



SEC 135/ 2025-26

21st February 2026

BSE Limited
Phiroze Jeejeebhoy Towers
Dalal Street, Fort,
Mumbai 400 001
Maharashtra, India
Scrip Code: **500114**

National Stock Exchange of India Ltd
Exchange Plaza,
Bandra-Kurla Complex,
Bandra (E), Mumbai 400 051
Symbol: **TITAN**

Dear Sir,

Sub: Newspaper publication for Postal Ballot Notice and E-Voting intimation to Members

Further to our letter no. SEC 134/2025-26 dated 20th February 2026 and pursuant to Regulation 30 of the Securities and Exchange Board of India (Listing Obligations and Disclosure Requirements) Regulations 2015 ('Listing Regulations') as amended from time to time, please find enclosed copies of the Newspaper Advertisements published in Business Standard (English version) and Dinamalar -T (Tamil version) on 21st February 2026 with regard to Postal Ballot Notice and e-voting intimation to Members.

This is for your information and records.

Thank you.

Yours truly,
For TITAN COMPANY LIMITED

Dinesh Shetty
General Counsel & Company Secretary

Encl. As stated

Titan Company Limited

`INTEGRITY` #193 Veerasandra Electronics City P.O. Off Hosur Main Road, Bangalore 560100 India. Tel: 9180 6704 7000 Fax: 9180 6704 6262
Registered Office 3, Sipcot Industrial Complex Hosur 635 126 TN India. Tel-91 4344 664 199 Fax 91 4344 276037, CIN: L74999TZ1984PLC001456

www.titancompany.in

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Skill, scale and addiction

India has embraced gaming as an industry while the behavioural systems required to manage addiction are still evolving

BYUSHI DHING
New Delhi, 20 February

"Gaming is not just a hobby; it is a skill."

At "Pariksha Pe Charcha" 2026, Prime Minister Narendra Modi framed gaming not as distraction but as discipline. Students were urged to choose "better quality gaming", build expertise and create their own titles rooted in Indian narratives such as the *Panchatantra*. In the same exchange, he cautioned betting and against wasting time or money simply because digital access has become cheap.

The endorsement at the interactive session with students was deliberate. Gaming was positioned as something that, if approached with maturity, could sharpen focus and decision-making.

According to industry estimates, India has close to 488 million gamers, projected to cross 517 million next year. Nearly 40 per cent are between 15 and 24 years old, and around 90 per cent access games through smartphones. The market was estimated at \$5.9 billion in 2025 and is projected to reach \$16.7 billion by 2034.

Globally, gaming generates \$134-\$187 billion annually, according to Newzoo and PwC. In South Korea, home to one of the most developed gaming ecosystems, the sector contributes roughly 1 per cent to the GDP, according to government data.

Competitive leagues, addition of esports and public discourse have evolved in the Southeast Asian nation alongside commercial growth.

India's expansion has been faster, more mobile and more private. The systems around it are still consolidating.

Gaming disorder

It was against this backdrop that the deaths of three minor sisters in Ghaziabad unsettled the public conversation. According to initial police accounts and family statements, the siblings died by suicide following a reported dispute at home over access to their mobile phones and online activity, prompting investigators to examine their recent digital engagement.

No direct causal link to a specific game has been officially established. Yet the circumstances were swiftly folded into a broader anxiety about gaming and screen exposure, illustrating how, in a mobile-first ecosystem, gaming often becomes the first explanatory frame through which adolescent behaviour is interpreted.

In 2019, the World Health Organisation recognised Gaming Disorder as a disease, with symptoms such as impaired control, prioritisation over other activities and continuation despite harm for at least 12 months, while cautioning against over-diagnosis. The classification applies to a minority of users.

India does not currently publish national prevalence data specific to gaming disorders; insight comes largely from hospital-based reporting rather than population-level surveys.

"Digital addiction cannot be treated with a categorical approach," said Yatin Pal Singh Balhara, professor of psychiatry at the All India Institute of Medical Sciences Delhi. Warning signs, he noted, are behavioural rather than technological—academic decline, reduced attention span, shifts in peer circles, with extreme outcomes appearing later. "You can't completely ban it as it may hamper growth. Steps are needed to regularise the usage."

Clinicians say the incidence of gaming disorder has risen since the pandemic. "The cases of digital addiction have sharply risen after Covid, especially in the

last two years," said Rajiv Mehta, vice-chairperson (psychiatry) at Sir Ganga Ram Hospital. He described a progression that often begins with gradual academic decline, moves to social withdrawal and anger issues, and in some cases manifests in physical health changes.

Like Balhara, he did not advocate prohibition but suggested age-linked device restrictions and feature limitations.

