

SOFTWARE LICENSE AGREEMENT 20240319-002

THIS AGREEMENT has been entered into and is effective as of the 19th of March 2024 ("Effective date")
BETWEEN

IT Technology Solutions Limited, reg. no. 1926854 ("Company"), a company incorporated under the laws of British Virgin Islands, having its registered address at P.O. Box 146, Road Town, Tortola, British Virgin Islands, and

Zoomba B.V., reg. no. 164519(0) ("Partner"), a company incorporated under the laws of Curacao, having its registered address at Schottegateweg Oost 10 Unit 1-9, Bon Bini Business Center, Curacao.

Company and Partner are each individually referred to as a "**Party**" and collectively as "**Parties**".

1. Terms and Definitions

As used in this Agreement, the following terms have the meanings set forth below:

"Agreement" means this written Software License agreement including any appendix or amendment attached hereto;

"Balancing" means periodical clearing between Company and the Partner, taking into account the balance of the winnings and any other fees or costs payable by the Partner or deductible from the GGR, resulting in invoicing/crediting between Company and the Partner. The Balancing shall be made within a 7 days prior written notice of the Party;

"Confidential Information" means all information marked as confidential or proprietary or similar legend or which in all of the circumstances is clearly intended to be treated as confidential (whether disclosed in writing, verbally or by any other means and whether directly or indirectly) including, without limitation, the subject matter of this Agreement, data, technical and other information, know how, formulae, specifications, design rights, and any information relating to the Licensed Software or Software, Products, operations, processes, plans or intentions, product information, trade secrets, market opportunities and business affairs and any information expressly agreed to be Confidential Information in any other provision of this Agreement;

"Deposits" means any transfer of funds to Registered Player's Account;

"Force Majeure" means any cause preventing, delaying or hindering either Party from performing any or all of its obligations which cause is beyond the reasonable control of the Party so prevented, delayed or hindered including without limitation act of God, war, hostilities, acts of terrorism, riot, civil commotion, act or omission of government, shortage of essential supplies, strike or industrial dispute, fire, flood, storm or natural disaster, and acts and decrees of the Governments, Presidents, State Organs and/or Regulatory bodies;

"Gaming License" means a permit issued by the respective body to the Partner to deal, operate, carry on or conduct any gambling game, gaming device, race book or sports pool or any of the Products on the Territory if such license or permit is required by the legislation of the Territory;

"Gaming Services" means the services related to the Products described in Section 4;

"Gross Gaming Revenue" or "GGR" means an amount which is equal to the accepted bets less winnings, less voided and / or cancelled bets;

"Helpdesk Specialist" means a person responsible for the coordination of works with the Partner on behalf of the Company, who provides ad-hoc assistance to the Partner;

"Intellectual Property Rights" or **"IP"** means any patents, petty patents, design patents, utility models, registered designs, trade Marks, service marks, design and design rights, database and Software rights, copyright works, moral rights, know how, trade secrets, trade or business names and any other industrial and proprietary rights (whether registered, unregistered or pending) and any right to apply and any application for such rights in any country and any licenses under or in respect of such rights;

"Launch" means the first day of public availability of the Gaming Services from the Website;

"Licensed Software" or **"Software"** means the software as further described in Section 4 provided by Company and unless otherwise mutually agreed between the Parties, any and all software releases, patches, updates and other deliverables belonging to Company and supplied to the Partner in accordance with this Agreement and, subject to any other Clause in this Agreement, includes any derivative forms of it resulting from enhancements, changes, additions or modifications made to it under the terms of this agreement;

"Live dealer" means a person appointed at a gambling table to assist in the conduct of the game, especially in the distribution of bets and payouts and/or person, who distributes cards to players and manages the action at a table;

"Products" means the products as further described in Section 4 provided by Company and unless otherwise mutually agreed between the Parties, any and all Product releases, patches, updates and other deliverables belonging to Company and supplied to the Partner in accordance with this Agreement and, subject to any other Clause in this Agreement, includes any derivative forms of it resulting from enhancements, changes, additions or modifications made to it under the terms of this agreement;

"Registered Player Account" means an account unique to each Registered Player enabling the Registered Player to log into the gaming site, make Deposits and Withdrawals and to identify the activity of the Registered Player within the Software;

"Registered Player Data" means any and all data submitted by the Registered Player on the Website, collected, compiled and stored by the Partner for the purpose of processing transactions due to Registered Player's use of the Gaming Services;

"Registered Player" means a player, who is registered with the Partner to use the Product/s;

"Restricted Territories" means the physical territories as set out in the Appendix 1;

"Risk Management" means department in the structure of Company responsible for the monitoring of Registered Players for the purpose of risk minimization;

"Set-Up Fee" means the non-refundable fee for branding, development and delivery of the Products in accordance with the requirements specified in Clause 10.1;

"Sportsbook" shall mean the sports betting service as further described in Section 4 accessible to Registered Players on the Website by way of the Licensed Software;

"Territory" means any territory which is not a Restricted Territory;

"Tips" means any amount of money given by the registered player to live dealer during online game.

"Website" means the Partner URL's www.zoombaplay.com.

"Withdrawal" means any withdrawal of funds to a Registered Player's Account.

2. Background

Company maintains the Licensed Software that can be utilized for the purposes of an e-gaming offering.

Partner wishes to utilize the Company's Licensed Software for use on the Partner's Website, allowing Partner to offer the Products to the Registered Players in the Territory.

By virtue of this Agreement Company grants to the Partner a non-exclusive license to use the Licensed Software subject to the terms and conditions of this Agreement.

The Gaming Services provided under this Agreement support the Licensed Software, allowing the Registered Players to access the Products from the Partner's Website to play online games for real money within the Products.

The Partner maintains and operates the Website and markets the Gaming Services provided under this Agreement to its present and future customers for the purpose of making such customers Registered Players as well as maintaining the appropriate Gaming Licenses.

The Parties have agreed to enter into this Agreement for their mutual benefit and in accordance with the terms and conditions set out herein.

3. Exclusivity and Non-Solicitation

During the term of this Agreement, the Partner undertakes to refrain from providing, directly or indirectly, any services competing with the Products. Furthermore, for the duration of this Agreement, the Partner shall not purchase, provide, use or operate services on the Website other than the Gaming Services provided by Company. In the event that Partner is in breach of this clause, Company may terminate this agreement forthwith and without notice.

The Partner shall not during the term of this Agreement and for a period of 2 (two) years thereafter recruit or request services from employees or service providers or agents of Company without the prior written consent of Company. In case of a breach of this obligation, the Partner shall pay Company a fixed penalty fee of USD 1.000.000 (one million US Dollars) for breach of non-solicitation covenant. Moreover, Company is entitled to terminate this Agreement unilaterally for such a breach.

4. List of Products

Company shall provide to the Partner the interface(s) and maintain and develop the system(s) necessary to run Products as provided hereunder:

- Sportsbook. The system will cover all major sports, including football, tennis, volleyball, ice hockey, table tennis etc.
- Casino Suite. The system includes BetConstruct's RNG games, including Popok, and some games of other third party content providers including but not limited: Games Global (Microgaming), BetSoft, Pragmatic Play, Pragmatic Bingo, Elk Studios, Casino Technology, 1X2, NetEnt, Zeus, Amusnet, Edict (Mercure), Spigo, Endorphina, iSoftBet, Playson, Worldmatch, Pariplay, OMI Gaming, Genii, Multislot, Gameart, Salsa, MrSlotty, Habanero, Red Tiger Gaming, Booming Games, Oryx, Ortiz, Red Rake, Wazdan, Spinomenal, Iron Dog Studio, Genesis, Realistic Games, Livegame Tombola, 3 Oaks Gaming, Tom Horn, Apollo Gaming, Inbetgaming, Evoplay, Fugaso, Fazi, DLV, KA Gaming, Fashion TV Branded Games, Vela Gaming, PlayStar, ReelNRG, Onetouch, Spadegaming, Revolver Gaming, StakeLogic, Gaming 1, Kalamba, Givme, Gamomat, Eyemotion, FLG, SA Gaming, Join Games, Golden Hero, Nolimit City, Beefee, Betsolutions, Skywind, Gamshy, Hacksaw Gaming, Thunderkick, Spinmatic, Swintt, Push Gaming, Electrocoin, Kajot, Ganapati, Relax Gaming/ Silver Bullet, Aspect Gaming, LollyGaming, SuperLotto, Fils Games, Boss Games, NetGaming, Shelby (Netgaming), Maverick, Probability Jones, Amatic, Belatra, Blueprint, 3Cherry, Eagaming, PG Soft,

DreamGaming, Pin Project, Original Spirit, Novomatic, Ruby Play, Eyecon, Mancala Gaming, Leap Gaming, MannaPlay, R.Franco, BGaming, Smartsoft, High 5 Games, EveryMatrix, Zitro, Pocket Games, MTV PMR, Real Dealer, Peter&Sons, Candlebets, Arcadem, Blue Horn Games, Spiffx, Pandora, 5Men, OnlyPlay, Gamzix, Bit Clash (MannaPlay), Green Jade, Arcade Skill (Green jade), Evolution, Quickspin, Gaming Corps, ESA Gaming, Mascot, Platipus, NetGame, Gluck Games, Caleta, Espresso games, Felix Gaming (Alea), Retrogaming, Matrix Studio, PlayPearls, AllWaySpin, Charismatic, Synot, Slotmille, Igrosoft, Nsoft, Urgent games, WeAreCasino, Leander, Justplay, JDB, BetIndustries, Dragon Gaming, Spinthon, 7Mojos, Ainsworth, FBM, BTC-Roulette (KTG SOFT), Truelab, Barbara Bang, Amigo, Champion, Virtual Generation, Lucky Elephant, Spinberry, SuperBingo, Aviatix, Big Time Games, Spribe, JVL, Rival, Casimi, Lambada Gaming, Yggdrasil, Platin Gaming, Yeebet, Pplay, Inbet, Winfinity, Turbo Games, Summus, Atlas V, Tada Gaming (Jili Games), Shaks Evolution, Iron Dog (via 1x2 Gaming), Ad Lunam, Prospect Gaming, PatePlay, Azure, ELA Games, Playroque, UGC, Twain Sport, EGT Digital, Elbet, 2x dynamic, Slingo, Avatar UX, 7777 Gaming, MG Asia, Gamebeat, AGT, Studio 21, Capecode, Pragmatic Scratch Games, Fa Chai, Wild Gaming, 1spin4Win, PopiPlay, Clawbuster, Slotopia ("Third Party Games").

- Poker Software.
- Virtual Games. The Product shall include RNG games such as Bet-On-Poker, Bet-On-Blackjack, Card Horse Racing, Keno, and Extended Keno.
- Virtual Sports. The Product shall include the following games: Video Horse and Greyhound racing, Animated Tennis, Velo sport, Animated Soccer, Animated Car Racing, Edge Gaming, Kiron, Leap Gaming, Betradar, DS Games, Number Betting, Komplexbet, Pragmatic Virtual, Inbetgaming, Globalbet.
- FSport (third party provider).
- Live Dealer Casino. The system includes but limited to Live Roulette, Live Blackjack, Live Baccarat, Live Bet-on-Poker, Live Bet-on-Baccarat, Live Keno, Live Lottery 6 of 49, Live Dealer features, Fashion TV Branded Live Dealer Casino, Popok Live Casino and some other products of other third party content providers (including but not limited: Ezugi, Evolution, Lucky Streak, Betgames TV, Pragmatic Play, XPRO, Atmosfera, SA Gaming, Asian Gaming (AG), TV Bet, Vivo Gaming, Fazi, SuperSpade, Hollywood TV, Ebet, Vision Casino, SkyWind, 7Mojos, Beter Live, SportGamesTV, Live Vegas, Bombay, Amusnet Live Games).
- Skill Games. The system will include P2P games (such as Belote, Deberc, Backgammon, Zonk, Striker, Blast, Betfights, Talisman, Farkle, Hokm, Pashoor, Okey, Powerball, Zeppelin, Plinko, Mines, Blank Option, Badugi), and the third party provider: Pascal Gaming (Monti, X50Wheel, Fishing, Dice, Crystal Crush, Fighters, Big Hi-Lo, Pascal, Magic Dice), Popok Instant Games.
- Keno.

