New York City, Take-Two Interactive Software, Inc. is a leading developer, publisher, and marketer of interactive entertainment for consumers around the globe. We develop and publish products principally through Rockstar Games, 2K, and Zynga. Our strategy is to create hit entertainment experiences, delivered on every platform relevant to our audience through a variety of sound business models. Our pillars - creativity, innovation, and efficiency - guide us as we strive to create the highest quality, most captivating experiences for our consumers. The Company's common stock is publicly traded on NASDAQ under the symbol TTWO. For more corporate and product information please visit our website at http://www.take2games.com.

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**Cautionary Note Regarding 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.

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