

Take-Two Interactive Software, Inc Q2FY25 Report Overview

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Goals and Objectives of the Research

Research Objective: To perform a comparative analysis of the Q2FY25 quarterly report and those of previous periods.

Research Tasks:

- Gather comprehensive financial and corporate information pertaining to the company for Q2FY25;
- Analyze the collected information;
- Conduct a comparative assessment of the report for the Q2FY25 with reports for previous quarters up to the Q2FY24;
- Formulate conclusions based on the analyzed data.

Disclaimers

The information collected in this report reflects data from the company's public reports and is not questioned or verified via other sources. In other words, information from the company's public reports is taken and used as is.

If additional information from other sources is used or if the data used is reflective of the researcher's personal opinion, this will be labeled accordingly.

The provided public company quarterly reports are unaudited.

Document Markup

- TTIS - Take-Two Interactive Software, Inc;
- FY - Financial Year;
- Q - Quarter;
- QoQ - Quarter-over-Quarter;
- This report uses the American number format: a period is used as the decimal separator, while commas separate thousands;
- Year-over-year (YoY) calculations of relative values were not performed in cases where last year's profit changed to a loss in the current year and vice versa within the scope of the current report;
- Take-Two Interactive Software, Inc. Q2FY25 Report Period is from July 1 to September 30, 2024.

Conclusions

General Information

Parameter	Take-Two Interactive Software, Inc
Website	take2games.com
Country (location)	USA
Country (issuer)	USA *
Year of foundation	1993
Founder	Ryan Brant
Sector	Technology
Type	Public
Year of IPO	1997
Stock market	NASDAQ
Ticker	TTWO
Previous Annual Report from Data40	Take-Two Interactive Software Inc Full Fiscal Year 2023 Overview
Previous Quarterly Report from Data40	Take-Two Interactive Software, Inc: Analytical Review of Q1FY25

*Note: To access the registry, enter the company name in the "Business Name" field and click "Search". Then, select the company in the "Business Name" column.

About Company¹

Take-Two Interactive Software, Inc. was incorporated in the state of Delaware in 1993. The company is a global developer, publisher, and marketer of interactive entertainment. The company's products are designed for console systems, PC and mobile devices through Rockstar Games, 2K and Zynga studios. In October 2024, the company sold the label to the Private Division.

¹ [TTIS Consolidated Q2FY25 Report, p.8](#)

Conference Call Information²

Take-Two Interactive Software, Inc reported results for Q2FY25 on Wednesday, November 6, 2024, at 4:30 p.m. ET. The Webcast is available via the [link](#).

Public Quarterly Reports Calendar FY25-26³

Quarter	Period	Date
FY25		
Q1	Apr 1, 2024 to Jun 30, 2024	Aug 8, 2024
Q2	Jul 1, 2024 to Sep 30, 2024	Nov 6, 2024
Q3	Oct 1, 2024 to Dec 31, 2024	Feb 9, 2025 (Projected)
Q4 and FY25	Jan 1, 2025 to Mar 31, 2025	May 18, 2025 (Projected)
FY26		
Q1	Apr 1, 2025 to Jun 30, 2025	Aug 10, 2025 (Projected)
Q2	Jul 1, 2025 to Sep 30, 2025	Nov 5, 2025 (Projected)
Q3	Oct 1, 2025 to Dec 31, 2025	TBA
Q4 and FY26	Jan 1, 2026 to Mar 31, 2026	TBA

Follow the announcements of the release of new reports on the website Data40.com in the [Calendars by Financial reports section of DATA40.com](#).