Company shall provide to the Partner the interface(s) and maintain and develop the system(s) necessary to run Products as provided hereunder (the "Licensed Software") which enables the Partner to:

- i. have the product integrated into branded Website,
- ii. accept bets and perform Deposit and Withdrawal operations for Registered Players,
- iii. offer odds,
- iv. have access to financial and analytical reporting.

4.1 Customization of the Product

Standard branding will be suggested to the Partner, which includes the Partner's look and feel. Company will make suggestion based on the colours and existing company profile of the Partner. No additional set-up fee, apart from that specified in Clause 10.1 shall be payable for this level of customization.

4.2 Implementation

Integration between the Website and the Products will require efforts from both Parties. The Parties will provide know-how and resources as required to make the implementation proceed as smoothly and quickly as possible.

Within a reasonable time following the effective date of this Agreement, the Partner shall deliver to Company all materials including designs and/or graphics required by Company for the implementation process.

4.3 Delivery

The Parties shall use reasonable endeavors to make the Gaming Services available as soon as possible during reasonable period of time upon the signature of this Agreement.

Notwithstanding any other Clause in this Agreement, Company shall not be liable and shall not be held responsible for any delay caused by circumstances, which are beyond the control of Company. Delays from the other Party are in this Clause considered to be a cause, which is beyond the control of Company.

5. Licenses

5.1 Rights Granted by Company

Company hereby grants to the Partner a non-exclusive, non-licensable, non-assignable and non-transferable right to use, display and distribute Products through the Website in accordance with the provisions stipulated herein.

5.2 Retention of Rights

Company hereby reserves all Intellectual Property Rights to the Licensed Software not expressly granted to the Partner in this agreement. The Partner acknowledges and agrees that, as between the Partner and Company, the Licensed Software and all modifications and additions thereto, and all worldwide Intellectual Property Rights that are embodied in, related to, or represented by the Licensed Software and all modifications and additions thereto are, and at all times will be, the sole and exclusive property of Company. This includes new functionality, improvements etc. as requested by the Partner.

5.3 License Restrictions

The Partner shall not copy, modify, sublicense, distribute, transfer, reverse engineer or reverse compile the Licensed Software, nor shall the Partner prepare derivative works incorporating the Licensed Software. Neither the Partner nor its members, shareholders, directors, officers, employees, agents or representatives having had access to the Licensed Software or documentation may use the Licensed Software or documentation to design software with similar or competitive functionality.

Additional software, which in the form of release updates or upgrades that may be made available to the Partner, shall be subject to the same ownership, terms and conditions as set out in this Agreement.

Company grants no other rights than those expressly specified in this Agreement. In particular, no rights of ownership or any other rights than the right to use the Licensed Software as specified in this Agreement are granted.

Nothing in this Agreement shall prohibit Company in any manner from using, developing, marketing, licensing, or otherwise disposing of the Licensed Software or concepts embodied therein anywhere in the world.

5.4 Suggestions and Improvements

Company may freely use any suggestions and improvements related to the Licensed Software that the Partner provides in connection with this Agreement. In respect to such suggestions or improvements relate to an integrated part of the Licensed Software the Intellectual Property Rights therein shall vest in Company as set out in Clause 5.2. Company shall also be entitled to modify and further develop such suggestions and improvements.

6. Development, Updates, Upgrades, Maintenance and Support

6.1 Development

Company shall be solely responsible for any and all development of the Products. The Partner acknowledges that development may not be scheduled according to specific requests of the Partner.

6.2 Updates and Upgrades

Company shall be solely responsible for any and all updates of software, hardware and network connections to ensure the operation of the Products. Updates will be made available to the Partner upon commercial release, at no additional charge, upon which release prior versions will be terminated and unsupported. The Partner acknowledges that updates may not be scheduled according to specific requests of the Partner.

6.3 Maintenance

Company shall be solely responsible for any and all maintenance of the Products. The Partner acknowledges that maintenance may not be scheduled according to specific requests of the Partner.

6.4 Support

Service Requests via the dedicated Helpdesk Specialist shall be handled during business hours of the Company being Monday to Friday, 10 AM to 7 PM (GMT +4) excluding public holidays. Beyond the mentioned term the Partner will be provided with 24/7 support.

7. Service Level Agreement

7.1 Service Levels

Without prejudice to Clause 7.2, Company with reasonable endeavours, will comply to standard service levels.

7.2 Disrupted Service

The Parties acknowledge that from time to time, as a result of hardware failure or supplier failures, the services provided under this Agreement by the Company (and by the Partner) can be temporarily disrupted. A temporary disruption shall not exceed 6 (six) hours from the moment Company has been aware about this disruption. Partner acknowledges and accepts that neither Company nor any of its members, shareholders, directors, officers, employees, agents or representatives will be liable to Partner for any direct, special, indirect, consequential, punitive or exemplary damages, or damages for loss of profits or savings, in connection with these temporary disruptions. Moreover, the Partner acknowledges that, in the case that the

Company operates (hosts) the Licensed Software, Company's ability to perform its obligations under this Agreement is subject to the applicable Government licensing laws and regulations. Neither Company nor any of its members, shareholders, directors, officers, employees, agents or representatives will be liable to the Partner or shall be held liable for any damages of any kind that may result from changes in Government legislation or policy.

8. ADVERTISING

The Partner shall bear all costs and expenses incurred in connection with the advertising, marketing and promotion of Products to Registered Players.

The Partner shall observe the advertising guidelines set out below:

- The use of the Website, or referring to, the Products shall include name and address of the Partner, contact information for resolving consumer complaints and disputes, a statement outlining the jurisdiction from where the Gaming Services are conducted and a statement on the type of Gaming License held by the Partner, if any.
- Advertising shall not be: directed towards minors, include pornographic content, depict violence, be defamatory or include anything that is in material breach of Intellectual Property Rights.
The Partner shall not send out unsolicited e-mail (spam) except to recipients that expressly have accepted to receive such e-mails.
- A breach of any of the above guidelines that exposes Company to legal action and/or other significant damage shall be deemed a material breach of the provisions of this Agreement and shall entitle Company to terminate this Agreement with immediate effect.

9. ID VERIFICATION AND FRAUD CONTROL

9.1 ID Verification

The Partner will perform all age and ID verifications according to the requirements of the Agreement and legislation of the Territory.

9.2 Fraud Control

The Partner shall be responsible for maintaining strict fraud control and ensuring that chargebacks and other fraudulent behaviour is minimized.

Company is not responsible for the fraudulent actions of the Partner and its Affiliates players.

On the detection of any fraudulent action the Partner shall notify Company as soon as reasonably practicable and in any event within 24 (twenty four) hours of such detection.

On the detection of any fraudulent action Company shall notify the Partner as soon as reasonably practicable and in any event within 24 (twenty four) hours of such detection.

If the fraudulent action is as result of the Partner's negligence and Company bears financial losses as a result of such fraudulent action, the Partner shall reimburse Company damage equal to 100% of the loss amount suffered by Company as a result of fraudulent action within 15 (fifteen) calendar days of the loss being determined.

10. Calculation of Fees

10.1 Set-up Fee and Fixed Monthly Fees

The Partner shall pay to Company a Set-up Fee of FTN 2 024 (two thousand twenty-four). The 100% of Set-up Fee shall be paid upon the signature of this Agreement. The Set-up Fee amount includes the fee payable for "Multi Wallet" solution and branded exchange solution.

The Company will provide the Partner with FTN 20 000 (twenty thousand), which can be used exclusively for Partner's bonus campaigns during 3 months upon the Launch date of the Website.

The Partner shall pay to Company an integration fee of USD 500 (five hundred) for each payment method integration and an integration fee of USD 1000 (one thousand) for each payment gateway integration that are not integrated into the Company platform at the date of signature of this Agreement, upon the launch date of such method.

The Partner shall pay to Company a monthly fee of USD 10 (ten) per each backoffice (AGP) user's access started upon the activation of the user's access and while the access is being provided to such user.

The Partner shall pay to Company a fixed monthly fee of USD 1000 (one thousand) for Affiliate System started from the 2nd month upon the Launch date of this product and while this product is activated on the Website.

The Partner shall pay to Company a fixed monthly fee of USD 1000 (one thousand) for Agent System started from the 2nd month upon the Launch date of this product and while this product is activated on the Website.

The Partner shall pay to Company a fixed monthly fee of USD 1500 (one thousand five hundred) for "Statify Package" started from the 2nd month upon the Launch date of this product and while this product is activated on the Website.

The Partner shall pay to Company a fixed monthly fee of USD 1000 (one thousand) for the CRM product, which includes unlimited messages, started from the 2nd month upon the Launch date of this product and while this product is activated on the Website.

The Partner shall pay to Company a fixed monthly minimum fee of USD 2000 (two thousand) started from the 7th month upon the Launch date of the Website. If however the total amount (which shall include but not limited to Company's Gross Gaming Revenue (GGR) share, fees of the activated tools and provided services) payable for the particular month to Company exceeds this amount of USD 2000 (two thousand) per month, the Partner shall pay the higher amount.

The Partner shall pay to Company the fees as prescribed in the tables below for "Fulgurpay" payment system started upon the Launch Date of the payment system and while this payment system is activated on the Website.

Via Fasttoken	Fulgurpay Commission fee	Network Fee
Registered Players' Deposits	1 %	-
Registered Player's Withdrawals	1 %	The Network Fee may vary based on network traffic
Partners' settlements	1 %	

Via other (crypto)currencies	Fulgurpay Commission fee	Network Fee
Registered Players' Deposits	1 %	-
Registered Player's Withdrawals	1 %	

Partners' settlements	1 %	The Network Fee may vary based on network traffic
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10.2 DDoS protection service Fee

The Partner shall pay to Company a monthly Service Fee of USD 500 (five hundred US Dollars) for DDoS protection service, Hosting and B2B standard support (Monthly Service Fee). In case, when the Partner does not pay the Monthly Service Fee, Company may without any prior notice, block (to blockade, to freeze) the Website for an indefinite period.

10.3 Third Party Games and Services

Third party games that are integrated in to the system are subject to 5% share from the generated GGR due to the Company. There can be also an integration fee involved, which will be discussed and calculated with Company's technical department accordingly to the resources that the integration process requires.

10.4 Calculation of GGR

The Partner and Company will settle balances with intervals given by the following settlement periods: Monthly, on the 1st of each month ("Settlement Periods").

Where GGR in respect of any calendar month (or part thereof) shall be zero or a negative figure, no GGR Share shall be due and payable and such negative figure shall not be carried forward to the following calendar month (or part thereof) and included in the calculation of, and thus reducing, the GGRs figure for such month.

GGR does not include the Tips given by the Registered Players to Live Dealer during online game. The Partner is obliged to pay to Company the full amount of all the Tips paid by its Websites' Registered Players to Live Dealers during the Live Casino game thus Company will transfer the Tips to the relevant Live Dealers.

Herewith the Parties agree that activities of accounts provided for testing purposes shall be included in calculation of GGR.

Revenue share shall be paid out on GGR.

