

BUSINESS PLAN PALMSBET CURACAO

Palmsbet Curacao General Overview

The Group of which the Company is part of offers products to its customers across the following operating segments:

- Online, through which it offers a wide range of online games including iSports (sports, virtual and horse-race betting in the online channel), iGaming (online casino) and other online products (e.g. bingo, poker, skill games, betting exchange);
- Land based Gaming, through which the Company operates aggregate concessionary activities across a number of machines based on product lines, including direct management of gaming halls and Casinos which benefit from the Company's distinct distribution format, brands and logos following the Company's proprietary design and layout for retail gaming halls;
- Gaming technology manufacturing through which Company develops highly sophisticated gaming machines, jackpot systems as well as games software including RGS, casino management systems and online gaming platforms.

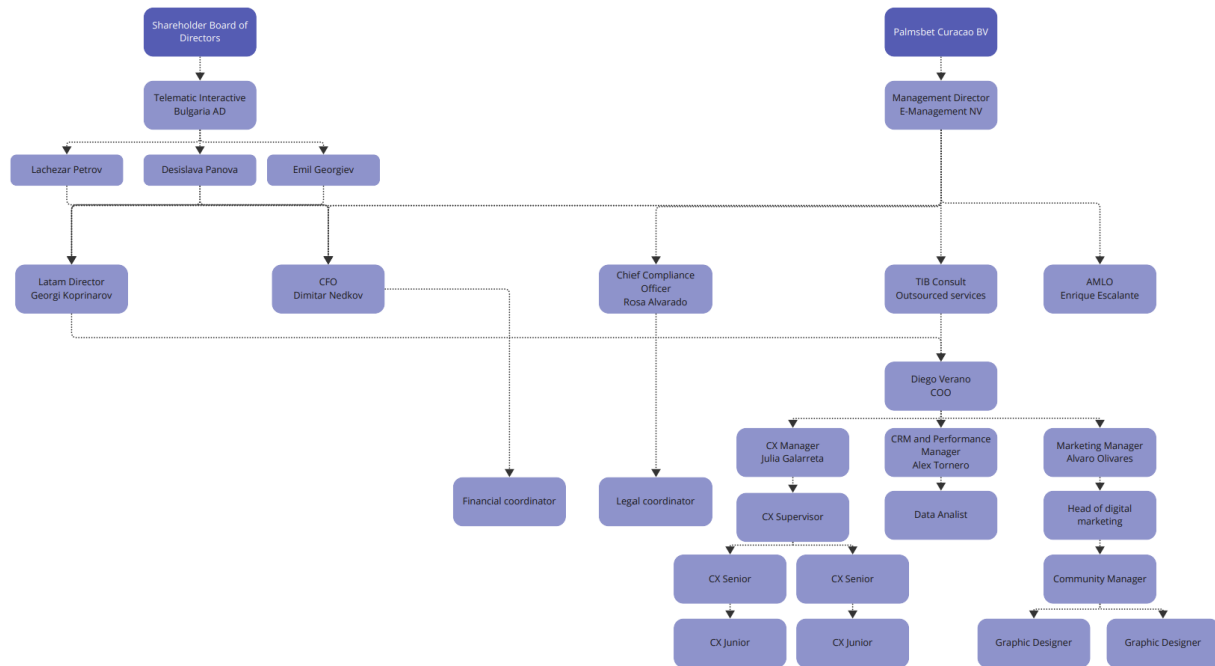
The ultimate beneficial owners are well known visionaries within the gaming industry and for more than 25 years were able to create an impressive track record.

During the years the owners of the group and the Group itself has developed huge library of proprietary IP – games, systems, platforms etc. that are certified for many regulated jurisdictions.

The industry in which the Company operates is highly regulated, and any applicable laws or regulations may restrict its ability to operate its business freely or may change and require the company to change its operations in order to stay in compliance with such laws or regulations.