² [TTIS web, Take-Two Interactive Software, Inc. to Report Second Quarter Fiscal Year 2025 Results on Wednesday, November 6, 2024](#)

³ [MarketScreener, Take-Two Interactive Software](#)

Highlights and Metrics

Q2FY25 Highlights^{4 5}

- **Net Revenue** of 1,353.1 million USD, an increase of 1.11%, compared to 1,338.2 million USD in Q1FY25 and an increase of 4.15%, compared to 1,299.2 million USD in Q2FY24;
- **Gross Profit** of 727.9 million USD, a decrease of 5.60%, compared to 771.1 million USD in Q1FY25 and an increase of 75.23%, compared to 415.4 million USD in Q2FY24;
- **Total Operating Expense** of 1,025.1 million USD, an increase of 7.23%, compared to 956.0 million USD in Q1FY25 and an increase of 6.88%, compared to 959.1 million USD in Q2FY24;
- **Total Net Bookings** of 1,474.9 million USD, an increase of 21.08%, compared to 1,218.1 million USD in Q1FY25 and an increase of 2.08%, compared to 1,444.9 million USD in Q2FY24;
- **EPS Basic and Diluted** of negative 2.08 USD and negative 2.08 respectively.

Acquisitions and Divestitures⁶

“On June 11, 2024, we completed the purchase of 100% of the issued and outstanding capital stock of The Gearbox Entertainment Company, Inc. ("Gearbox"), from Embracer Group AB, for an initial consideration of 2.8 shares of our common stock.

We acquired Gearbox, a leading developer of console and PC games, as part of our ongoing strategy to strengthen our industry-leading creative talent and portfolio of owned intellectual property. The combination enhances the financial profile of our existing projects with Gearbox and unlocks the opportunities to drive increased long-term growth.

The acquisition-date fair value of the consideration totaled \$435.0.

As we finalize our estimation of the fair value of the assets acquired and liabilities assumed, additional adjustments may be recorded during the measurement period (a period not to exceed 12 months from the acquisition date)”.

⁴ [TTIS Consolidated Q1FY25 Report, p.3, 27](#)

⁵ [TTIS Consolidated Q2FY25 Report, p.3, 29](#)

⁶ In this chapter, quotes are used from the [TTIS Consolidated Q2FY25 Report, p.22](#)

Business Overview^{7 8}

- Rockstar Games continues to invest in the Grand Theft Auto franchise and plans to release Grand Theft Auto VI in the fall of 2025;
- Sales of Grand Theft Auto products generated 12.9% of net revenue for the six months ended September 30, 2024;
- The expansion of the Red Dead Redemption 2 series continues: sequels are being developed, downloadable episodes and other additional content are offered;
- 2K has received a multi-year license from the NBA to develop an online version of the NBA simulation game in China, Taiwan, Hong Kong and Macau;
- In October 2024, the Private Division label was sold, including the rights to most of its games, but Take-Two will continue to support No Rest for the Wicked, which was released in early access on PC in April 2024;
- Console revenue was 37.2% of net revenue for the six months ended September 30, 2024;
- Net income from digital online channels amounted to 96.4% of net income for the six months ended September 30, 2024;
- Released Titles in Q2FY25: Game of Thrones: Legends (Zynga); NBA 2K25 (2K).

Announced Titles	
Title	Release Date
Sid Meier's Civilization VII	Feb 11, 2025
WWE 2K25	Q4FY25
Grand Theft Auto VI	Fall of 2025
Borderlands 4	FY26
Mafia: The Old Country	FY26
CSR Racing 3	TBA
Judas	TBA

⁷ [TTIS Consolidated Q2FY25 Report, p.26-29](#)

⁸ [TTIS Q2FY25 Earnings Release, p.5-6](#)

Business Outlook^{9 10}

- “We are reiterating our fiscal year 2025 Net Bookings guidance range of of \$5.55 to \$5.65 billion, and we are confident that we will achieve sequential increases and record levels of Net Bookings in fiscal years 2026 and 2027”;
- “We are continuing to execute on our growth initiatives in Asia, where our strategy is to build on our licensing relationships and also broaden the distribution of our existing products and expand our online gaming presence, especially in China”;
- “Net revenue from digital online channels comprised 96.4% of our net revenue for the six months ended September 30, 2024. We expect online delivery of games and game offerings to continue to be the primary part of our business over the long term”;
- “In fiscal year 2025, we anticipate capital expenditures to be approximately \$150.0”;
- “On June 11, 2024, we acquired Gearbox. Our management plans to exclude Gearbox from its assessment of and report on internal control over financial reporting for the fiscal year ending March 31, 2025. We are currently in the process of incorporating the internal controls and procedures for Gearbox into our internal control over financial reporting for purposes of our assessment of and report on internal control over financial reporting for the fiscal year ending March 31, 2026”.