10.5 Revenue Sharing

SPORTSBOOK GGR will be shared between the Partner and Company as follows:

GGR per month (USD)	The Partner's share (%)	Company's share (%)
0 to 500.000	86	14
500.001 to 1.000.000	87	13
1.000.001 to 2.000.000	88	12
2.000.001 to 3.000.000	89	11
Over 3.000.000	90	10

VIRTUAL GAMES: Video Dog Racing, Video Horse Racing, Virtual DR, Virtual HR, Bet-on-Poker, Bet-on-BJ, Card Horse Racing GGR will be shared between the Partner and Company as follows:

GGR per month (USD)	The Partner's share (%)	Company's share (%)
Over 0	90	10

VIRTUAL SPORTS:

GGR per month (USD)	The Partner's share (%)	Company's share (%)
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Over 0	90	10
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EDGE GAMING

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13

KIRON

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

LEAP GAMING

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	83	17

BETRADAR

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	82	18

DS GAMES

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	83	17

NUMBER BETTING

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

In the event, when the generated GGR share payable to Company for any of the websites is less than USD 2.000 (two thousand) per month, the Partner shall pay to Company for each such website a minimum monthly fee of USD 2.000 (two thousand). If the generated GGR share payable to Company for any of the websites is more than USD 2.000 (two thousand) per month, the Partner shall pay to Company the actual generated GGR share for each such website for the Settlement Period.

KOMPLEXBET

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

PRAGMATIC VIRTUAL

GGR per month	The Partner's share (%)	Company's share (%)
All games	86	14
Branded games	83	17

INBETGAMING

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12

GLOBALBET

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	84	16

POKER GGR will be shared between the Partner and Company as follows:

GGR per month (USD)	The Partner's share (%)	Company's share (%)
0 to 100 000	90	10
100 001 to 250 000	91	9
250 001 to 500 000	92	8
Over 500 000	93	7

FSPORT

GGR per month (USD)	The Partner's share (%)	Company's share (%)
Over 0	80	20

LIVE DEALER CASINO**CREEDROOMZ LIVE CASINO**

GGR per month (USD)	The Partner's share (%)	Company's share (%)
Over 0	85	15

**In relation to the CreedRoomz's licensed games the Company shall charge and the Partner agrees to pay additional fees as prescribed in the Appendix 5 of this Agreement.*

FASHION TV BRANDED LIVE DEALER CASINO**(Powered by CreedRoomz and FTV Gaming Group)**

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

Partner acknowledges and agrees that the use of the Fashion TV Brand (included but not limited to Fashion TV name, trademark, logo(s), service marks or any other intellectual property rights) on any Fashion TV branded games' marketing documentation, advertisement or any other materials shall be pre-approved by Company.

POPOK LIVE CASINO

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15

EZUGI

GGR per month	The Partner's share (%)	Company's share (%)
All games	85	15
Branded games	83	17

EVOLUTION

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	82	18

**In relation to the Evolution's licensed games the Company shall charge and the Partner agrees to pay additional fees as prescribed in the Appendix 4 of this Agreement.*

LUCKY STREAK

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15

BETGAMES TV

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15

PRAGMATIC PLAY

Game types	The Partner's share (%)	Company's share (%)
All games	85	15
Branded games	82	18

XPRO

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

ATMOSFERA

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

SA GAMING

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

ASIAN GAMING (AG)

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

TV BET

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

VIVO GAMING

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

FAZI

Game types	The Partner's share (%)	Company's share (%)
All games	88	12

SUPERSPADE

Game types	The Partner's share (%)	Company's share (%)
All games	84	16

HOLLYWOOD TV

Game types	The Partner's share (%)	Company's share (%)
All games	82	18

EBET

Game types	The Partner's share (%)	Company's share (%)
All games	84	16

VISION CASINO

Game types	The Partner's share (%)	Company's share (%)
All games	82	18

*The Company shall charge an additional fee of EUR 0.07 (seven hundredths) per bet placed by a Registered Player on Vision Casino tables having low limits (a maximum of 5 EUR).

*The calculation of the additional fees of Vision Casino live Blackjack tables: A, C, D, E, G, H, J shall be done in Euros, however all sums payable by Partner to Company shall be made in US Dollars.

SKYWIND

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

7MOJOS

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

BETER LIVE

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15

SPORTGAMESTV

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

LIVE VEGAS

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15

BOMBAY

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	84	16

AMUSNET LIVE GAMES

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15

SKILL GAMES: Backgammon, Belote, Deberc, Zonk, Striker, Keno, Blast, Betfights, Talisman, Farkle, Hokm, Pasoor, Powerball, Badugi GGR will be shared between the Partner and Company as follows:

GGR per month (USD)	The Partner's share (%)	Company's share (%)
Over 0	90	10

ZEPELIN

GGR per month (USD)	The Partner's share (%)	Company's share (%)
Over 0	86	14

PLINKO

GGR per month (USD)	The Partner's share (%)	Company's share (%)
Over 0	86	14

MINES

GGR per month (USD)	The Partner's share (%)	Company's share (%)
Over 0	86	14

BLANK OPTION

GGR per month (USD)	The Partner's share (%)	Company's share (%)
Over 0	86	14

PASCAL GAMING: Monti, X50Wheel, Fishing, Dice, Crystal Crush, Fighters, Big Hi-Lo, Pascal, Magic Dice

GGR per month (USD)	The Partner's share (%)	Company's share (%)
Over 0	90	10

POPOK INSTANT GAMES

GGR per month (USD)	The Partner's share (%)	Company's share (%)
Over 0	90	10

CASINO SUITE**BETCONSTRUCT RNG GAMES**

Game types	The Partner's share (%)	Company's share (%)
All games	90	10

POPOK

Game types	The Partner's share (%)	Company's share (%)
All games	88	12
Branded games	85	15

GAMES GLOBAL (MICROGAMING)

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	83	17

Games Global games: The share payable by the Partner to Company for **branded games** is equal to **20%** calculated based upon monthly GGR generated by the Partner through use of Branded Games

BETSOFT

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

PRAGMATIC PLAY

Game types	The Partner's share (%)	Company's share (%)
All games	86	14
Branded games	83	17
Table games	86	14

**In relation to the Pragmatic Play's licensed games the Company shall charge and the Partner agrees to pay additional fees as prescribed in the Appendix 6 of this Agreement.*

PRAGMATIC BINGO

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

ELK STUDIOS

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

CASINO TECHNOLOGY

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

1X2

Type of Game Package	The Partner's share (%)	Company's share (%)
All games	86	14

NETENT

Game types	The Partner's share (%)	Company's share (%)
All games	86	14
Branded Games	84	16
Table games	89	11

AMUSNET

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

In the event, when the generated GGR share payable to Company for any of the websites is less than USD 1.000 (one thousand) per month, the Partner shall pay to Company for each such website a minimum monthly fee of USD 1.000 (one thousand). If the generated GGR share payable to Company for any of the websites is more than USD 1.000 (one thousand) per month, the Partner shall pay to Company the actual generated GGR share for each such website for the Settlement Period.

ZEUS

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

SALSA

Game types	The Partner's share (%)	Company's share (%)
All games	84	16

ENDORPHINA

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

ISOFTBET

Game types	The Partner's share (%)	Company's share (%)
All games	85	15
Branded Games	82	18

PLAYSON

Game types	The Partner's share (%)	Company's share (%)
All games	85	15
Premium Games	83	17

MULTISLOTS

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

OMI GAMING

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

WORLDMATCH

Game types	The Partner's share (%)	Company's share (%)
All games	87	13
Branded games	83	17

MRSLOTTY

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

GAMEART

Game types	The Partner's share (%)	Company's share (%)
All games	83	17
Branded Games	80	20

PARIPLAY

Game types	The Partner's share (%)	Company's share (%)
All games	85	15
Branded Games	80	20

HABANERO

Game types	The Partner's share (%)	Company's share (%)
All games	87	13

SPIGO

Game types	The Partner's share (%)	Company's share (%)
Slots	83	17
Specific games	80	20

EDICT (MERCURE)

Game types	The Partner's share (%)	Company's share (%)
EU countries	80	20
Non EU countries	83	17

GENII

Game types	The Partner's share (%)	Company's share (%)
All games	87	13

RED TIGER GAMING

Game types	The Partner's share (%)	Company's share (%)
All games	86	14
Branded games	84	16
Table games	89	11

BOOMING GAMES

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

ORYX

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

ORTIZ

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

RED RAKE

Game types	The Partner's share (%)	Company's share (%)
All games	85	15
WAZDAN		
Game types	The Partner's share (%)	Company's share (%)
All games	87	13
SPINOMENAL		
Game types	The Partner's share (%)	Company's share (%)
All games	84	16
IRON DOG STUDIO		
Game types	The Partner's share (%)	Company's share (%)
All games	86	14
GENESIS		
Game types	The Partner's share (%)	Company's share (%)
All games	87	13
REALISTIC GAMES		
Game types	The Partner's share (%)	Company's share (%)
All games	86	14
LIVEGAME TOMBOLA		
Game types	The Partner's share (%)	Company's share (%)
All games	87	13
3 OAKS GAMING		
Game types	The Partner's share (%)	Company's share (%)
All games	86	14
TOM HORN		
Game types	The Partner's share (%)	Company's share (%)
All games	85	15
APOLLO GAMING		
Game types	The Partner's share (%)	Company's share (%)
All games	83	17
INBETGAMING		
Game types	The Partner's share (%)	Company's share (%)
All games	88	12
EVOPLAY		
Game types	The Partner's share (%)	Company's share (%)
All games	90	10
FUGASO		
Game types	The Partner's share (%)	Company's share (%)
All games	85	15
FAZI		
Game types	The Partner's share (%)	Company's share (%)
All games	88	12
DLV		
Game types	The Partner's share (%)	Company's share (%)
All games	83	17
KA GAMING		
Game types	The Partner's share (%)	Company's share (%)
All games	87	13

FASHION TV BRANDED GAMES**(Powered by Betconstruct and FTV Gaming Group)**

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

Partner acknowledges and agrees that the use of the Fashion TV Brand (included but not limited to Fashion TV name, trademark, logo(s), service marks or any other intellectual property rights) on any Fashion TV branded games' marketing documentation, advertisement or any other materials shall be pre-approved by Company.