Company Management Structure

The management structure organigram is shown below:



Three Year Business Forecast

Key Statistics

New registrations avg./monthly	10 816	31 434	36 935
Unique active players at end of period	20 062	24 541	29 775
YoY growth rate		22%	21%

P&L (in US\$'000)	2024F		2025F		2026F	
Casino	\$	1 372	\$	4 790	\$	5 815
Sports betting	\$	596	\$	2 031	\$	2 465
Total revenue	\$	1 969	\$	6 821	\$	8 280
License fees (slot providers)	\$	(334)	\$	(1 157)	\$	(1 405)
Payment processing fees	\$	(181)	\$	(625)	\$	(759)
Taxes and licensing fees	\$	(345)	\$	(1 179)	\$	(1 424)
CRM expense	\$	(86)	\$	(105)	\$	(105)
Other operating expenses	\$	(16)	\$	(17)	\$	(17)
Outsourced services	\$	(1 788)	\$	(3 381)	\$	(3 918)
Personnel	\$	(434)	\$	(477)	\$	(525)
Marketing	\$	(1 317)	\$	(2 866)	\$	(3 355)
Other hired services	\$	(38)	\$	(38)	\$	(38)
Total operating expenses	\$	(2 750)	\$	(6 464)	\$	(7 626)
Operating income (loss)	\$	(782)	\$	357	\$	654
Withholding taxes						
Net income (loss)	\$	(782)	\$	357	\$	654

The preparation of the Forecast Data is based on, among other things, certain assumptions concerning future events that management expects to occur, and the actions management intends to take; such events and actions may not actually be realized, as they depend substantially on variables that management cannot control and may involve situations that management cannot predict. Such variables may also make it difficult or impossible to achieve the estimates set forth in the Forecast Data. Also, the data used in the Forecast Data is based on several assumptions regarding the Company's operations and results that are based on management's current expectations regarding future events.

Therefore, the Forecast Data is subject to significant uncertainties, including changes in the macroeconomic conditions, market conditions and regulatory framework. In particular, the achievement of 2024 Forecast Data is subject to significant uncertainties, including that growth rates in Online and iSports are expected to be higher than those of market projections.

As a result, the estimates in the Forecast Data are by definition uncertain and the Company's actual results or performance may differ materially from those projected or implied in the estimates. Accordingly, the Forecast Data should not be taken as an indication of future performance.

Overview of Business Strategy, Market and Risks Involved

The Company faces competition from both physical gaming facilities as well as online operators offering similar products and services and other gaming operators, including social gaming ones both domestic and foreign. Competition could continue to intensify as new operators enter the market and existing operators improve and expand their product offering.

Increased competition from other online operators, as well as from suppliers of other gaming content, and from new competitors as a result of the lower cost of entry, in the online market, and whether local or foreign, and particularly if consolidation of the market occurs, may result in increased pricing pressures on a number of its products and services, which could have a material adverse effect on its business, financial condition and results of operations. The Company's ability to increase revenues, pursue growth and development goals and maintain adequate levels of profitability also depends on the implementation of the Company's business strategy, which is based on the following three key goals:

- pursue top line organic growth in Online Casino and iSports;
- continue to increase the profitability and growth of its Online Gaming business; and
- continue to increase market share and deliver synergies.

The Company's success in the gaming business is dependent on its ability to offer attractive and accessible games to its customers. The Company's gaming offerings compete with other forms of gaming and entertainment such as casinos and arcades, television, internet, social media and live events, and may lose popularity as new leisure activities arise or as other leisure activities become more popular.

In particular, the Company must be able to consider both the strategies of its competitors and the preferences of its customer base, which is crucial in determining customer demand. The popularity and acceptance of gaming is also influenced by the prevailing social mores, and changes in social mores could result in reduced acceptance of gaming as a leisure activity.

If in the future the Company's offerings are unable to satisfy customers' preferences or expectations or the Company's games become less attractive or less accessible for its customers, the demand for its game offerings may decrease, which could have a material adverse effect on its business, financial condition, and results of operations.

Key Technology Suppliers and Material Dependencies

The market for online gaming products is characterized by rapid technological developments, frequent new product and service offerings and evolving industry standards. The emerging character of these products and services and their evolution requires the Company to enhance its current products and services and continue to improve the performance, features and reliability of its technology and information systems.

The Company uses mainly its shareholders' proprietary platform and games that are tested and certified in many jurisdictions.

The Major technology suppliers are:

1. Provider of the platform for Players Account Management and Funds Accounts management:

-CT Interactive AD - a sister company owned 100% by Telematic Interactive Bulgaria AD – the Palmsbet Curacao BV owner. The risk of loss or interruption is non-existent, as both companies are under the same corporate ownership.

