APPENDIX A â€“ CONTRACT TERMS AND CONDITIONS

Official Product Name: â€œWill Grand Theft Auto VI reach <number> publisher-reported units sold-in <time period>?â€

Rulebook: GTA6UNITS

GTA6UNITS

Scope: These rules shall apply to this contract.

Underlying: The Underlying for this Contract is the cumulative number of units of Grand Theft Auto VI sold-in, as publicly reported by Take-Two Interactive Software, Inc. (including Rockstar Games) <time period>. Revisions to the Underlying made after Expiration will not be accounted for in determining the Expiration Value.

Instructions: The Underlying can be found at: https://www.take2games.com/ir. These instructions on how to access the Underlying are provided for convenience only and are not part of the binding Terms and Conditions of the Contract. They may be clarified at any time.

Source Agency: The Source Agencies are, in hierarchical order, Take-Two Interactive Software, Inc. (including its wholly owned label Rockstar Games, and including the official websites, investor relations website, press releases, earnings releases, earnings calls, filings with the U.S. Securities and Exchange Commission, and official social media accounts of each), the Associated Press, Bloomberg News, Reuters, the New York Times, the Washington Post, CNBC, BBC, ABC, CBS, CNN, Fox News, MS Now, NBC, and the Wall Street Journal.

Type: The type of Contract is an Event Contract.

Issuance: After the initial Contract, Contract iterations will be listed on an as-needed basis at the discretion of the Exchange and corresponding to the risk management needs of Members.

<number>: <number> refers to a whole number of units of Grand Theft Auto VI specified by the Exchange. The Exchange may list iterations of the Contract with <number> levels that fall within an inclusive range between one million (1,000,000) and five hundred million (500,000,000) units at consecutive increments of five hundred thousand (500,000) units. Due to the potential for variability in the Underlying, the Exchange may modify <number> levels in response to suggestions by Members.

<time period>: <time period> refers to a specific range of time as specified by the Exchange. This may be defined by exact dates (e.g., "between January 1, 2027, and December 31, 2027"), relative markers (e.g., "before July 1, 2027"), an event, or broader intervals (e.g., "Q1â€“Q2 2027," "Januaryâ€“March 2027"). "Between" is inclusive of both endpoints, while "before" and "after" exclude the specified date unless stated otherwise. Where <time period> has no stated start date (e.g., "before July 1, 2027"), it begins at the date and time the Contract is listed. <time period> may also refer to multiple dates (even if non-consecutive), or to a singular and discrete date or time.

Payout Criterion: The Payout Criterion for the Contract encompasses the Expiration Values that Take-Two Interactive Software, Inc. (including Rockstar Games) publicly reports <time period> that Grand Theft Auto VI has reached at least <number> units sold-in.

Additional Clarifications: *Units Sold-In:*

- "Units sold-in" means the cumulative number of copies of Grand Theft Auto VI, across all platforms, editions, and physical and digital formats combined, that Take-Two Interactive Software, Inc. or Rockstar Games (together, "Take-Two") reports as sold-in, or as sold without specifying a different measure.
- Figures for sell-through, players, users, engagement, pre-orders, revenue, net bookings, or any other measure, and figures for the Grand Theft Auto franchise as a whole or for any other title, do not count.
- A figure stated as "over," "more than," "in excess of," or "surpassing" a number is treated as reaching that number. A figure qualified as approximate or as falling short of a number (e.g., "approximately," "about," "roughly," "nearly," "almost," "close to") counts only toward <number> levels below the stated figure.

Reporting:

- Only actual sold-in figures publicly reported by Take-Two count; forecasts, guidance, targets, and projections, and estimates by analysts, industry tracking services, retailers, or platform operators, do not. A report by any other Source

Agency counts only where it reports a sold-in figure attributed to Take-Two.
- A report counts only if it is published <time period>, measured in Eastern Time. A report published after the end of <time period> does not count, even if it states a figure as of a date falling <time period>.
- If a qualifying report published <time period> states a figure of at least <number> units, the Contract will resolve Yes regardless of any lower figure reported afterward, subject to the corrections rules below.
- If Grand Theft Auto VI is delayed, cancelled, or withdrawn, the Contract will resolve No unless a qualifying report of at least <number> units is published <time period>.
- If Take-Two Interactive Software, Inc. or Rockstar Games is renamed, reorganized, merged, or acquired, or Grand Theft Auto VI is retitled, but Take-Two Interactive Software, Inc., Rockstar Games, or a successor entity holding the publishing rights to the game continues to report its sold-in units, that continued record governs and the Contract remains open.

Source and Corrections:

- If the Source Agencies conflict as to the sold-in figure reported by Take-Two, the hierarchy set out in Source Agency above will govern.
- Each sold-in figure is determined from the first record of it that a Source Agency publishes (e.g., an earnings release, press release, SEC filing, or official social media post). A later correction counts only if it is published before Expiration and the Exchange determines, in its sole discretion, that it remedies a material error; if the Exchange determines that the first record may contain a material error, it may delay Expiration until the earlier of publication of a corrected record or the Expiration Date.
- If there is no data for the Underlying published by a Source Agency by the Expiration Date, all markets will resolve to No, unless a "No data" strike is listed, in which case the "No data" strike will resolve Yes and all others will resolve No.