VELA GAMING

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

PLAYSTAR

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

REELNRG

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

ONETOUCH

Game types	The Partner's share (%)	Company's share (%)
All games	88	12

SPADEGAMING

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

REVOLVER GAMING

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

STAKELOGIC

Game types	The Partner's share (%)	Company's share (%)
Standard games	83	17
Premium/Branded games	78	22

GAMING1

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

KALAMBA

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

GIVME

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

GAMOMAT

Game types	The Partner's share (%)	Company's share (%)
All games	81	19
Branded Games	78	22

EYEMOTION

Game types	The Partner's share (%)	Company's share (%)
All games	90	10

FLG

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

SA GAMING

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

JOIN GAMES

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

GOLDEN HERO

Game types	The Partner's share (%)	Company's share (%)
All games	84	16

NOLIMIT CITY

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

BEEFEE

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

BETSOLUTIONS

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

SKYWIND

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

GAMSHY

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

HACKSAW GAMING

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

THUNDERKICK

Game types	The Partner's share (%)	Company's share (%)
All games	82	18

SPINMATIC

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

SWINTT

Game types	The Partner's share (%)	Company's share (%)
All games	83	17
Branded	80	20

PUSH GAMING

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

ELECTROCOIN

Game types	The Partner's share (%)	Company's share (%)
All games	84	16

KAJOT

Game types	The Partner's share (%)	Company's share (%)
All games	83	17
GANAPATI		
Game types	The Partner's share (%)	Company's share (%)
All games	83	17
RELAX GAMING/ SILVER BULLET		
Game types	The Partner's share (%)	Company's share (%)
All games	83	17
ASPECT GAMING		
Game types	The Partner's share (%)	Company's share (%)
All games	86	14
LOLLYGAMING		
Game types	The Partner's share (%)	Company's share (%)
All games	87	13
SUPERLOTTO		
Game types	The Partner's share (%)	Company's share (%)
All games	84	16
NETGAMING		
Game types	The Partner's share (%)	Company's share (%)
All games	84	16
SHELBY (NETGAMING)		
Game types	The Partner's share (%)	Company's share (%)
All games	82	18
FILS GAMES		
Game types	The Partner's share (%)	Company's share (%)
All games	86	14
BOSS GAMES		
Game types	The Partner's share (%)	Company's share (%)
All games	84	16
MAVERICK		
Game types	The Partner's share (%)	Company's share (%)
All games	86	14
PROBABILITY JONES		
Game types	The Partner's share (%)	Company's share (%)
All games	84	16
AMATIC		
Game types	The Partner's share (%)	Company's share (%)
All games	83	17
BELATRA		
Game types	The Partner's share (%)	Company's share (%)
All games	85	15
BLUEPRINT		
Game types	The Partner's share (%)	Company's share (%)
All games	82	18
Branded games	80	20
3CHERRY		
Game types	The Partner's share (%)	Company's share (%)

All games	85	15
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EAGAMING

Game types	The Partner's share (%)	Company's share (%)
All games	84	16

PG SOFT

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

DREAMGAMING

Game types	The Partner's share (%)	Company's share (%)
All games	84	16

PIN PROJECT (LOTTO INSTANT WIN)

Game types	The Partner's share (%)	Company's share (%)
All games	84	16

ORIGINAL SPIRIT

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

NOVOMATIC (GREENTUBE)

Game types	The Partner's share (%)	Company's share (%)
All games	78	22

RUBY PLAY

Game types	The Partner's share (%)	Company's share (%)
All games	84	16

EYECON

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

MANCALA GAMING

Game types	The Partner's share (%)	Company's share (%)
All games	85	15

LEAP GAMING

Game types	The Partner's share (%)	Company's share (%)
All games	88	12

MANNAPLAY

Game types	The Partner's share (%)	Company's share (%)
All games	86	14

R.FRANCO

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

BGAMING

Game types	The Partner's share (%)	Company's share (%)
All games	87	13

SMARTSOFT

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

HIGH 5 GAMES

Game types	The Partner's share (%)	Company's share (%)
All games	83	17

EVERYMATRIX

Game types	The Partner's share (%)	Company's share (%)
All games	84	16
ZITRO		
Game types	The Partner's share (%)	Company's share (%)
All games	83	17
POCKET GAMES		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
MTV PMR		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	83	17
REAL DEALER GAMES		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
PETER&SONS		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15
CANDLEBETS		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15
ARCADEM		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15
BLUE HORN GAMES		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15
SPIFFX		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	84	16
PANDORA		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
5MEN		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
ONLYPLAY		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
GAMZIX		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
BIT CLASH (MANNAPLAY)		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	84	16
GREEN JADE		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
ARCADE SKILL (GREEN JADE)		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15

EVOLUTION

Game types	The Partner's share (%)	Company's share (%)
Slot games	86	14
Premium and Branded games	84	16
Table games	89	11
"First Person" games	84	16
"First Person" Deal or No Deal games	81	19

QUICKSPIN

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	82	18

GAMING CORPS

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

ESA GAMING

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	84	16

MASCOT

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

PLATIPUS

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15

NETGAME

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

GLUCK GAMES

Game types	The Partner's share (%)	Company's share (%)
Standard games	86	14
Branded games	83	17
Table games	88	12

CALETA

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

ESPRESSO GAMES

Game types	The Partner's share (%)	Company's share (%)
All games	87	13
Branded games	86	14

FELIX GAMING (ALEA)

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

RETROGAMING

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	84	16

MATRIX STUDIO

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

PLAYPEARLS

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

ALLWAYSPIN

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
CHARISMATIC		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
SYNOT		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
SLOTMILLE		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15
IGROSOFT		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
NSOFT		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15
URGENT GAMES		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13
WEARECASINO		
GGR per month	The Partner's share (%)	Company's share (%)
All games	86	14
Branded games	84	16
LEANDER		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15
JUSTPLAY		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
JDB		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
BETINDUSTRIES		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
DRAGON GAMING		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
SPINTHON		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	84	16
7MOJOS		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
AINSWORTH		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	83	17
FBM		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	83	17

BTC-ROULETTE (KTG SOFT)

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	84	16

TRUELAB

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15

BARBARA BANG

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13

AMIGO

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15

CHAMPION

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13

VIRTUAL GENERATION

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

LUCKY ELEPHANT

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13

SPINBERRY

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	84	16

SUPERBINGO

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

AVIATRIX

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12

BIG TIME GAMING

GGR per month	The Partner's share (%)	Company's share (%)
All games	86	14
Branded games	84	16
Table games	89	11

SPRIBE

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

JVL

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12

RIVAL

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12

CASIMI

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

LAMBADA GAMING

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14

YGGDRASIL

GGR per month	The Partner's share (%)	Company's share (%)
Over 0	83	17
PLATIN GAMING		
Game types	The Partner's share (%)	Company's share (%)
All games	87	13
YEEBET		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
PPLAY		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
INBET		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
WINFINITY		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15
TURBO GAMES		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13
SUMMUS		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13
ATLAS V		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13
TADA GAMING (JILI GAMES)		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
SHAKS EVOLUTION		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
IRON DOG (VIA 1X2 GAMING)		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
AD LUNAM		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
PROSPECT GAMING		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
PATEPLAY		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
AZURE		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
ELA GAMES		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
PLAYROQUE		
GGR per month	The Partner's share (%)	Company's share (%)

Over 0	90	10
UGC		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	83	17
TWAIN SPORT		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	82	18
EGT DIGITAL		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	84	16
ELBET		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13
2X DYNAMIC		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15
SLINGO		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	85	15
AVATAR UX		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	89	11
7777 GAMING		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	89	11
MG ASIA		
GGR per month	The Partner's share (%)	Company's share (%)
All games	83	17
Branded games	80	20
GAMEBEAT		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
AGT		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
STUDIO 21		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13
CAPECODE		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	83	17
PRAGMATIC SCRATCH GAMES		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
FA CHAI		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
WILD GAMING		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13
1SPIN4WIN		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	86	14
POPIPLAY		
GGR per month	The Partner's share (%)	Company's share (%)

Over 0	86	14
CLAWBUSTER		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	88	12
SLOTOPIA		
GGR per month	The Partner's share (%)	Company's share (%)
Over 0	87	13

For the avoidance of doubt, the Products' GGR for each Settlement Period will be shared as the percentages indicate. Reaching the next interval will change the revenue share of the previous band of GGR.

Revenue sharing percentages or fixed fees (if applicable) of the products, or parts thereof, provided by the third party providers may be changed (including added or removed) from the third party providers' side. In the event of such change, the Partner agrees not to make any claim or pretension against Company.

In the event when any of the products provided by third party providers become unavailable to the Company for any reason, such products will no longer be provided to the partner, and the Partner agrees not to make any claim or pretension against the Company.

Third party games could be provided only in the event of confirmation by the third party content provider.

10.6 Currency

All sums payable by the Partner to Company under this Agreement shall be made in US Dollars or in any other currency that may be specified by Company and mutually agreed by the Parties.

10.7 Taxes and other Fees

All sums due by the Partner to Company under this Agreement are exclusive of any Value Added Tax that may be chargeable. Partner shall pay any Value Added Tax due under this Agreement on production of a valid Value Added Tax invoice by Company.

10.8 Invoicing

Company shall be responsible for calculating the Partner's and Company's revenues on the first 10 (ten) business days following a Settlement Period, producing and providing to the Partner necessary statements ("Statement") for the calculation and sharing, and effectuating the sharing by invoicing/crediting the amount due. The Company shall issue the Partner with an invoice in respect of any fees due as set out in the Statement and the Partner shall have 5 (five) working days on and from the date of the Partner's receipt of the invoice to pay such sum or present a justified objection to the Company. In the absence of objection such Statement shall be final and binding as per the fees due and payable by Partner. For any late payment upon the above mentioned 5th day, the Company may suspend the provision of the Gaming Services and the Partner shall pay to Company interest of 0.1% of the payable amount for each day of late payment.

11. Confidentiality

During the term of this Agreement and for a period of 3 (three) years from the expiration or termination of this Agreement, a receiving Party shall (i) not disclose Confidential Information to any third party; (ii) restrict disclosure of Confidential Information to only those employees, agents or consultants of the receiving Party and affiliates, if any of the receiving Party who must be directly involved with the Confidential Information for the purposes of this Agreement and who are bound by confidentiality terms substantially similar to those in this Agreement; (iii) not reverse engineer, decompile or disassemble any Confidential Information for source discovery or other purposes; (iv) use the same degree of care as for its own information of like importance,

but at least the care of a prudent businessman, in safeguarding against disclosure of Confidential Information; and (v) promptly notify the disclosing Party upon discovery of any unauthorized use or disclosure of the Confidential Information and take reasonable steps to regain possession of the Confidential Information and prevent further unauthorized actions or other breach of this Agreement.

The disclosing Party consents to the disclosure of the Confidential Information to the extent strictly necessary for informing any subcontractors or suppliers of other Party who need to know such limited information in order to perform any assignments or handle any orders of a Party pursuant to this Agreement provided however that such subcontractors or suppliers shall first have agreed with the other Party to be bound by its confidentiality obligations hereunder or obligations which protect the Information to the extent protected hereunder in respect of such limited Confidential Information they will receive including appropriate obligations not to disclose the same to others and not to use it for other purposes as well as to return all such information to the Party upon completion of their assignment or other required performances.

The foregoing restrictions on use and disclosure of the Confidential Information do not apply to information that;

- (i) is in the possession of the receiving Party at the time of its disclosure and is not otherwise subject to obligations of confidentiality;
- (ii) or becomes publicly known, through no wrongful act or omission of the receiving Party;
- (iii) or is received without restriction from a third party free to disclose it without obligation to the disclosing party;
- (iv) or is developed independently by the receiving party without reference to the Confidential Information;
- (v) or is required to be disclosed by the law, regulation, or court or governmental order, provided that the party subject to such law, regulation or court or governmental order shall use reasonable efforts to minimise such disclosure and shall notify the other party contemporaneously of such disclosure and provide the copy of such order or legal act to the opposite Party.

12. Trademarks Use of Name

Neither party may use the other Party's name, trademarks, trade names, or other proprietary identifying symbols, or issue any press release or public statement relating to this Agreement without the prior written permission of the other Party.

13. Term

This Agreement shall enter into force when duly signed by the Parties and shall remain in force for an initial period of 2 (two) years ("Initial Period"). Following the Initial Period, the term of this Agreement shall renew automatically for successive one-year period (a "Renewal Term"), unless at least 30 days before the end of the Initial Period or Renewal Term, either party gives notice to the other party that this Agreement will terminate at the end of the Initial Period or Renewal Term.

Following the expiration of the abovementioned periods the term of this Agreement shall thereafter be automatically prolonged indefinitely unless terminated in writing by either Party by providing no less than 30 (thirty) days prior notice of termination.