2. Providers of game content:

-CT Interactive AD - a sister company owned 100% by Telematic Interactive Bulgaria AD – the Palmsbet Curacao BV owner. The risk of loss or interruption is non-existent, as both companies are under the same corporate ownership. The company is a major game content provider - RNG games, as well as a live casino studio games project under development and can easily be used as a replacement of all other providers.

-Other game content providers, such as Pragmatic Play, Evolution, between others, maintain successful business relation from many years with Telematic Interactive Bulgaria AD – the Palmsbet Curacao BV owner company, which minimizes the risk of loss. The risk of short interruptions caused by technical issues exists, but the effect can be easily minimized because of the diversity of providers.

In addition, the widespread adoption of new internet technology and higher standards in relation to online gaming could require the Company to commit significant funding to replace, modify or adapt its existing technology and systems. The technology the Company is using may be rendered obsolete, even within a limited timeframe, following the introduction of new technology and more advanced systems. The new technology may in the future reveal design flaws or other defects and require modifications, which could result in a loss of efficiency, temporary suspension of the games and, in particular, loss of confidence by the Company's customers in its products and services. All these factors could have a material adverse effect on the Company's business, financial condition, and results of operations.

Moreover, the Company depends on third-party technology providers for the development and maintenance of certain of its systems, and any failure to maintain relationships with such providers could have a material adverse effect on its business, financial condition, and results of operations.

The Company has systems and controls in place in an effort to ensure that gaming products are offered via the Internet to residents of regulated markets only and that access to its system from certain jurisdictions where specific restrictions and prohibitions apply, such as the United States, is excluded. The systems and controls include monitoring and analyzing information provided by potential customers, including registered addresses, methods of customers' payment and specific registration procedures (for example, access to the Company's online betting system is permitted only to customers who have completed a registration process and can provide residence address and an Fiscal Code) against a registry maintained by local authorities, as well as a geo-locator filtering technology that identifies the location of users logging onto the Company's websites.

Despite the adoption of these measures, the Company's procedures may not be effective. A court or other governmental authority in any jurisdiction could take the position that the Company's systems and controls are inadequate, either currently or as a result of technological developments affecting

the Internet, or that its current or past business practices in relation to such jurisdiction violated applicable law.

If any such actions were brought against the Company or its management, whether successful or not, the Company could incur considerable legal and other costs and management's time and resources may be diverted from ordinary business operations. Furthermore, any resulting dispute could damage the Company's reputation and have a material adverse effect on its business, financial condition and results of operations.

Inherent Risks and Management, Legal and Governance Framework

New gaming, anti-money laundering, tax, labor, privacy, and data protection laws may be adopted by competent authorities, and different or further technological requirements may be introduced in the future. Additionally, new restrictive measures may be implemented in the future in order to fight gambling addiction. Any of these or other new changes to national laws and regulations could have a material adverse effect on the Company's business, financial condition, and results of operations.

Although the Company seeks to comply with and monitor the relevant laws and regulations, the Company is also exposed to the risk that jurisdictions from which its websites may be accessed via the Internet may have conflicting laws and regulations (or interpretations of such laws and regulations) with regard to the legality or regulatory compliance of its activities. Accordingly, the Company may be subject to the application of existing or potential laws and regulations, fees, or levies in jurisdictions in which its websites can be accessed via the Internet. Any such laws, regulations, fees, or levies may have a material adverse effect on the Company's business, financial condition and results of operations.

The Company's success depends in part on its ability to avoid, detect, replicate, and correct software and hardware anomalies and fraudulent manipulation of its systems, and online offerings. The Company ensures that security features are correctly installed and functioning in its gaming systems, including those features responsible for its online operations, which are designed to prevent the Company and its customers from being defrauded. The Company also monitors its software and hardware to avoid, detect and correct any technical errors. However, there can be no guarantee that the Company's security features, or technical efforts, will continue to be effective in the future. If the Company's security systems fail to prevent fraud or if the Company experiences any significant technical difficulties, its operating results could be adversely affected.

Additionally, if third parties breach its security systems and defraud its customers, or if its' hardware or software experiences any technical anomalies, the public may lose confidence in its gaming products and online operations, or the Company could become subject to legal claims by its customers or to investigation by gaming authorities.