⁹ In this chapter, quotes are used from the [TTIS Q2FY25 Earnings Release, p.1](#)

¹⁰ In this chapter, quotes are used from the [TTIS Consolidated Q2FY25 Report, p.27-28, 39, 41](#)

Stock Information

About Shares

Total Shares Outstanding \approx 175,500,000 (as of September 30, 2024).¹¹

Total Shares Outstanding - 175,627,391 (as of October 25, 2024).¹²

TradingView Retrospective Q2FY25¹³



Date	Open Price, USD	Highest Price, USD	Lowest Price, USD	Close Price, USD
Jul 1, 2024	154.05	155.88	153.38	154.29
Sep 30, 2024	153.07	154.85	152.26	153.71

Q2FY25 Price MAX: 162.98 USD (August 29, 2024).

Q2FY25 Price MIN: 135.24 USD (August 8, 2024).

¹¹ [TTIS Consolidated Q2FY25 Report, p.2](#)

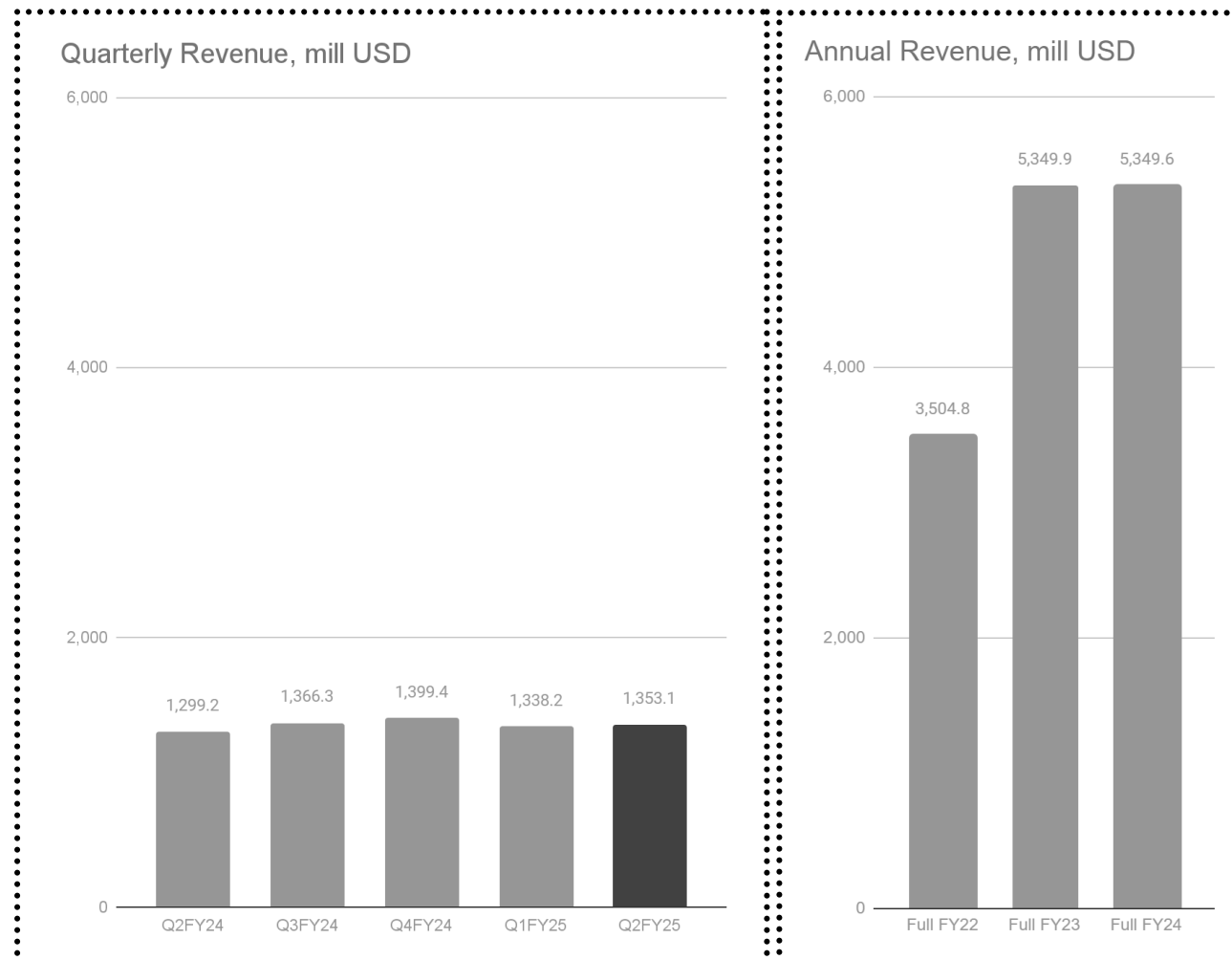
¹² [TTIS Consolidated Q2FY25 Report, p.1](#)