14. Termination for Cause

14.1 By a Party

A Party may terminate this Agreement immediately, if:

- i. the other Party is in material breach and, in case of a breach which is capable of being cured, the Party in breach does not, within 30 (thirty) days following written notice of the breach, cease to be in breach;
- ii. the other Party is declared bankrupt, enters into composition or reconstruction proceedings or liquidation or otherwise can be assumed to become or else an event occurs that gives well founded reason to assume that the other Party is not, or will no longer be, capable of fulfilling its obligations under this Agreement;
- iii. it is required to cease the business relationship with the other Party and/or cease the performance of any obligation under this Agreement due to an order or advice of a governmental agency or regulatory body, with reference to the gaming law, to which a Party is subject.
- iv. the operation of other Party has or threaten to have a negative effect on the business or on any of the brands of the other Party, thereby initiating price pressure on Gaming Services;
- v. if the other Party fails to pay any amount payable in accordance with this Agreement; or
- vi. if the other Party is under legal prosecution for the content and aim of this Agreement provided that the Parties shall in such case use reasonable endeavours to find an acceptable alternative solution.

14.2 Termination due to Change in Ownership

Both Parties shall have the right to terminate this Agreement with immediate effect by notice in writing to the other Party if any "Competitor" either directly or indirectly acquires control over the Party or merges with the Party. For the purpose hereof, "control" shall mean the direct or indirect ownership of such quantity of the share capital or existence of such agreement which gives the right to the Competitor to affect the decision making process of the governing bodies of the Party. "Competitor" shall mean any entity or person who has produced and/or is marketing a software product or service which is in direct competition with or functionally equivalent to the Party's Products. In cases specified in this Clause the Party is obliged to inform the other Party immediately.

15. Consequences and Rights and Obligations on Termination

15.1 Payment Obligations

In the event of expiry or termination of this Agreement for any reason, neither Party shall be released from the obligation to make payment of any amounts accrued up to the date of expiry or effective date of termination. Upon expiry or termination of this Agreement a final balancing shall be made between the Parties, payable within 10 (ten) days from the invoice date.

15.2 Cease of Use of Software

At the effective date of expiry or termination of this Agreement for any reason, the Partner shall immediately remove and cease any and all use of the Licensed Software. The Registered Players will no longer be able to access their accounts. The Parties shall promptly return or destroy, as determined by the originally providing Party, any materials and Confidential Information provided by a Party to the other Party under or in connection with this Agreement. An officer of each Party shall confirm that all propriety material relating to

the Licensed Software, any related documentation or proprietary information has been returned to the relevant Party or destroyed, by signing a bilateral act of return and/or destruction of materials relating to the Licensed Software.

15.3 Survival

The provisions of the Sections 3 and 11 shall survive the termination of this Agreement.

16. Representations and Warranties

16.1 By the Partner

The Partner represents and warrants that:

- i. it is a duly incorporated company;
- ii. it has and will throughout the term of this Agreement continue to hold and comply with any permit or license requirements necessary to carry out its business;
- iii. it shall comply with the laws and regulations, including, but not limited to, such as are applicable to the Gaming Services and to the processing of Registered Player data, including personal data;
- iv. it has the sole and exclusive rights to the Partner's trademarks;
- v. the Website shall not contain, either directly or indirectly, by links or otherwise, any libelous, defamatory, obscene, slanderous or offensive content; and
- vi. it is responsible for the content of the Website, including but not limited to type of games, data etc.

16.2 By Company

Company represents and warrants that

- i. the Software provided shall be consistent with industry standards;
- ii. the Software and services provided and maintained will, and always shall, comply with the laws and regulations of the Territory from where the Software and Gaming Services will be provided;
- iii. before any material is used as part of the Gaming Services all rights, licenses and consents relating to intellectual property rights have been obtained, and
- iv. any material provided to the Partner shall not contain, either directly or indirectly, by links or otherwise, any libelous, defamatory, obscene, slanderous or offensive content.

Company shall not be responsible or held liable for any disturbances the Licensed Software may cause to any other software when used together or otherwise.

Company makes no representation or warranty that the use of the Licensed Software or Products for purposes of gambling, as that term is commonly understood in trade and industry, is legal in any jurisdiction.

17. Player Registration and Customer Information

The Partner shall own all personal and other data of the Registered Players that have registered with the Products through the Website. Company shall have access to user data for integration and communication purposes only. Company may request detailed Registered Player personal information on a case-by-case basis whenever deemed necessary for legal purposes.

Company may refuse to register a player as a Registered Player due to his place or residence or jurisdiction or for any other valid reason, including but not limited to the circumstance where a player is already a registered

player on the Company platform through other Partners. Company shall inform the Partner of any such players that are refused registration by Company Risk Management team.

Both Parties shall at all times comply with their obligations under the relevant data protection legislation.

18. Limitations of Liability

For the avoidance of doubt it is agreed by and between the Parties hereto that Company shall have no liability for any period of temporary downtime not exceeding 6 hours, of the Products caused by or resulting from:

- A failure of servers related equipment or hardware used by Company to fulfil its obligations hereunder through no fault of Company's fault or negligence
- A failure or disruption of internet services not resulting from Company's fault or negligence
- Any other technical service outage not occasioned through Company's fault or negligence.

Nothing in this Agreement shall exclude or limit either Party's liability for death or personal injury caused by such Party's negligence or for fraud or fraudulent misrepresentation, or any liability in tort.

Neither party shall in any circumstances be liable for any loss of use, profit to business, contracts, revenues or anticipated savings, any increase in operating costs or any other financial or economic loss or any special, punitive, indirect or consequential loss or damage whatsoever whether suffered by both Parties or by any third party.

19. Government Legislation

It is recognized by either of both Parties that the other Party's ability to carry out its obligations under this Agreement may be subject to the applicable Government licensing laws and regulation. Neither Party shall be held liable for any damages of any kind that may result from changes in Government legislation or policy or from the failure of the other Party to comply with the said licensing laws and regulations.

20. Independent Parties

The Parties are independent contractors. No partnership or joint venture is intended to be created by this Agreement, nor any principal-agent or employer-employee relationship. Neither Party has, nor shall attempt to assert, the authority to make commitments for or to bind the other Party in any manner whatsoever.

21. Incorporation and Amendments

This Agreement constitutes the entire understanding and agreement between the Parties with respect to the subject matter hereof, and the Parties agree that this Agreement expressly supersedes any and all prior agreements or communications between the Parties, whether oral or written, in connection with the subject matter hereof. This Agreement may not be amended, modified or supplemented, except by an instrument in writing duly executed by the Parties hereto.

22. Notices

Notices herein shall be delivered and effective as follows: every notice required or contemplated by this Agreement to be given by a Party shall be in writing and in English and may be given by hand delivery, by overnight commercial courier delivery service or express mail, by fax, or by certified mail return receipt requested, and shall be deemed delivered on the date of hand delivery; the next business day after delivery to an overnight commercial courier service or to national postal service for express mail for delivery on the next business day; the date of transmission of the fax, if an electronic transmission report is obtained and

retained, showing that all pages have been successfully transmitted; or 7 (seven) days after mailing by certified mail return receipt requested; addressed to the Party for whom it is intended, at the address as follows:

If to Company:

IT Technology Solutions Limited

Att: Yeva Asiryan

Address: P.O. Box 146, Road Town, Tortola, British Virgin Islands

If to Partner:

Zoomba B.V.

Att: Kurason Trust Curacao N.V.

Address: Schottegategeweg Oost 10 Unit 1-9, Bon Bini Business Center, Curacao

A Party may change its address for notice by giving notice to the other Party of the change as set out in this Section.

23. Assignment

Neither Party may assign or transfer this Agreement, in whole or in part, without the other Party's prior written consent. Without prejudice to the generality of the foregoing, Partner agrees that by signing this Agreement, the Company may assign or transfer its rights concerning payments due to it in terms of clause 10 of this Agreement and due debt amounts with a 5 (five) days prior written notice to Partner.

24. Construction

Any provision of this Agreement which is prohibited or unenforceable shall be ineffective only to the extent of prohibition or unenforceability without invalidating the remaining provisions hereof, and shall be deemed amended or replaced with a provision that is valid, legal and enforceable and that achieves, to the maximum extent possible, the original objectives and contractual intent of the Parties as reflected in the offending provision.

25. Force Majeure

If a Party is prevented, hindered or delayed in the performance of any of its obligations under this Agreement by Force Majeure, that Party shall forthwith serve notice in writing on the other Party specifying the nature and extent of the circumstances giving rise to Force Majeure, and shall subject to service of such notice and to Clause 11 have no liability in respect of the performance of such of its obligations as are prevented hindered or delayed by the Force Majeure during its continuation, and for a reasonable period thereafter.

The Party claiming to be prevented, hindered or delayed in the performance of any of its obligations under this Agreement by reason of Force Majeure shall use reasonable commercial endeavors to mitigate against the consequences of the Force Majeure event.

If a Party is prevented, hindered or delayed from performance of its obligations for a continuous period in excess of 3 (three) months, any Party may terminate this Agreement forthwith on service of written notice upon the Party so prevented, hindered or delayed, in which case no Party shall have any liability or obligation under this Agreement.

26. Counterparts

This Agreement has been duly executed in 2 (two) copies in English, one for each Party having the same force and effect. Signed scanned or electronic copy of this Agreement is considered legally binding and this Agreement may be executed in counterparts, and facsimile signatures are acceptable as original signatures, until original signatures are obtained.

27. Governing Law and Jurisdiction

This Agreement shall be governed by and construed under the laws of Malta.

Any litigation in relation to the existence, validity, interpretation or termination of this Contract shall be subject to the exclusive jurisdiction of the Courts of Malta. Notwithstanding the above, in the event of any dispute, the Parties shall meet and seek an amicable resolution before resorting to any judicial process.

28. Requisites of the Parties

Company:

IT Technology Solutions Limited

Reg.no. 1926854

Address: P.O. Box 146, Road Town, Tortola,
British Virgin Islands

Partner:

Zoomba B.V.

reg. no. 164519(0)

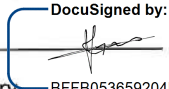
Address: Schottegategeweg Oost 10 Unit 1-9, Bon
Bini Business Center, Curacao

For and on behalf of Company

Authorised Signatory

Name: Yeva Asiryan

Date: 19.03.2024

For and on behalf of the Partner

Authorised Signatory BFFB053659204B9...

Name: Kurason Trust Curacao N.V.

Date: 19.03.2024

Appendix 1 RESTRICTED TERRITORIES

The Partner undertakes not to offer, advertise, market and/or promote the Products and/or Platform to Registered Players in the following territories and the Registered Players from such territories will be blocked from the Websites by way of IP blocking technologies and by not allowing Registered Players from the same to register for an account:

- Afghanistan
- Antigua and Barbuda
- Argentina
- Aruba
- Australia
- Belarus
- Belgium
- Bonaire
- Bulgaria
- Cayman Islands
- China
- Colombia
- Croatia
- Cuba
- Curacao
- Cyprus
- Czech Republic
- Denmark
- Estonia
- France
- French Guyana
- French Polynesia
- French Southern Territories
- Guadeloupe
- Georgia
- Germany
- Greece
- Hong Kong SAR
- Hungary
- Iran
- Iraq
- Ireland
- Isle of Man
- Israel
- Italy
- Japan
- Kahnawake
- Latvia
- Libya
- Lithuania
- Macau
- Malta
- Martinique
- Mayotte
- Mexico
- Monaco
- Myanmar
- Nigeria
- Netherlands
- Netherlands Antilles
- Norway
- North Korea
- Ontario
- Poland
- Portugal
- Reunion
- Romania
- Russia
- Saba
- Saudi Arabia
- Serbia
- Singapore
- Slovenia
- South Africa
- Spain
- St. Eustatius
- St. Maarten
- Sudan
- Sweden
- Switzerland
- Syria
- The Philippines
- Turkey
- Uganda
- United Kingdom
- United States
- Vatican City
- Yemen

The Company may by notice add jurisdictions to or delete jurisdictions from this Appendix 1 of restricted territories in the event of any change in the relevant laws of such jurisdiction.

