UNITED STATES
SECURITIES AND EXCHANGE COMMISSION

Washington, D.C. 20549

FORM 8-K

CURRENT REPORT
Pursuant to Section 13 or 15(d) of the Securities Exchange Act of 1934

Date of Report (Date of earliest event reported): November 20, 2026

TAKE-TWO INTERACTIVE SOFTWARE, INC.

(Exact name of registrant as specified in its charter)

Delaware	**001-34003**	**51-0350842**
(State or other jurisdiction of incorporation or organization)	**(Commission File Number)**	**(I.R.S Employer Identification No.)**

110 West 44th Street, New York, New York	**10036**
(Address of principal executive offices)	**(Zip Code)**

Registrant's telephone number, including area code: **(646) 536-2842**

Registrant's Former Name or Address, if changed since last report: **N/A**

Check the appropriate box below if the Form 8-K filing is intended to simultaneously satisfy the filing obligation of the registrant under any of the following provisions (see General Instruction A.2. below):

☐ Written communications pursuant to Rule 425 under the Securities Act (17 CFR 230.425)

☐ Soliciting material pursuant to Rule 14a-12 under the Exchange Act (17 CFR 240.14a-12)

☐ Pre-commencement communications pursuant to Rule 14d-2(b) under the Exchange Act (17 CFR 240.14d-2(b))

☐ Pre-commencement communications pursuant to Rule 13e-4(c) under the Exchange Act (17 CFR 240.13e-4(c))

Securities registered pursuant to Section 12(b) of the Act:

Title of each class	**Trading Symbol**	**Name of each exchange on which registered**
Common Stock, $.01 par value	TTWO	NASDAQ Global Select Market

Indicate by check mark whether the registrant is an emerging growth company as defined in Rule 405 of the Securities Act of 1933 (§230.405 of this chapter) or Rule 12b-2 of the Securities Exchange Act of 1934 (§240.12b-2 of this chapter). Emerging growth company ☐

If an emerging growth company, indicate by check mark if the registrant has elected not to use the extended transition period for complying with any new or revised financial accounting standards provided pursuant to Section 13(a) of the Exchange Act. ☐

Item 7.01 Regulation FD Disclosure

On November 20, 2026, Rockstar Games, Inc., a subsidiary of Take-Two Interactive Software, Inc. (the "Company"), issued a press release. A copy of the press release is attached hereto as Exhibit 99.1 and is incorporated by reference herein.

The information in Item 7.01 of this Current Report on Form 8-K, including Exhibit 99.1 furnished pursuant to Item 9.01, shall not be deemed "filed" for the purposes of Section 18 of the Securities Exchange Act of 1934, as amended, or otherwise subject to the liabilities under that Section. Furthermore, the information in Item 7.01 of this Current Report on Form 8-K, including Exhibit 99.1 furnished pursuant to Item 9.01, shall not be deemed to be incorporated by reference into the filings of the Company under the Securities Act of 1933, as amended.

Item 9.01 Financial Statements and Exhibits.

(d) Exhibits:

99.1	Press Release dated November 20, 2026.
104	Cover Page Interactive Data File (embedded within the Inline XBRL document)

SIGNATURES

Pursuant to the requirements of the Securities Exchange Act of 1934, as amended, the registrant has duly caused this report to be signed on its behalf by the undersigned hereunto duly authorized.

TAKE-TWO INTERACTIVE SOFTWARE, INC.

By:	/s/ Matthew Breitman
Name:	Matthew Breitman
Title:	Chief Governance Officer & Corporate Secretary

Date: November 20, 2026

FOR IMMEDIATE RELEASE

CONTACT:
Carey Waggoner
Rockstar Games
(212) 334-6633
Carey.Waggoner@rockstargames.com

Alan Lewis (Corporate Press)
Take-Two Interactive Software, Inc.
(646) 536-2983
Alan.Lewis@take2games.com

Grand Theft Auto VI Shatters Entertainment Box Office Records with $3.79 Billion in Day One Retail Sales

Launches as both the Highest Grossing Entertainment Property
and Highest Rated Game of All Time

NEW YORK, NY, November 20, 2026 – Rockstar Games®, a label of Take-Two Interactive Software, Inc. (NASDAQ: TTWO), is proud to announce that ***Grand Theft Auto VI*** day one retail sales* reached $3.79 billion, setting a new record for entertainment across any medium, and becoming the biggest entertainment launch in history.

Achieving a near perfect score of 99 on Metacritic and resounding critical acclaim, ***Grand Theft Auto VI*** sold 32.5 million units pre-release, a new record across all platforms.

“It is with immense gratitude that we enter a new chapter of Rockstar Games with the release of ***Grand Theft Auto VI***,” said Sam Houser, President and Founder of Rockstar Games. “We are incredibly humbled by the response from players around the world and we couldn’t be more excited to share this moment with you.”

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

**based on company estimates through end of day November 19th worldwide*

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

About *Grand Theft Auto VI*

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 conspiracy stretching across the state of Leonida — forced to rely on each other more than ever if they want to make it out alive.

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.

All trademarks and copyrights contained herein are the property of their respective holders.

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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