¹³ [TradingView, Take-Two Interactive Software Chart](#)

Financial Statements

Revenue Retrospective^{14 15 16 17 18}

Take-Two Interactive Software, Inc Revenue Retrospective



¹⁴ [TTIS Consolidated Q2FY25 Report, p.3](#)

¹⁵ [TTIS Consolidated Q1FY25 Report, p.3](#)

¹⁶ [TTIS Q4FY24 Current Report, p.11](#)

¹⁷ [TTIS Consolidated Q3FY24 Report, p.3](#)

¹⁸ [TTIS Consolidated Annual Report 2024, p.64](#)

Sales per Business^{19 20 21 22}

Net Revenue Structure (In million, except Percentages)

Parameter	Q2FY25, USD	QoQ, %	Q1FY25, USD	QoQ, %	Q4FY24, USD	QoQ, %	Q3FY24, USD	QoQ, %	Q2FY24, USD	YoY, %
Game Business	1,233.9	1.41	1,216.7	-3.48	1,260.6	4.34	1,208.2	-4.59	1,128.6	9.33
Advertising	119.2	-1.89	121.5	-12.46	138.8	-12.21	158.1	-12.12	170.6	-30.13
Total Consolidated Revenue	1,353.1	1.11	1,338.2	-4.37	1,399.4	2.42	1,366.3	5.16	1,299.2	4.15

Net Revenue Structure Percentages

Parameter	Q2FY25, %	Q1FY25, %	Q4FY24, %	Q3FY24, %	Q2FY24, %
Game Business	91.19	90.92	90.08	88.43	97.47
Advertising	8.81	9.08	9.92	11.57	13.85

¹⁹ [TTIS Consolidated Q2FY25 Report, p.3](#)

²⁰ [TTIS Consolidated Q1FY25 Report, p.3](#)

²¹ [TTIS Q4FY24 Earnings Release, p.8](#)

²² [TTIS Consolidated Q3FY24 Report, p.3](#)

Sales per Platform^{23 24 25 26}

Sales by Platform Structure

(In million, except Percentages)

Parameter	Q2FY25, USD	QoQ, %	Q1FY25, USD	QoQ, %	Q4FY24, USD	QoQ, %	Q3FY24, USD	QoQ, %	Q2FY24, USD	YoY, %
Mobile	740.2	2.45	722.5	1.03	715.1	1.19	706.7	9.36	646.2	14.55
Console	491.1	-3.50	508.9	-10.52	568.7	3.85	547.6	0.16	546.7	-10.17
PC and other	121.8	14.04	106.8	-7.61	115.6	3.21	112.0	5.36	106.3	14.58
Total Consolidated Revenue	1,353.1	1.11	1,338.2	-4.37	1,399.4	2.42	1,366.3	5.16	1,299.2	4.15

Sales by Platform Structure Percentages

Parameter	Q2FY25, %	Q1FY25, %	Q4FY24, %	Q3FY24, %	Q2FY24, %
Mobile	54.70	53.99	51.10	51.72	49.74
Console	36.29	38.03	40.64	40.08	42.08
PC and other	9.00	7.98	8.26	8.20	8.18