Examples that would resolve the market to Yes: *Assuming <number> is twenty-five million (25,000,000) and <time period> is â€œbefore March 1, 2027â€:*

- Take-Twoâ€™s earnings release in February 2027 states that Grand Theft Auto VI has sold-in 31 million units. The Contract for twenty-five million (25,000,000) units before March 1, 2027 will resolve Yes, because a qualifying report of at least twenty-five million (25,000,000) units was published within the period.
- Rockstar Games announces on its official website in December 2026 that Grand Theft Auto VI has sold-in more than 25 million units. The Contract for twenty-five million (25,000,000) units before March 1, 2027 will resolve Yes, because a figure stated as more than a number is treated as reaching that number.
- Bloomberg News reports in January 2027 that Take-Twoâ€™s chief executive said at an investor conference that Grand Theft Auto VI has sold-in over 25 million units. The Contract for twenty-five million (25,000,000) units before March 1, 2027 will resolve Yes, because a Source Agencyâ€™s report of a sold-in figure attributed to Take-Two counts.

Examples that would NOT resolve the market to Yes: *Assuming <number> is twenty-five million (25,000,000) and <time period> is â€œbefore March 1, 2027â€:*

- Take-Twoâ€™s last report published before March 1, 2027 states that Grand Theft Auto VI has sold-in 22 million units. The Contract for twenty-five million (25,000,000) units before March 1, 2027 will resolve No, because no qualifying report of at least twenty-five million (25,000,000) units was published within the period.
- Take-Two reports in May 2027 that Grand Theft Auto VI had sold-in over 25 million units as of December 31, 2026. The Contract for twenty-five million (25,000,000) units before March 1, 2027 will resolve No, because the report was published after the end of the period.
- An industry tracking service estimates that Grand Theft Auto VI has sold 30 million copies, while Take-Twoâ€™s only report within the period states 20 million units sold-in. The Contract for twenty-five million (25,000,000) units before March 1, 2027 will resolve No, because third-party estimates do not count.
- Take-Two states in February 2027 that Grand Theft Auto VI has sold-in nearly 25 million units. The Contract for twenty-five million (25,000,000) units before March 1, 2027 will resolve No, because a figure qualified as falling short of a number counts only toward lower levels.

If a natural person who is the primary subject of a Contractâ€™s Underlying or Payout Criterion dies prior to Expiration, or if an act or attempted act of violence, assassination, or terrorism directly prevents, interrupts, or causes the event that is the primary subject of a Contractâ€™s Underlying or Payout Criterion, Kalshi may, in its sole discretion, settle the Contract at the last traded price prior to the death or act. If Kalshi determines that trading activity was materially affected by the circumstances giving rise to the death or act, Kalshi may instead use the last traded price prior to such circumstances becoming known or reasonably anticipated by market participants. For purposes of this Rule, Kalshi may rely on an

approximate time where the precise time is unknown or cannot be reasonably determined. If Kalshi determines that no last traded price represents a fair settlement, the Outcome Review Committee shall determine the fair settlement price. Kalshi may halt or pause trading in any such Contract (with public notice on Kalshiâ€™s website or the Platform) if it reasonably believes that a death or act of terrorism subject to this Rule has occurred, is imminent, or that circumstances giving rise to such an occurrence may be happening. Determinations of Kalshi and the Outcome Review Committee under this Rule are final and not subject to review.

Minimum Tick: The Minimum Tick size for the Contract shall be $0.01.

Position Accountability Level: The Position Accountability Level for the Contract shall be $25,000 per strike, per Member.

Last Trading Date: The Last Trading Date of the Contract will be the Expiration Date. The Last Trading Time will be the Expiration time.

Settlement Date: The Settlement Date of the Contract shall be no later than the day after the Expiration Date, unless the Market Outcome is under review pursuant to Rule 7.1.

Expiration Date: The latest Expiration Date of the Contract shall be one week after the final day of <time period>. If an event described in the Payout Criterion occurs, expiration will be moved to an earlier date and time in accordance with Rule 7.2.

Expiration time: The Expiration time of the Contract shall be 10:00 AM ET.

Settlement Value: The Settlement Value for this Contract is $1.00.

Expiration Value: The Expiration Value is the value of the Underlying as documented by the Source Agency on the Expiration Date at the Expiration time.

Contingencies: Before Settlement, Kalshi may, at its sole discretion, initiate the Market Outcome Review Process pursuant to Rule 7.1 of the Rulebook. If an Expiration Value cannot be determined on the Expiration Date, Kalshi has the right to determine payouts pursuant to Rule 7.1 in the Rulebook.