Regulatory terrain

Online gaming is regulated through amendments to the Information Technology Act, 2000 and its subordinate rules rather than under a consolidated statute. In April 2023, the Ministry of Electronics and Information Technology formally brought online gaming intermediaries within its due-diligence framework, defining "online real money games", mandating user verification and grievance redressal, and enabling the recognition of self-regulatory bodies to certify permissible formats. Platforms hosting impermissible wagering-style games can be blocked under Section 69A.

Separately, the GST Council in 2023 imposed a 28

September 2020 amid national security and data concerns linked to its then Chinese publishing partner, Tencent. In response, the company launched *Battle-grounds Mobile India (BGMI)* in 2021 as a locally published, India-specific version with revised compliance and data localisation measures.

Yet regulatory exposure did not disappear. In 2022, BGMI was temporarily removed from app stores before being reinstated in 2023 after further compliance engagement with authorities—illustrating how market access in a mobile-first ecosystem can remain contingent on government decisions even after structural adjustments.

"Regulatory clarity and predictable implementation are critical for sustainable growth," said Sean Hyunil Sohn, chief executive of Krafton India. The company has invested over \$250 million in India since 2021 and committed additional capital through a \$ 6,000 crore India-focused investment fund. Sohn added that a stable framework would require transparent classification mechanisms, consistency across states and clear jurisdictional boundaries.

Disipline in pockets

Part of the political comfort with 'gaming as a skill' rests on esports, where competition resembles organised sport.

Companies such as NODWIN Gaming frame intellectual property not simply as software but as 'community and arena'. Through tournament circuits, festivals and broadcast ecosystems—including DreamHack India, Comic Con India and stakes in the Evolution Championship Series—the company has built recurring formats designed to endure beyond individual titles.

Globally, this layer is more institutionalised. The National Association of Collegiate Esports represents hundreds of American colleges running varsity-level programmes. In South Korea, competitive gaming operates within structured leagues overseen by the Korea e-Sports Association.

Krafton similarly argues that structured pathways—including its College Campus Tour and Rising Star programme—channel participation into rules-based competitive formats rather than unstructured play. Within BGMI, the company says safeguards in the structured gameplay time reminder, parental time password-based verification for underage users and spending caps to reduce overspending. For official tournaments, parental consent is mandatory for players under 18, and participants below 18 are not permitted.

For flagship tournaments such as BGIS 2026, the company has also introduced enhanced integrity systems, including device and session monitoring tools such as PlayShield, to strengthen competitive transparency.

These mechanisms introduce guardrails within defined circuits. Yet structured competition accounts for only a fraction of India's gaming base. For most users, engagement unfolds through continuity rather than competition. "As gaming becomes an everyday medium, engagement can no longer be measured only by time spent," said Rohit Agarwal, founder and director of AlphaZegus, a gaming-focused marketing and strategy firm. "The industry is gradually shifting toward healthier metrics like session quality, completion rates and long-term retention rather than raw hours."

In a market where average revenue per user remains just \$6-\$8 annually and only a minority of users pay retention underpins sustainability.



ILLUSTRATION: BINAY SINHA

Agarwal argues that the goal is to design experiences that are "engaging but not extractive", with platforms increasingly pushed to embed "consent, transparency and protection by default". Sohn described Krafton's India strategy as capability-led rather than expansion at any cost, stating that user-safety, regulatory alignment and competitive integrity must evolve alongside capital deployment.

Whether such guardrails meanfully alter behavioural intensity across hundreds of millions of users—most of whom operate outside structured competitive digital behaviour literacy—into curricula. Parental awareness varies widely. Clinical intervention often begins only after distress becomes visible.

Uneven response

Unlinked South Korea, where addiction clinics and public discourse developed in tandem with gaming's commercial rise, India's behavioural response remains uneven. Schools rarely inte-

GAMING IN INDIA NOW OCCUPIES A LAYERED INTERSECTION—POLITICALLY ENDORSED AS SKILL, ECONOMICALLY EMBEDDED AS A GROWTH SECTOR, AND CLINICALLY DEBATED AS BEHAVIOURAL RISK

grate digital behaviour literacy into curricula. Parental awareness varies widely. Clinical intervention often begins only after distress becomes visible.

Gaming in India now occupies a layered intersection—politically endorsed as skill, economically embedded as a growth sector, and clinically debated as behavioural risk.

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Global guardrails

■ WHO (2019): Gaming Disorder included in International Classification of Diseases

■ South Korea (2011): Shutdown Law bars under-16s from online gaming between midnight and 6 am; replaced in 2021 with strengthened parental control

■ China (2021): Minors limited to one hour of online gaming on Fridays, weekends, and public holidays—effectively capped at 3 hours per week

■ United Kingdom (2023): Online Safety Act requires platforms to implement child-safety risk assessments and mitigation duties

■ Multiple countries, including Australia, parts of the US and India: Ongoing debates on age-based digital access restrictions, parental consent frameworks and stronger youth online protections

\$184-187 bn

Annual global gaming revenue

1-3%

Estimated global prevalence of Gaming Disorder

Gujarat Informatics Limited
Block No. 2, 2nd Floor, Karmayogi Bhavan, Sector 10, Gandhinagar-382010 (Gujarat).