The technological solutions the Company has in place to block access to its online services by players in certain jurisdictions may prove inadequate, which may harm its business and expose the Company to liability. Historically, the gaming industry has been regulated at a national level, and currently there is no international gaming regulatory regime. Although the regulatory regime for land-based gaming operations is well established in many countries, the gaming laws in such countries may not necessarily have been amended to take account of the Internet and the ability to offer

gaming services online. As a result, there is uncertainty as to the legality of online gaming in a number of countries.

The Company however intends to operate only in regulated online markets and the first market targeted for operation is Peru. During the three-year projection period however should possibilities open to operate legally in other Latin American markets like Mexico and Brazil, Company will also target these markets. Business plan projections concern only Peruvian market and should opportunities to operate in other markets occur projections might be amended to reflect these new markets development.

However illegal gaming may drain significant portions of gaming bet away from the regulated industry and materially and adversely affect the Company's business, financial condition, and results of operations. For example, illegal online poker and casino games take away a portion of those players that are the focus of the Company's online gaming business. The loss of such players could have a material and adverse effect on the Company's business, financial condition, and results of operations.

Target KPI's

The target KPI's that Company consider of importance for the success of its online operation and monitors stringent are the following:

- New subscribers for the site;
- Total number of subscribers;
- New subscribers that make first deposit as percentage of new subscribers;
- Total number (or percentage) of subscribers that make monthly deposits;
- New subscribers that play online games in the various sectors – casino, iSports etc.;
- Total number (or percentage) of monthly depositors that play online games;
- Churn rate;
- Cost of acquisition of a new customer;
- Live time value of a player.

Legal and Governance Framework, Policies and Procedures

The Company has a sustainable business model focused on ESG, compliance, strong culture and team. ESG is a strategic priority for the Company. The Company adopted a Three Pillar Sustainability Plan focusing on:

- Responsibility: striving to promote a legal and responsible gaming model underpinned by the highest standards of ethics and integrity;
- People: prioritizing the safety and well-being of its employees; and
- Community & Environment: being mindful of the social impact of the operations and actions the Company takes on local communities as well as the planet.

The Company is aligned with various international standards and the Company aims to become a signatory to UNGC (United Nations Global Compact), reports under GRI (Global Reporting Initiative), has published the SDG (Sustainable Development Goals)-aligned ESG strategy in its annual

sustainability report and has integrated a robust and comprehensive set of initiatives and targets. The Company has set up a dedicated ESG board committee, which in cooperation with an ESG officer and specific management committees, is responsible for overseeing the implementation of the SDG-aligned ESG strategies across the Company. ESG KPIs are also included as a metric in the management's short-term incentive plan and will also be included in the long-term incentive plan.

The Company's culture is centered around five core values, including an entrepreneurial spirit, excellence, collaboration, inclusion, and responsibility. The Company aims to be the first choice for customers, creating sustainable opportunities for the people working for the Company and the communities in which the Company operates.

Moreover, the Company's management consists of a cohesive team of executives with a long history in the gaming industry and expertise. The Company's management team has demonstrated its ability to:

- consistently grow and diversify the business,
- materially increase its digital footprint,
- insource key technology assets and expertise,
- execute synergistic M&A and effective post-merger integration

The real and perceived integrity of the Company's employees and agents (and those of its shareholders), and the security of its systems is critical to its ability to attract customers and comply with applicable regulations. The Company strives to set high standards of personal integrity for its employees and maintain a high security system for the games that the Company provides to its customers.

The Company's reputation in this regard is an important factor in its business dealings with governmental agencies, its business partners, and its customers. Accordingly, a finding of improper conduct on its part, or on the part of one or more of its (or its shareholder's) current or former directors, employees, agents, or another related party, or a system security defect or failure, or an allegation of such conduct that impairs its reputation, could result in civil or criminal liability and could have a material adverse effect on the Company's business, financial condition and results of operations including its ability to retain or renew existing concessions and licenses or obtain new concessions and licenses.

The tender process and the award of concessions by public authorities involve risks associated with fraud, bribery of officials involved in the tender process and corruption or allegations thereof.

Although the Company maintains stringent internal monitoring systems, the Company may be unable to detect or prevent every instance of fraud, bribery and corruption involving its employees or agents.