Appendix 2 to the Software License Agreement-20240319-002**JACKPOT**

THIS Appendix has been entered into and is effective as of the 19th of March 2024 ("Effective date")

1. Background

Company is offering its own progressive jackpots for Casino, Live Dealer Casino, Sportsbook and Fashion TV Branded products as specified below. Partner wishes to receive the jackpot for the latter Products and Company agrees to provide said jackpots to the Partner under the terms and conditions set by this Appendix.

2. Terms and Definitions

"Agreement" means the signed Software License agreement including this appendix or amendments attached hereto between Partner and Company;

"Contribution" means the per bet fee, that goes to the jackpot pool, payable by the Partner to Company on each occasion that one of the Partner's Registered Players bets on a particular Jackpot as specified in clause 3 of this Appendix 2;

"Handling Fee" means the fee deducted from each Contribution as additional expenses related to the jackpot pool;

"Jackpot" means a game operating simultaneously to Products that gives opportunity to Registered Players to participate in progressive jackpot pools for the win of prize in a large fund of money formed by the accumulation of Contributions, as further described in in clause 4 of the Appendix;

"Jackpot Win" means a win by the Registered Player of the jackpot prize for a particular Jackpot pool which is due by the Company to the Partner.

"Levels" means the generated Jackpot pools at the time of the bet placed in the Jackpot by Registered Player, that are Mega, Major, Minor and Mini.

3. List of the Products offering Jackpot

Company shall provide the Partner with the Jackpot for the mentioned Products on the Partner's www.zoombaplay.com Website, or other games as designated by Company:

- Sportsbook;
- Live Dealer Casino;
- Casino Games;
- Fashion TV Branded Games;

4. Calculation of Contribution and Handling Fee:

4.1 The Contributions shall be calculated and paid by the Partner to Company during a month according to fixed percentages as set bellow:

Products offering Jackpot	Contributions
CASINO GAMES	0.25%
LIVE DEALER CASINO	0.1%
FASHION TV BRANDED GAMES	1%
SPORTSBOOK	0.15%

4.2 A certain Contribution of each calculated bet is distributed among the 4 Jackpot Levels, 10%, 15 %, 25% and 50% respectively.

4.3 The Company shall deduct 10% (ten) of Handling Fee from each Contribution as administrative charge.

5. Mega, Major, Minor and Mini jackpot pool Level Settings

5.1 The jackpot pool is divided to 4 Levels, which are - **Mini, Minor, Major** and **Mega**. The Registered Player may participate in Jackpot by wagering the minimum bets set per each Level and win the prizes set for the Jackpot Level. For the sake of clarity, in case of the Jackpot for Casino and Live Dealer Casino Registered Player may participate in:

- **Mini** Level and have a Jackpot Win if the bet is equal to at least EUR 0,1;
- **Mini** and **Minor** Levels and have a Jackpot Win in one of two Levels, if the bet is equal to at least EUR 0,5;
- **Mini, Minor** and **Major** Levels and have a Jackpot Win in one of three Levels, if the bet is equal to at least EUR 1;
- **Mini, Minor, Major** and **Mega** Levels and have a Jackpot Win in one of four Levels, if the bet is equal to at least EUR 2.

The same logic shall apply to the Jackpot minimal bets set for the Fashion TV Branded Games and Sportsbook defined in clause 5.3 and 5.4 of the Appendix respectively.

5.2 Minimal bets for Casino/Live Dealer Casino for contribution in the Jackpot

2 EUR	Level 1	Level 2	Level 3	Level 4
1 EUR	Level 1	Level 2	Level 3	
0.5 EUR	Level 1	Level 2		
0.1 EUR	Level 1			

5.3 Minimal bets for Fashion TV Branded Games for contribution in the Jackpot

1 EUR	Level 1	Level 2	Level 3	Level 4
0.5 EUR	Level 1	Level 2	Level 3	
0.25 EUR	Level 1	Level 2		
0.05 EUR	Level 1			

5.4 Minimal bets for Sportsbook* for contribution in the Jackpot

40 EUR	Level 1	Level 2	Level 3	Level 4
10 EUR	Level 1	Level 2	Level 3	

5 EUR	Level 1	Level 2		
1 EUR	Level 1			

* The Registered Player may participate in the Jackpots for Sportsbook product, only if the bet (single or multiple) includes at least one selection with 1.25 or higher odds.

6. Calculation and Invoicing

6.1 The Company shall include detailed calculation of Contributions and verified Jackpot Winnings of the Players in the Statement set out in clause 10.8 of the Agreement.

6.2 Where the result of the calculation of Contributions minus Jackpot Winnings in respect of any calendar month is negative, then the Company shall pay such negative figure to the Partner (within the first 10 (ten) business days following a Settlement Period), in case the figure is positive then the Partner shall be issued with an invoice as set above.

7. Currency

7.1 The Jackpot calculation shall be done in Euros, however, all sums payable by the Partner to Company or by the Company to Partner under this Agreement shall be made in US Dollars or in any other currency that may be specified by Company and mutually agreed by the Parties.

7.2 All sums due by the Partner to Registered Players for Jackpot Wins shall be in the Registered Player’s currency The Partner shall bear all the currency risks and possible fees for the conversion into the currency of payment.

8. Restricted Territories

8.1 In the event that Partner identifies a Registered Player from the Excluded Territories contributing to the Jackpot, Partner shall take all necessary measures according to applicable law to stop the Registered Player from participating in the Jackpot.

8.2 In the event that Company identifies a Registered Player from the Excluded Territories contributing to the Jackpot, Company shall not transfer the amount of the Jackpot Win of the Registered Player to Partner and shall consider such win invalid.

9. Customer Information

The Partner agrees to adhere to the jackpot rules set by every type of and for participation in the Jackpot. The Partner is responsible to ensure that all of its agents, partners, affiliates or other parties which may cooperate with the Partner also adhere to these rules. Failure to do so will entitle Company to terminate the Agreement.

10. Final terms

Except as provided in this Appendix, all terms used in this Appendix that are not otherwise defined shall have the respective meanings ascribed to such terms in the Agreement.

DS
JH

For and on behalf of Company



Authorised Signatory
Name: Yeva Asiryan
Date: 19.03.2024

For and on behalf of Partner

DocuSigned by:

BFFB053659204B9...

Authorised Signatory
Name: Kurason Trust Curacao N.V.
Date: 19.03.2024

Appendix 3

Terms and Conditions – Data Protection and the General Data Protection Regulation

BACKGROUND

It is acknowledged by the parties that the GDPR came into force on 25 May 2018 (**GDPR Date**), being part-way through the term of the agreement.

The Parties agree to this Appendix 3 (with attached schedules) superseding, replacing or varying (as appropriate) all aspects of the agreement relating to data protection and other specific matters set out below with effect from the GDPR Date defined above.

DEFINITIONS

Company: means Zoomba B.V.

Controller: has the meaning set out in Article 4 of the GDPR.

Data Subject: an individual who is the subject of Personal Data.

GDPR: means the General Data Protection Regulation (EU) 2016/679.

Personal Data: has the meaning set out in Article 4 of the GDPR and relates only to personal data, or any part of such personal data, of which the Company is the Data Controller and in relation to which the Processor is providing services under this agreement.

Processing and process: have the meaning set out in Article 4 of the GDPR.

Processor: has the meaning set out in Article 4 of the GDPR.

Recipient: has the meaning set out in Article 4 of the GDPR.

OPERATIVE CLAUSES

1. Obligations of the Processor

- 1.1 The Company and the Processor (together referred to as the “Parties” or “Party”), acknowledge that for the purposes of the GDPR, Company is the Data Controller and **IT Technology Solutions Limited** is the Processor of any Personal Data.
- 1.2 The Processor shall process the Personal Data only to the extent, and in such a manner, as is necessary for the purposes specified in Schedule 1 of this Appendix 3 and in accordance with the Company’s instructions from time to time and shall not process the Personal Data for any other purpose. The Processor will keep a record of any processing of personal data it carries out on behalf of the Company.
- 1.3 Both Parties shall comply with Article 5 of GDPR and agree that Personal Data shall be:
 - (a) processed lawfully, fairly and in a transparent manner in relation to individuals;

- (b) collected for specified, explicit and legitimate purposes and not further processed in a manner that is incompatible with those purposes; further processing for archiving purposes in the public interest, scientific or historical research purposes or statistical purposes shall not be considered to be incompatible with the initial purposes;
 - (c) adequate, relevant and limited to what is necessary in relation to the purposes for which they are processed;
 - (d) accurate and, where necessary, kept up to date; every reasonable step must be taken to ensure that personal data that are inaccurate, having regard to the purposes for which they are processed, are erased or rectified without delay;
 - (e) kept in a form which permits identification of data subjects for no longer than is necessary for the purposes for which the personal data are processed; personal data may be stored for longer periods insofar as the personal data will be processed solely for archiving purposes in the public interest, scientific or historical research purposes or statistical purposes subject to implementation of the appropriate technical and organisational measures required by the GDPR in order to safeguard the rights and freedoms of individuals;
 - (f) processed in a manner that ensures appropriate security of the personal data, including protection against unauthorised or unlawful processing and against accidental loss, destruction or damage, using appropriate technical or organisational measures.
- 1.4 Both Parties shall promptly comply with any request to supply, amend, transfer or delete the Personal Data (and to procure that any Recipient also does so).
- 1.5 The Processor shall only collect Personal Data on behalf of the Company in the form and to the extent required by the Company and providing the data subject with a data protection notice informing the data subject of the identity of the Controller, the identity of any data protection representative it may have appointed, the purposes or purposes for which their Personal Data will be processed and any other information which is necessary having regard to the specific circumstances in which the data is, or is to be, processed to enable processing in respect of the data subject to be fair. The Processor shall not collect or modify or alter the required data in any way without the prior written consent of the Company.
- 1.6 If the Processor receives any complaint, notice or communication (including a notice of failure of an information security audit) which relates directly or indirectly to the processing of the Personal Data or to either party's compliance with the GDPR and the data protection principles set out therein, it shall immediately notify the Company and it shall provide the Company with full co-operation and assistance in relation to any such complaint, notice or communication.
- 1.7 At the Company's request, the Processor shall provide to the Company a copy of all Personal Data held by it in the format and on the media reasonably specified by the Company.
- 1.8 The Processor shall not transfer the Personal Data outside the European Economic Area without the prior written consent of the Company.

- 1.9 The Processor shall promptly inform the Company if any Personal Data is lost or destroyed or becomes damaged, corrupted, or unusable. The Processor will restore such Personal Data at its own expense.
- 1.10 The Processor as expressly permitted in the Agreement, shall keep all data concerning the Company, Administrators and End-Users which is gathered or created in the course of the performance of this Agreement (Confidential Information) confidential and will not disclose the same to any third party.
- 1.11 The Processor may disclose Personal Data and Confidential Information in the following circumstances:
- Where the disclosure is to a professional advisor in circumstances where they owe a duty of confidence
 - Where the disclosure is required in compliance with any statutory law

2. Processor's Obligations

- 2.1 The Processor shall ensure that access to the Company's Personal Data and Confidential Information is limited to:
- 2.1.1 those employees who need access to the Personal Data to meet the Processor's obligations under this Appendix 3;
 - 2.1.2 To third party contractors where it is reasonably necessary or advantageous for the performance of this agreement, provided that any recipient shall be bound to keep such data confidential under equivalent terms to those contained in this Agreement and not to use it for any other purpose; and
 - 2.1.3 in the case of any access by any employee, such part or parts of the Personal Data as is strictly necessary for performance of that employee's duties.
- 2.2 The Processor shall ensure that all of the parties listed above:
- 2.2.1 are informed of the confidential nature of the Personal Data;
 - 2.2.2 have undertaken training in the laws relating to handling personal data; and
 - 2.2.3 are aware both of the Processor's duties and their personal duties and obligations under such laws and this Appendix 3.
- 2.3 The Processor shall take reasonable steps to ensure the reliability of any of the Processor's employees, group companies and third parties who have access to the Personal Data.
- ## 3. Rights of the Data Subject
- 3.1 The Company shall notify the Processor, within 2 working days, if it receives a request from a Data Subject for access to that person's Personal Data.
- 3.2 The Processor shall provide full co-operation and assistance in relation to any request made by a Data Subject to have access to that person's Personal Data.

