

1. Overview of the business products and services

Evoplay Entertainment is a game development studio founded in 2017 to revolutionise the iGaming user experience through innovative gameplay. It unveiled the industry's first 3D/VR slot game at ICE 2018 and now boasts a portfolio that includes over 250 slots, tables, and instant games.

With a development centre in Ukraine and offices in Cyprus and Poland, the company has an established partnership network throughout Asia, the CIS, Europe, and South America.

The principal business activity is to provide remote gambling software, including without limitation any off-shore games of chance and wagering, through the internet in compliance with the regulations of the Government of Curaçao. This service shall be referred to for all purposes as "Internet Wagering/Internet provided the services above, which will be rendered from an area that has been designated as an E-zone in conformity with the local E-zone law.

2. Company management structure of the company and Structure of Evoplay Entertainment BV

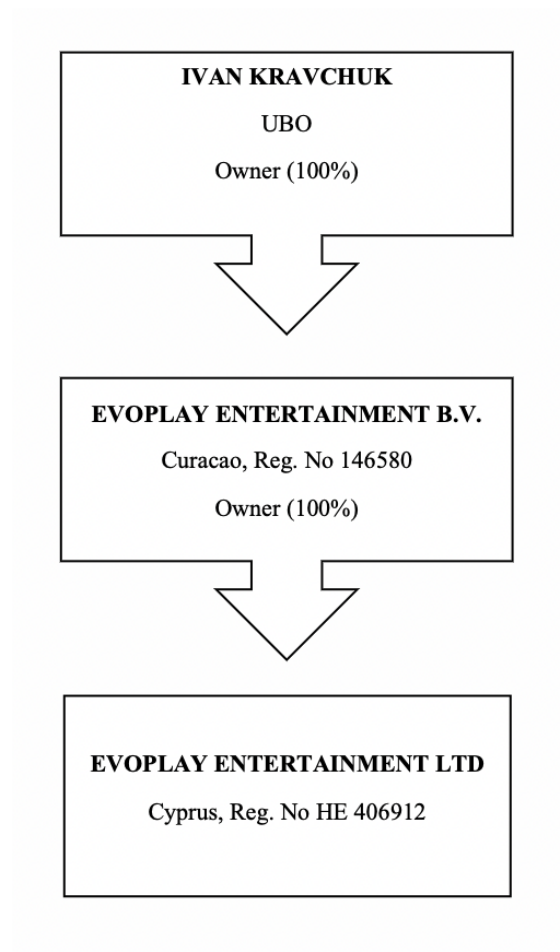
2.1 Ultimate Beneficial Owners

Name	Ownership
Ivan Kravchuk	100%

2.2 Directors, Executives, Key Staff

Name	Position
Mr. Christopher Van Rosberg	Managing Director
Mrs. Lorenza Godett	Managing Director

2.3 Structure of Evoplay Entertainment BV



3. Business forecasts for 3 eyars

	2024	2025	2026
Open balance	223 000,00	389 067,53	865 741,82
Operating activities			
- income	6 046 067,53	6 650 674,29	7 648 275,43
- outcome	-5 880 000,00	-6 174 000,00	-6 667 920,00

CloseBalance	389 067,53	865 741,82	1 846 097,25
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4. Overview of intended strategy

	2024	2025	2026
Revenue	6 046 067,53	6 650 674,29	7 648 275,43
Worldwide	6 046 067,53	6 650 674,29	7 648 275,43
Curacao	-	-	-
Expenses:	- 5 880 000,00	- 6 174 000,00	- 6 667 920,00
direct cost	- 179 150,00	- 205 300,00	- 231 450,00
b2b	- 270 000,00	- 420 000,00	- 540 000,00
admin	- 5 700 850,00	- 5 968 700,00	- 6 436 470,00
Profit	166 067,53	476 674,29	980 355,43
Taxes	-	-	-
Net profit	166 067,53	476 674,29	980 355,43
Profit Margin,%	3%	7%	13%

5. Key suppliers and material dependencies

5.1 Critical Income Partners

Name	Percentage
Brivio Limited	32%
STRIMDUO LTD	18%
MARKOR TECHNOLOGY LIMITED	13%

Mirax Management Ltd	13%
Waygosport Ltd	11%

5.2 Critical Suppliers

Name	Percentage
Evoplay LTD	46%
Bordo Goup Limited	15%
YAMAKO LIMITED	8%
ZAFIRENA MANAGEMENT LTD	6%
Servers.com Inc	4%
Expose Designs Limited	4%

6. Risk evaluation and management

To protect the company against potential losses and ensure the organisation's long-term viability, we constantly conduct internal audits and improve the effectiveness of their risk management, control, and governance processes.

There are some of the main things we conduct such audits for:

- Assessing risk
- Evaluating controls
- Testing the reliability of the organization's financial statements
- Evaluating the effectiveness of the organization's internal controls
- Reviewing the organization's compliance with laws and regulations
- Providing recommendations for improving risk management practices

7. Will be provided by the legal department

8. Target KPIs and business objectives

For our company as for game development studio, measuring success and establishing long-term business objectives involves several key metrics and strategic considerations:

- **Player Engagement and Retention:** Success can be measured by the level of player engagement with the games provided and the ability to retain players over time. Key metrics include average session length, frequency of gameplay, and player churn rates. Long-term objectives include strategies to enhance player experiences, introduce new features, and foster loyalty through rewards programs and personalised gaming experiences.

- **Game Performance:** Monitoring the performance of individual games is crucial for us. Metrics such as player feedback, ratings, and in-game analytics can provide insights into which games are resonating with players and which may need improvements or updates. Long-term objectives involve developing a diverse portfolio of high-quality games that appeal to different player preferences while regularly refreshing and innovating to maintain relevance in the market.
- **Revenue and Profitability:** revenue generated from game licensing fees, royalties, and other revenue streams are important metrics to track. Long-term objectives include achieving sustainable revenue growth through expanding market reach, securing partnerships with casino operators, and optimizing monetization strategies while maintaining profitability through efficient cost management.
- **Market Share and Competitive Positioning:** Assessing market share and competitive positioning relative to other game providers is essential for us to measure success in the long term. This involves tracking market trends, analyzing competitor offerings, and identifying opportunities for differentiation and innovation. Objectives include gaining market share in key segments, expanding into new geographic markets, and establishing the brand as a leader in the industry.
- **Regulatory Compliance and Social Responsibility:** Compliance with regulatory requirements and commitment to responsible gaming practices are critical for long-term success and sustainability. This includes adhering to licensing regulations, promoting responsible gaming behaviors, and implementing measures to prevent underage gambling and problem gambling. Objectives include maintaining a strong reputation for integrity and compliance, fostering trust among regulators and players, and contributing positively to the broader gaming ecosystem.
- **Technological Innovation:** Embracing technological innovation and staying ahead of industry trends is essential for long-term success in such a highly competitive gaming market. Objectives include investing in research and development to create cutting-edge gaming experiences, leveraging emerging technologies such as virtual reality or augmented reality, and adapting to changes in player preferences and behavior.

9. Will be provided by the legal department