NOTICE INVITING BID

GIL invites bids through E-tendering in Bid for Supply, Installation, Commissioning and CAMC of GPUs (Graphics Processing Unit) server for AI / ML use case at GSDC on OPEX basis(Rental basis) (Tender no. GEM/2026/B/7208125). Interested parties may visit <http://www.gil.gujarat.gov.in> or <https://www.gem.gov.in> for eligibility criteria & more details about the RFP. - Managing Director

EICHER
EICHER MOTORS LIMITED
CIN: L34102DL1982PL2129877
Regd. Office: Office number 1111, 11th Floor, Ashoka Estate, Plot Number 24, Barakhamba Road, New Delhi-110001
Telephone: +91 11 41069173
Email: investors@eichermotors.com, Website: www.eichermotors.com
Notice for Loss of Share Certificates

Notice is hereby given that the following Share Certificates of Eicher Motors Limited (the Company) have been reported as lost/stolen/damaged by the below mentioned registered holder(s) and they have applied to the Company for issue of duplicate share certificate(s).

Name of Shareholder	Folio No.	Applied No.	Distinctive Nos. From	To	No. of shares (Face value Rs 10 each)
Rajesh Bafna	89001	113474	24496937	24496962	26
Jairaj Java jointly with Poojam Java	902346	4849	483001	483100	100
Bhagwan Sahai Khandelwal	3874	13876	1388701	1388900	100

Any person who has a claim in respect of the said certificate(s) should lodge his/her claim with all supporting documents with the Company at its registered office address of Office No. 1111, 11th Floor, Ashoka Estate, Plot No. 24, Barakhamba Road, New Delhi-110001, India. If no valid and legitimate claim is received within 15 days from the date of publication of this notice, the Company will proceed to issue duplicate share certificate(s) (Letter of Confirmation to the person(s) named above subject to verification of all documents and no further claim would be entertained from any other person(s). For Eicher Motors Limited Sd/-
Date : February 20, 2026
Place : New Delhi
Atul Sharma
Company Secretary & Compliance Officer

MPL
MAITHON POWER LIMITED
(Contracts Department)
Maithon Power Ltd. Village: Dambhui, PO: Barbandia, District-Dhanbad, State-Jharkhand-PIN-828265

EXPRESSION OF INTEREST (EOI)- Feb 2026

Procurement of Scope of work for Cooling Water Treatment. (2X525 MW, IPP) Chemical Dept at Maithon Power Ltd (Joint Venture of DVC and Tata Power) Site-Nirsa Dhanbad

ENQUIRY REFERENCE No:
Tender: MPL/CHM/JKP/2025/3000010399

Type of Bidding: E-tendering / Two Part / Technical and commercial bid

Procurement of Scope of work for Cooling Water Treatment. (2X525 MW, IPP) Chemical Dept at Maithon Power Ltd MPL/CHM/JKP/2025/3000010399

Contact Details:
Mr. Jitendra Prasad -Lead Engineer Procurement, Mobile - Email Id- Jitendra.rakumar@tatapower.com
Ms. Jayashree Choudhury-Head Contracts & Materials, Mobile: Email Id- choudhuryj@tatapower.com
Maithon Power Ltd., (A Joint Venture Company of Tata Power & DVC), Village: Village Dambhui, P.O. Barbandia, P.S. Nirsa, District Dhanbad 828 205, Jharkhand, India.
Eligible vendors willing to participate may submit their expression of interest along with the tender fee for issue of bid document on 25.02.2026.
Maithon Power Limited ("Owner") invites Expression of Interest (EOI) from interested parties for the Two-Part E-tendering Process of following Relevant Package:
Web: <https://www.tatapower.com/Tender/tenderarchivalist.aspx>

TITAN COMPANY LIMITED
A TATA Enterprise
CIN: L74997Z1984PLC001456
Registered Office: 3, SIPCOIT Industrial Complex, Hosur - 635 126, Tamil Nadu.
Corporate Office: 'INTEGRITY', No.193, Veerasandra, Electronics City P.O., Off Hosur Main Road, Bengaluru - 560 100, Karnataka
Tel: +91-80-6704 7000 E-mail: investor@titan.co.in Website: www.titancompany.in

POSTAL BALLOT NOTICE AND E-VOTING INTIMATION TO MEMBERS

Notice is hereby given that Titan Company Limited ("Company") is seeking approval of its Members on the following Ordinary Resolution, through Postal Ballot by voting only through electronic means (remote e-voting):

Sl. No.	Description of Resolution	Type of Resolution
1.	Appointment of Ms. Sandhya Venugopal Sharma, IAS (DIN: 08445015) as a director	Ordinary

The Postal Ballot Notice ("Notice") is available on the website of the Company at www.titancompany.in and on the website of National Securities Depository Limited ("NSDL") at www.evoting.nsdl.com. Additionally, the Notice will also be available and be accessible from the websites of the Stock Exchanges i.e., BSE Limited ("BSE") and National Stock Exchange of India Limited ("NSE") at www.bseindia.com and www.nseindia.com, respectively.