²³ [TTIS Consolidated Q2FY25 Report, p.10](#)

²⁴ [TTIS Consolidated Q1FY25 Report, p.9](#)

²⁵ [TTIS Q4FY24 Current Report, p.14](#)

²⁶ [TTIS Consolidated Q3FY24 Report, p.10](#)

Sales per Region^{27 28 29 30}

Sales by Region

(In million, except Percentages)

Parameter	Q2FY25, USD	QoQ, %	Q1FY25, USD	QoQ, %	Q4FY24, USD	QoQ, %	Q3FY24, USD	QoQ, %	Q2FY24, USD	YoY, %
United States	814.5	-0.73	820.5	-4.75	861.4	5.27	818.3	2.85	795.6	2.38
International	538.6	4.04	517.7	-3.77	538.0	-1.82	548.0	8.82	503.6	6.95
Total Consolidated Revenue	1,353.1	1.11	1,338.2	-4.37	1,399.4	2.42	1,366.3	5.16	1,299.2	4.15

Sales by Region Percentages

Parameter	Q2FY25, %	Q1FY25, %	Q4FY24, %	Q3FY24, %	Q2FY24, %
United States	60.20	61.31	61.55	59.89	61.24
International	39.80	38.69	38.45	40.11	38.76

²⁷ [TTIS Consolidated Q2FY25 Report, p.10](#)

²⁸ [TTIS Consolidated Q1FY25 Report, p.8](#)

²⁹ [TTIS Q4FY24 Current Report, p.14](#)

³⁰ [TTIS Consolidated Q3FY24 Report, p.9](#)

Distribution Channel^{31 32 33 34}

Distribution Channel

(In million, except Percentages)

Parameter	Q2FY25, USD	QoQ, %	Q1FY25, USD	QoQ, %	Q4FY24, USD	QoQ, %	Q3FY24, USD	QoQ, %	Q2FY24, USD	YoY, %
Digital online	1,300.0	0.35	1,295.5	-2.97	1,335.2	2.92	1,297.3	4.65	1,239.7	4.86
Physical retail and other	53.1	24.36	42.7	-33.49	64.2	-6.96	69.0	15.97	59.5	-10.76
Total Consolidated Revenue	1,353.1	1.11	1,338.2	-4.37	1,399.4	2.42	1,366.3	5.16	1,299.2	4.15

Sales by Distribution Channel

Parameter	Q2FY25, %	Q1FY25, %	Q4FY24, %	Q3FY24, %	Q2FY24, %
Digital online	96.08	96.81	95.41	94.95	95.42
Physical retail and other	3.92	3.19	4.59	5.05	4.58

³¹ [TTIS Consolidated Q2FY25 Report, p.10](#)

³² [TTIS Consolidated Q1FY25 Report, p.9](#)

³³ [TTIS Q4FY24 Current Report, p.14](#)

³⁴ [TTIS Consolidated Q3FY24 Report, p.10](#)

Dividend Information

“We have never declared or paid cash dividends. We currently anticipate that all future earnings will be retained to finance the growth of our business and we do not expect to declare or pay any cash dividends in the foreseeable future. The payment of dividends in the future is within the discretion of our Board of Directors and will depend upon future earnings, capital requirements and other relevant factors. Our Credit Agreement requires us to meet certain incurrence tests prior to paying a dividend”.³⁵

³⁵ In this chapter, quotes are used from the [TTIS Consolidated Annual Report 2024, p.37](#)

Balance Sheet^{36 37 38 39}

(In million, except Percentages)