3.3 The Processor shall not disclose the Personal Data to any Data Subject or to a third party other than at the request of the Company or as provided for in this Appendix 3.

4. Warranties

4.1 The Processor warrants that:

4.1.1 it will process the Personal Data in compliance with all applicable laws, enactments, regulations, orders, standards and other similar instruments; and

4.1.2 it will take appropriate technical and organisational measures against the unauthorised or unlawful processing of personal data and against the accidental loss or destruction of, or damage to, personal data to ensure compliance with the sixth data protection principle including, but not limited to, the security measures set out in Schedule 2.

4.2 The Processor shall notify the Company immediately if it becomes aware of:

4.2.1 any unauthorised or unlawful processing, loss of, damage to or destruction of the Personal Data;

4.2.2 any advance in technology and methods of working which mean a revision of the security measures set out in Schedule 2.

5. Appointment of subcontractors or third parties

5.1 The Processor may authorise any third party or sub-contractor to process the Personal Data.

5.2 The Processor may only authorise a third party (**sub-contractor**) to process the Personal Data:

5.2.1 subject to the Company's prior written consent where the Processor has supplied the Company with full details of such sub-contractor;

5.2.2 provided that the sub-contractor's contract is on terms which are substantially the same as those set out in this Appendix 3; and

5.2.3 provided that the sub-contractor's contract terminates automatically on termination of this Appendix 3 for any reason.

For and on behalf of

IT Technology Solutions Limited

SIGNED: 

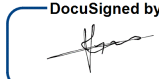
NAME: Yeva Asiryan

TITLE: Director

DATE: 19.03.2024

For and on behalf of

Zoomba B.V.

SIGNED:  BFFB053659204B9.....

NAME: Kurason Trust Curacao N.V.

TITLE: Director

DATE: 19.03.2024

Schedule 1 – Purposes for which the Processor may process the Personal Data – Definitions as per Agreement**1.1 Performing the Agreement**

In terms of this Agreement, the Personal Data means the following information about the customer:

- Birthday Date
- Email address
- Phone number
- Address

1.2 To provide services to/from the Company

The Processor may process the Personal Data for the following purposes:

- Risk assessment and management
- Customer Relationship Management (CRM)
- Marketing

For Risk Assessment and Management the Processor will process the customer's personal data for customer verification and KYC processes.

For Customer Relationship Management the Processor will process the customer's personal data

For Marketing, the Processor will process the customer's personal data to understand their preferences, age group, etc...

Schedule 2 - Security measures**Database Security**

The Processor's database uses Microsoft Dynamic Data Masking Protocol to mask the following columns:

- Birthday Date -(e.g. XX/XX/XXXX)
- Email address -(e.g. aXXXXXXXXXX@XXXX.com)
- Phone number -(e.g. +XXXXXXXXXX)
- Address – (e.g. XXXXXX XXXX XXXX)

The Database stores the Personal data only in a masked form.

The Unmasked Personal data may be available only to the "Spring" system and application.

The DPO will perform quarterly database audits for the processes of personal data masking.

Application Security

The Processor's application now has "View Client Contacts" permission, which allows to see the clients' personal data in the system.

This permission will be provided to users only after signing a Non-Disclosure Agreement.

Appendix 4 – Evolution Licensed Games

The Parties agree that the Company will charge and the Partner shall pay the bellow mentioned fees for the following licensed games of the Evolution product.

Licensed Game	Licensed Game Fee (calculated on a per Licensed Game basis)	Additional terms applicable for the license
High Stake Table	A fee of EUR forty cent (€0.40) per bet placed by a User on a High Stake Table	
Casino Hold'Em	One percent (1%) of the Gross Gaming Revenues generated by Casino Hold'Em	
Dragonara Dual Play Roulette	Three percent (3%) percent of the Gross Gaming Revenues generated by Dragonara Dual Play Roulette	The service levels for the services provided under the Agreement do not apply to Dragonara Dual Play Roulette
5+1	Three percent (3%) of the Gross Gaming Revenues generated by 5+1	
Speed Roulette	Zero percent (0%) of the Gross Gaming Revenues generated by Speed Roulette	<i>Usually offered at three percent (3%) of the Gross Gaming Revenues generated by Speed Roulette</i>
Dream Catcher (Money Wheel)	Zero percent (0%) of the Gross Gaming Revenues generated by Dream Catcher (Money Wheel)	<i>Usually offered at three percent (3%) of the Gross Gaming Revenues generated by Dream Catcher (Money Wheel)</i>
Lightning Roulette	Three percent (3%) of the Gross Gaming Revenues generated by Lightning Roulette	
21+3	Three percent (3%) of the Gross Gaming Revenues generated by 21+3	
Perfect Pairs for Blackjack	Three percent (3%) of the Gross Gaming Revenues generated by Perfect Pairs for Blackjack	
Perfect Pairs for Baccarat	Three percent (3%) of the Gross Gaming Revenues generated by Perfect Pairs for Baccarat	
Caribbean Stud Poker	Three percent (3%) of the Gross Gaming Revenues generated by Caribbean Stud Poker	
Double Ball Roulette	Three percent (3%) of the Gross Gaming Revenues generated by Double Ball Roulette	
Ultimate/Extreme Texas Hold'Em®	Three percent (3%) of the Gross Gaming Revenues generated by Ultimate and Extreme Texas Hold'Em	License is subject to the conditions set out in Annex A.
Triple Card Poker/Three Card Poker®, with 6 card bonus	Three percent (3%) of the Gross Gaming Revenues generated by Three Card Poker, with 6 card bonus	License is subject to the conditions set out in Annex A.
Top Card/ Live Football Studio	a monthly fee of 0 EUR (€ 0)	Opening Times – 24h
Arabic Roulette		Opening Times – 24h
Turkish Roulette		Opening Times – 24h
Swedish Roulette		Opening Times – 12pm-4am
Danish Roulette		Opening Times – 4pm-4am
Blackjack Growth Package	A fee of EUR twelve cents (€0,12) per main bet placed by a User on any of the Blackjack Classic Tables	
2 Hand Casino Hold'Em	One percent (1%) of the Gross Gaming Revenues generated by 2 Hand Casino	

	Hold'Em	
Sic Bo	No additional fee, i.e. the standard commission of the Gross Gaming Revenues as set out in the Agreement	
Side Bet City	No additional fee, i.e. the standard commission of the Gross Gaming Revenues as set out in the Agreement	
Lightning Dice	Three percent (3%) of the Gross Gaming Revenues generated by Lightning Dice	
Monopoly Live	Five percent (5%) of the Gross Gaming Revenues generated by Monopoly Live	License is subject to the conditions set out in Annex A and Annex B
Free Bet Blackjack®	Three percent (3%) of the Gross Gaming Revenues generated by Free Bet Blackjack®	License is subject to the conditions set out in Annex A
RnG Roulette	fifteen per cent (15%) of the Gross Gaming Revenues generated by the Partner from the relevant RNG Game	
RnG Blackjack		
RnG Dreamcatcher		
RnG Lightning Roulette		

ANNEX A

1. The license to Three Card Poker®, Ultimate Texas Hold'Em® and Free Bet Blackjack® excludes dedicated gaming devices (which shall be understood to mean mobile and portable devices provided by casinos to their customers solely to make wireless gaming available at such casino) in The Republic of Ireland, Northern Ireland, Wales, Scotland, England, the Channel Islands and the Isle of Man.
2. The license grants to the games owned or licensed by Scientific Games (Gibraltar) Limited excludes such jurisdictions as notified by Evolution from time to time (email sufficing).

ANNEX B

1. Paragraph 2 of Annex A above shall apply to the game Monopoly Live. In addition, the following jurisdictions are excluded from the license grant of Monopoly Live:
 - (a) Austria; and
 - (b) Germany (excluding Schleswig-Holstein).
2. The Partner undertakes to comply with such policies, procedures, guidelines and similar relating to the Right Holder's Intellectual Property Rights as provided by Evolution from time to time (email sufficing).
3. Parties hereby agree that the calculation of the fees of Evolution's Licensed Games shall be done in Euros, however all sums payable by the Partner to Company or by the Company to Partner under this Agreement shall be made in US Dollars or in any other currency that may be specified by Company and mutually agreed by the Parties.

Appendix 5 – CreedRoomz Live Dealer Casino Licensed Games

The Parties agree that the Company will charge and the Partner shall pay the bellow mentioned fees for the following licensed games of the CreedRoomz Live Dealer Casino Product.

The Parties agree that the calculation of the fees of CreedRoomz’s Live Dealer Casino Licensed Games shall be done in Euros, however all sums payable by the Partner to Company or by the Company to Partner under this Agreement shall be made in US Dollars or in any other currency that may be specified by Company and mutually agreed by the Parties.

Licensed Game	Licensed Game Fee (calculated on a per Licensed Game basis)
CreedRoomz Branded Live Blackjack	An additional fee of EUR 0.1 (zero point one) per bet placed by a Registered Player on a CreedRoomz Branded Live Blackjack table.
CreedRoomz Branded Aurum Roulette	Additional three percent (3%) of the Gross Gaming Revenues generated by the CreedRoomz Branded Aurum Roulette.
CreedRoomz Branded Express Roulette	Additional three percent (3%) of the Gross Gaming Revenues generated by the CreedRoomz Branded Express Roulette.
CreedRoomz Branded Richie Roulette	Additional three percent (3%) of the Gross Gaming Revenues generated by the CreedRoomz Branded Richie Roulette.

Appendix 6 - Pragmatic Play Branded Games

The following Branded Games shall be subject to the terms set out in this Appendix 6 in addition to the general terms and conditions as set out in the Agreement.

The Parties agree that the calculation of the fees of Pragmatic Play Branded Games shall be done in Euros, however all sums payable by the Partner to Company or by the Company to Partner under this Agreement shall be made in US Dollars or in any other currency that may be specified by Company and mutually agreed by the Parties.