Pursuant to Section 110 read with Section 108 and other applicable provisions, if any, of the Companies Act, 2013 ("the Act"), (including any statutory modifications or re-enactments thereof for the time being in force), read with Rules 20 and 22 of Companies (Management and Administration) Rules, 2014, ("the Rules"), Regulation 44 of the Securities and Exchange Board of India (Listing Obligations and Disclosure Requirements) Regulations, 2015 ("SEBI Listing Regulations"), Secretarial Standard on General Meetings issued by The Institute of Company Secretaries of India ("SS-2"), as each amended, and in accordance with the requirements prescribed by the Ministry of Corporate Affairs ("MCA") for the holding general meeting/conducting Postal Ballot process through e-voting vide various MCA Circulars, the Company is providing remote e-voting facility to all its Members to enable them to cast their votes electronically on the resolution set forth in the Notice instead of submitting the physical Postal Ballot form. The Company has, on Friday, 20th February 2026, completed dispatch of Notice dated Tuesday, 10th February 2026, seeking approval of the Members of the Company by e-mail only to the Members whose name appears in the Register of Members/List of Beneficial Owners as received from NSDL and Central Depository Services (India) Limited ("CDSL") and whose e-mail address is available with the Company as on Friday, 13th February 2026 ("Cut-off date"). The voting rights shall also be reckoned on the paid-up value of shares registered in the name(s) of the Members as the Cut-off date. Accordingly, physical copy of the Notice along with the Postal Ballot forms and pre-paid business envelope have not been sent to the Members for this Postal Ballot.

The Company has engaged the services of NSDL for facilitating remote e-voting to enable the Members to cast their votes electronically in a secure manner. The remote e-voting period shall commence on **Sunday, 22nd February 2026 at 9:00 a.m. (IST)** and ends on **Monday 23rd March 2026 at 5:00 p.m. (IST)**. The remote e-voting facility shall be disabled by NSDL immediately thereafter and will not be allowed beyond the said date and time. Members are requested to record their Assent (FOR) or Dissent (AGAINST) through the remote e-voting process not later than 5:00 p.m. IST on Monday, 23rd March 2026. Members of the Company holding shares either in physical or in electronic form as on the Cut-off date shall cast their vote electronically. Once the vote on the resolutions is cast by the Member, the Member shall not be allowed to change it subsequently.

Eligible Members whose e-mail address is not registered/updated with the Company/Depositories/RTA may register/update their e-mail addresses on or before 05:00 p.m. IST on Friday, 27th February 2026 to receive a copy of the Notice. The procedure to register the e-mail address with the RTA and the procedure of remote e-voting is provided in the Notice.

The Board of Directors has appointed Mr. V. Sreedharan (FCS No. 2347; CP No. 833) or in his absence Mr. Pradeep B. Kulkarni (FCS 7260; CP 7655) of M/s. V. Sreedharan & Associates, Practicing Company Secretaries, as the Scrutinizer to scrutinize the Postal Ballot process in a fair and transparent manner. The results of the e-voting conducted through Postal Ballot (through the remote e-voting process) along with the Scrutinizer's Report will be announced on or before 5:00 p.m. (IST) on Wednesday, 25th March 2026. The same will be displayed on the website of the Company at www.titancompany.in, the website of NSDL at <https://www.evoting.nsdl.com/> and shall also be communicated to BSE and NSE where the Company's Equity Shares are listed and be made available on their respective websites i.e., www.bseindia.com and www.nseindia.com. Additionally, the Results will also be placed on the notice board at the Registered Office of the Company.

In case of any queries, you may refer to the Frequently Asked Questions (FAQs) for Shareholders and e-voting user manual for Shareholders available at the download section of www.evoting.nsdl.com or call on toll free no. 022-48767000 or send a request to evoting@nsdl.com. Members are requested to carefully read all the notes set out in the Notice and in particular, the manner of casting vote through remote e-voting.

By Order of the Board of Directors
For Titan Company Limited
Sd/-
Dinesh Shetty
General Counsel & Company Secretary
FCS No.: 3879

Place: Bengaluru
Date: 20th February 2026

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