Parameter	at Sep 30, 2024, USD	QoQ, %	at Jun 30, 2024, USD	QoQ, %	at Mar 31, 2024, USD	QoQ, %	at Dec 31, 2023, USD	QoQ, %	at Sep 30, 2023, USD	YoY, %
Assets										
Total Current Assets	2,705.7	5.73	2,559.0	13.25	2,259.7	1.86	2,218.5	-12.55	2,536.8	6.66
Total Non-Current Assets	10,369.6	-0.15	10,385.6	4.30	9,957.2	-21.46	12,677.2	0.05	12,670.6	-18.16
Total Assets	13,075.3	1.01	12,944.6	5.96	12,216.9	-17.98	14,895.7	-2.05	15,207.4	-14.02
Liabilities										
Total Current Liabilities	3,200.5	12.44	2,846.3	-2.81	2,406.4	3.86	2,692.4	12.39	3,000.1	6.68
Total Non-Current Liabilities	4,076.3	-0.74	4,106.8	1.00	4,142.6	0.03	3,694.7	-4.82	3,777.2	7.92
Total Liabilities	7,276.8	4.66	6,953.1	-0.95	6,549.0	1.95	6,387.1	3.09	6,777.3	7.37
Total Equity	5,798.5	-3.22	5,991.5	0.78	5,667.9	2.65	8,508.6	0.38	8,430.1	-31.22

³⁶ [TTIS Consolidated Q2FY25 Report, p.2](#)

³⁷ [TTIS Consolidated Q1FY25 Report, p.2](#)

³⁸ [TTIS Consolidated Q3FY24 Report, p.2](#)

³⁹ [TTIS Consolidated Q2FY24 Report, p.2](#)

Income Statement^{40 41 42 43}

(In million, except EPS data and Percentages)

Parameter	Q2FY25, USD	QoQ, %	Q1FY25, USD	QoQ, %	Q4FY24, USD	QoQ, %	Q3FY24, USD	QoQ, %	Q2FY24, USD	YoY, %
Revenue	1,353.1	1.11	1,338.2	-4.37	1,399.4	2.42	1,366.3	5.16	1,299.2	4.15
Gross Profit	727.9	-5.60	771.1	64.38	469.1	-30.82	678.1	63.24	415.4	75.23
Operating expenses	1,025.1	7.23	956.0	-69.96	3,182.2	294.03	807.6	-15.80	959.1	6.88
Net loss	(365.5)	39.50	(262.0)	-90.97	(2,903.0)	3,069.21	(91.6)	-83.15	(543.6)	-32.76
EPS Basic	(2.08) USD	36.84	(1.52) USD	-91.07	(17.02) USD	3,051.85	(0.54) USD	-83.13	(3.20) USD	-35.00
EPS Diluted	(2.08) USD	36.84	(1.52) USD	-91.07	(17.02) USD	3,051.85	(0.54) USD	-83.13	(3.20) USD	-35.00

⁴⁰ [TTIS Consolidated Q2FY25 Report, p.3](#)

⁴¹ [TTIS Consolidated Q1FY25 Report, p.3](#)

⁴² [TTIS Q4FY24 Current Report, p.11](#)

⁴³ [TTIS Consolidated Q3FY24 Report, p.3](#)

Cashflow Statement^{44 45 46 47}

(In million, except Percentages)

Parameter	Q2FY25, USD	QoQ, %	Q1FY25, USD	QoQ, %	Q4FY24, USD	QoQ, %	Q3FY24, USD	QoQ, %	Q2FY24, USD	YoY, %
Cash flows from operating activities	(128.4)	-32.77	(191)	2,046.07	(8.9)	-88.44	(77)	-	64.8	-
Cash flows from investing activities	(33.3)	-4.03	(34.7)	-36.56	(54.7)	61.83	(33.8)	-	22.2	-
Cash flows from financing activities	0.5	-99.92	596.5	-	(19.4)	2,055.56	(0.9)	-98.21	(50.3)	-

⁴⁴ [TTIS Consolidated Q2FY25 Report, p.5](#)

⁴⁵ [TTIS Consolidated Q1FY25 Report, p.5](#)

⁴⁶ [TTIS Q4FY24 Current Report, p.13](#)

⁴⁷ [TTIS Consolidated Q3FY24 Report, p.5](#)

News⁴⁸

July 10, 2024 - [Ball Over Everything: NBA® 2K25 Features NBA Champion Jayson Tatum, Two-Time WNBA MVP A'ja Wilson, and Hall-of-Fame Legend Vince Carter as Cover Athletes](#)

