

GTASONGS

Scope: These rules shall apply to this contract.

Underlying: The Underlying for this Contract is whether <song> is featured on any radio station in Grand Theft Auto VI (GTA 6) at launch. Revisions to the Underlying made after Expiration will not be accounted for in determining the Expiration Value.

Source Agency: The Source Agencies are Rockstar Games, Take-Two Interactive, official GTA 6 game credits, the in-game radio station track listings, verified gameplay footage from major gaming media outlets, IGN, GameSpot, Polygon, Kotaku, PC Gamer, Game Informer, Eurogamer, The Verge, and official press releases from artists or record labels.

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.

<song>: <song> refers to a specific song identified by title and artist as specified by the Exchange.

<date>: <date> refers to a calendar date specified by the Exchange. The Exchange may list iterations of the Contract corresponding to variations of <date>.

Payout Criterion: The Payout Criterion for the Contract encompasses the Expiration Values that <song> is playable on at least one in-game radio station in Grand Theft Auto VI at launch.

“Featured on radio” means:

- The song plays on any of the game’s radio stations during normal gameplay
- Accessible through the standard radio interface while driving or on foot
- Included in the launch version of the game (day-one patch included)
- Present in the North American release

Song identification:

- Must be the specific recording/version of <song> as commonly known
- Official remixes or alternate versions are NOT the same as the original
- Cover versions by different artists do NOT count unless specified
- Live versions are distinct from studio versions

The following do NOT qualify:

- Songs in cutscenes, missions, or scripted sequences only
- Menu music or loading screen music
- Songs added post-launch via updates/DLC
- Songs in promotional trailers but not the actual game
- User-generated content or custom radio stations
- Songs exclusive to special/collector's editions

Platform considerations:

- Song must be present on at least one major platform (PC, PlayStation, Xbox)
- Platform-exclusive content still counts as “featured”

- Censored versions still count if recognizable as <song>

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 same as the Expiration Date. The Last Trading Time will be the same as 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 30 days after the official North American release date of Grand Theft Auto VI. 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 6.3(d) of the Rulebook. If an Expiration Value cannot be determined on the Expiration Date, Kalshi has the right to determine payouts pursuant to Rule 6.3(b) in the Rulebook.