July 11, 2024 - [Take-Two Interactive Software, Inc. to Report First Quarter Fiscal Year 2025 Results on Thursday, August 8, 2024](#)

July 25, 2024 - [Zynga's Game of Thrones: Legends Now Available Worldwide with Launch Trailer Starring Kit Harington](#)

August 9, 2024 - [Take-Two Interactive Software, Inc. Reports Results for Fiscal First Quarter 2025](#)

August 21, 2024 - [Borderlands® 4 Coming In 2025](#)

August 21, 2024 - [Uncover the Origins of Organized Crime in Mafia: The Old Country. Coming in 2025](#)

August 21, 2024 - [Sid Meier's Civilization® VII Launching Worldwide on February 11, 2025](#)

September 6, 2024 - [Ball Over Everything: NBA® 2K25 Launches Worldwide](#)

September 11, 2024 - [Take-Two Interactive to Host Webcast of 2024 Annual Meeting of Stockholders](#)

September 23, 2024 - [Tales of the Shire: A The Lord of The Rings Game Launches on March 25, 2025](#)

⁴⁸ [TTIS web, Press Releases](#)

Analyst's Opinion

Summary

Take-Two Interactive Software, Inc. was incorporated in the state of Delaware in 1993. The company is a global developer, publisher, and marketer of interactive entertainment. The company's products are designed for console systems, PC and mobile devices through Rockstar Games, 2K and Zynga studios. In October 2024, the company sold the label to the Private Division.

Take-Two Interactive Software, Inc. shares are traded on Nasdaq under the ticker symbol TTWO. As of September 30, 2024, the total shares outstanding were 175,500,000. During Q2FY25, the company's shares traded within a range of 135.24 USD to 162.98 USD. The opening price on July 1, 2024, was 154.05 USD, and the closing price on September 30, 2024, stood at 153.71 USD. Take-Two Interactive Software, Inc. has never declared or paid cash dividends.

On June 11, 2024, the company completed the purchase of 100% of the shares of The Gearbox Entertainment Company, Inc., of the consideration totaling 435.0 million USD.

In Q2FY25, 2K released "NBA 2K25" and Zynga released "Game of Thrones: Legends".

Total revenue in Q2FY25 amounted to 1,353.1 million USD, an increase of 1.11%, compared to 1,338.2 million USD in Q1FY25 and an increase of 4.15%, compared to 1,299.2 million USD in Q2FY24.

Sales by Platforms in Q2FY25: 54.70% from the Mobile at 740.2 million USD, 36.29% from the Console at 491.1 million USD and 9.00% from PC and other at 121.8 million USD.

Sales per Region in Q2FY25: 60.20% from the United States at 814.5 million USD and 39.80% from International at 538.6 million USD.

Distribution Channel in Q2FY25: 96.08% from the Digital online at 1,300.0 million USD and 3.92% from Physical retail and other at 53.1 million USD.

As of September 30, 2024, Total Current Assets amounted to 2,705.7 million USD, which was less than Total Current Liabilities of 3,200.5 million USD, by 494.8 million USD. Total Equity was 5,798.5 million USD, a decrease of 3.22%, compared to 5,991.5 million USD at June 30, 2024, and a decrease of 31.22%, compared to 8,430.1 million USD at September 30, 2023.

Follow the announcements of the release of new reports on the website Data40.com in the [Calendars by section DATA40.com](#).

Sources List

- [Take-Two Interactive Software web](#)
- [State of Delaware web](#)
- [Delaware.gov](#)
- [Nasdaq](#)
- [Crunchbase](#)
- [MarketScreener](#)
- [TradingView](#)
- [Wikipedia](#)
- [TTIS Q2FY25 Earnings Release](#)
- [TTIS Consolidated Q2FY25 Report](#)
- [TTIS Consolidated Q1FY25 Report](#)
- [TTIS Q4FY24 Current Report](#)
- [TTIS Consolidated Q3FY24 Report](#)
- [TTIS Consolidated Q2FY24 Report](#)
- [TTIS Consolidated Annual Report 2024](#)
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META



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