Licensed Game	Additional terms applicable for the license
Slot Games: Mini Games for Bingo	The Licensee shall, except as otherwise determined by the Licensor in writing, additionally pay a monthly licence fee equal to three percent (3%), calculated on Slot Games GGR, over and above the Slots Games Licence Fee set out herein, for every Branded Game the Licensee makes available to its End.
Live Casino – Network Games	Licensee shall additionally pay the Licensor a fee equal to three percent (3%) of the Live Casino Gross Gaming Revenues generated by the sidebets for any and all side bets, including but not limited to "21+3" and "Perfect Pair". Licensee shall additionally pay the Licensor for Blackjack tables in Azure Studio 2 and all other studios - €0.08 per base bet, charged for all bets on Generic Blackjack tables where the minimum bet is ten Euro (€10) or below, and which fee shall apply only to the base bet (and shall not include, <i>inter alia</i> side bets, double bets or split bets) and shall not apply to Blackjack tables Azure Studio 1 and Green Studio. Roulette Native Language Tables: The Licensor shall also offer Roulette Native Language Tables to the Licensee. In addition to the Live Casino Licence Fee due for the provision of Roulette Native Language Tables, during the term of this Agreement, the Licensee shall pay the Licensor an additional monthly fee of three thousand Euro €3,000 (which fee is calculated on a per language basis): Branded Games: The Licensee shall, except as otherwise determined by the Licensor in writing, additionally pay a monthly licence fee equal to three percent (3%), calculated on Live Casino Network Games GGR, over and above the Live Casino Network Games Licence Fee set out herein, for every Branded Game the Licensee makes available to its End Users.
Table Games and RNG Games (unless otherwise set out herein or agreed between the Parties)	The Licence Fee will apply with respect to any amount of GGR generated by the following Table Games or any other iGaming or gambling games the Licensor may determine is a Table Game from time to time: • American Blackjack • Blackjack • Multihand Blackjack • Roulette • Jacks or Better • Video Poker • Baccarat • Keno Branded Games: The Licensee shall, except as otherwise determined by the Licensor in writing, additionally pay a monthly licence fee equal to three percent (3%), calculated on

	Table Games GGR, over and above the Table Games Licence Fee set out herein, for every Branded Game the Licensee makes available to its End Users .
Scratch Cards	The Licence Fee will apply with respect to any amount of GGR generated by the following scratch cards or any other Games the Licensor may determine is a Scratch Card from time to time: • 7Piggies (max prize in local currency: 5,000) • Panda Gold (max prize in local currency: 10,000) • Hot Safari (max prize in local currency: 50,000) • Queen of Gold (max prize in local currency: 100,000) • Diamond Strike (max prize in local currency: 100,000) • Gold Rush (max prize in local currency: 250,000) • Wolf Gold (max prize in local currency: 1,000,000) Branded Games: The Licensee shall, except as otherwise determined by the Licensor in writing, additionally pay a monthly licence fee equal to three percent (3%), calculated on Scratch Cards GGR, over and above the Scratch Cards Licence Fee set out herein, for every Branded Game the Licensee makes available to its End Users .
Bingo	Bingo Network Fee: Licensee shall pay Licensor on a monthly basis an amount of five thousand Euro (€5,000) as of the date it goes live on the Bingo Network. The Bingo Network Fee is in place as licensees (including the Licensee) benefit from the expertise of the network being run by the Licensor’s bingo team and the combined liquidity, and mainly gives licensees (including the Licensee) access to large guaranteed monthly jackpots which are funded by the contribution of the network fee. Any shortfall in ticket sales for these bingo games is funded by the Licensor as opposed to a network adjustment being applied. The guaranteed big network games give licensees (including the Licensee) the chance to market high guaranteed jackpot amounts which they would not be able to afford on their own. Mini Games: For the duration of the Agreement, the Licensee shall ensure that seventy-five percent (75%) of mini games on the Licensee’s Websites shall be the Licensor’s Mini Games. The Licensee commits to display the Mini Games in a prominent position on the Licensee’s Websites for the duration of the Agreement. Chat Moderators Services (optional) – The cost of single chat moderator managing a bingo room shall be eighteen Euro (€18) per hour and the cost of a dual chat moderator (moderator managing two rooms) shall be twenty-five Euro (€25) per hour. The pricing set out herein is the pricing at the date of this Addendum for English speaking moderators. Chat moderator services in other languages will only be offered by mutual agreement. These services shall carry a one-time set up fee of ten thousand Euro (€10,000) per language, and separate hourly costs to be agreed between the Parties. For the avoidance of all possible doubt the Licensor may at its sole discretion discontinue all or part of the Chat Moderator Services at any time. Game Languages (without chat moderators)– the default languages of the Bingo Games will be English, Swedish, Finnish, Danish, German, Spanish, Russian, Turkish, Croatian, Portuguese, Portuguese Brazil, Italian, Greek, Dutch, Romanian, French Canadian, Mexican Spanish, and Norwegian; each additional language shall carry a one-off cost of five thousand Euro (€5,000).

	Currencies: the default currencies are EUR, USD, AUD, ZAR, CAD, GBP, NOK, SEK, DKK, NZD, MXN, TRY, JPY, RUB, IDR, BRL, TND, NGN, HRK, CHF, CLP, INR, KES, PLN, RSD, RON, AMD, VES, PEN and XAF. Any additional currency not yet supported shall carry a one-off cost of two thousand Euro (€2,000) per currency. Free tickets – Free tickets are a redeemable currency that may be utilised by End Users to purchase Tickets. The Licensee may use standard free tickets (“Standard Free Tickets”) and/or monetary free tickets (“Monetary Free Tickets”) as follows: Standard Free Tickets hold no monetary value, nor do they contribute to any game prize and/or progressive jackpots. The Standard Free Tickets are a feature that the Licensee may use in Standalone Bingo Rooms only, which rooms are managed and solely funded by the Licensee. Monetary Free Tickets contribute to the game prize and/or progressive jackpots. The Licensor may, at its discretion, distribute Monetary Free tickets to the Licensee, the quantity and value of which shall, unless agreed otherwise on a case-by-case basis, be determined at Licensor’s sole discretion. Should the Licensee opt to offer the Monetary Free Tickets to End Users, unless explicitly agreed otherwise, the Licensee shall pay the Licensor an amount equal to the price of the Monetary Free Tickets at the value redeemed, which amount shall be included in the Monthly invoice issued by the Licensor. Monetary Free Tickets will equate to 100% real cash value unless otherwise agreed on a case-by-case basis. The Licensor may limit the quantity of free tickets distributed on any Network Bingo Game and/or room in its discretion. Skinning: a one-time fee of five thousand Euro (€5,000) shall be payable by the Licensee for the Skinning of all bingo rooms, which fee shall be payable on a per brand basis. Theming: The Parties agree that any additional change of room(s) themes (background creative change, lobby thumbnails) outside of an overall change of skin request, shall incur an additional cost of five hundred Euro (€500) per room, per request for any Standalone Bingo Rooms and Network Bingo Rooms respectively, which shall be payable by the Licensee upon issuance of the invoice by the Licensor. Branded Games: The Licensee shall, except as otherwise determined by the Licensor in writing, additionally pay a monthly licence fee equal to three percent (3%), calculated on Bingo GGR, over and above the Bingo Games Licence Fee set out herein, for every Branded Game the Licensee makes available to its End Users. Bespoke or Additional Development: The Parties agree that any bespoke development that is requested or required by the Licensee and which is not part of the Licensor’s development roadmap (as determined by the Licensor in its sole discretion) shall be charged to the Licensee at the cost of seven hundred and fifty Euro (€750) per Man Day. With respect to funds provided as contributions by the licensees of the Bingo Network (collectively the “Members”) to the Bingo Network, reconciliation relating to such contributions, shall be carried out by no later than the 13th Business Day of each Month. For the sake of clarity, in relation to funds to be reconciled when the latter are owed by the Bingo Network to the Members, such monies shall be subject to a reconciliation process by no later than the 5th Business Day of each Month following the actual receipt of the contributions in accordance with the terms of Clause 4.2.
Virtual Games	The Licence Fee rate will apply with respect to any amount of GGR generated by the following Virtual Games or any other Games the Licensor may determine is a Virtual Game from time to time:

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	• Horse Racing • Penalty Shootout • Greyhound racing • Fantastic League (single game, and league or weekly rounds) • Force 1 (car) racing Branded Games: The Licensee shall, except as otherwise determined by the Licensor in writing, additionally pay a monthly licence fee equal to three percent (3%), calculated on Virtual Games GGR, over and above the Virtual Games Licence Fee set out herein, for every Branded Game the Licensee makes available to its End Users.
Branded Games	As prescribed below.
Peaky Blinders	Excluded languages: Turkish, Mandarin, Cantonese Excluded domain extensions: .co.uk, .tr, .hk, .sg, .ir, .sy, .sd and .kp. Blocked Countries (Blocked Countries: India, Taiwan, USA, Restricted Countries: Bahamas, Gibraltar, Great Britain). A 3% Branded Fee calculated on the GGR generated on the Game, over and above the Licence Fee set out in this Agreement
Peaky Blinders 2	Excluded languages: Turkish, Mandarin, Cantonese Excluded domain extensions: .co.uk, .tr, .hk, .sg, .ir, .sy, .sd and .kp. Blocked Countries (Blocked Countries: India, Taiwan, USA, Restricted Countries: Bahamas, Gibraltar, Great Britain). A 3% Branded Fee calculated on the GGR generated on the Game, over and above the Licence Fee set out in this Agreement

1. The Licensee hereby acknowledges that the selection of the Branded Game(s) and/or signing of this Schedule does not guarantee the provision of the Branded Game(s) by the Licensor. The Parties agree that the provision CJD of the Branded Game(s) may be subject to and conditional upon further approvals and/or authorisations from time to time on a case-by-case basis. The Licensee acknowledges that such further approval is at the sole discretion of the Licensor and its respective licensors.
2. Notwithstanding anything in this Agreement which states otherwise, the Licensor may, at its sole discretion and without incurring any cost or liability, modify or withdraw the provision of the Branded Game and the terms set out in this Schedule 1 at any time during the term of this Agreement by providing written notice. The Licensee accepts that where such modifications are not acceptable to the Licensee, it shall be entitled to withdraw the offering of the Branded Game to its End Users without further recourse.

Private and confidential

Zoomba B.V.

Schottegateweg Oost 10 Unit 1-9, Bon Bini Business
Center, Curacao

By email

19th of March 2024
SUBJECT TO CONTRACT

Dear Sirs

Contract between IT Technology Solutions Limited ("Company") and Zoomba B.V. ("you") dated 19th of March 2024 for Software Licensing (the "Agreement")

We refer to our discussions concerning the addition of services to be provided to you under the Agreement, and the terms on which such services shall be provided.

We are happy to confirm that we shall provide you with "*Live Data ITF Full Package*" (being all International Tennis Federation (ITF) Live Data from ITF events which is made available to us by Sportradar AG, hereinafter referred to as "*ITF Live Products*"). This letter sets out the terms on which the Agreement will be varied to include ITF Live Products.

In consideration of the provision of the ITF Live Products, and our respective obligations under this letter, you hereby acknowledge and agree as follows:

1. That the Key Supply Terms set out in Annex 1 (as updated and/or revised by the ITF from time to time) (the **Key Supply Terms**) shall be incorporated into the Agreement, and that you shall comply with such Key Supply Terms for the duration of the Agreement.
2. That the supply of ITF Live Products is terminable by us on written notice in the event that you have breached any of the Key Supply Terms set out in Annex 1.

Save for the variations to the Agreement expressly set out above, no other variations or amendments are made to the Agreement, which shall continue in full force and effect.

Unless the Agreement is already expressly subject to a different law and jurisdiction, this letter and the Agreement shall be governed by and construed in accordance with English law and Company and you submit to the exclusive jurisdiction of the English courts in relation to any matter arising in connection with them.

Please sign and date the enclosed copy of this letter to confirm your agreement to the above terms. The terms of this letter shall become effective from the first date on which you receive the ITF Live Products from Company.



Yours faithfully

Yeva Asiryan, as a duly authorised representative of
IT Technology Solutions Limited

Signed:

Zoomba B.V., hereby confirms its agreement to the terms set out in this letter.

Signed:
DocuSigned by:

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Name: **Kurason Trust Curacao N.V.** as a duly authorised representative of **Zoomba B.V.**

Dated: **19.03.2024**

Annex 1

Key Supply Terms

Key Supply Terms means the following as may be amended and/or added to from time to time:

- (a) you shall not assign or sub-licence any of your rights or obligations under the Customer Supply Agreement;
- (b) you shall not onward supply any ITF Live Products;
- (c) you shall comply with the reasonable requests of the Tennis Integrity Unit relating to the investigation and prosecution of corruption;
- (d) you shall not use ITF Live Products in connection with unlawful gambling;
- (e) you shall not replicate or use any trade mark, badge, insignia or logo owned or used by the ITF or any of their commercial partners or any ITF tournament without the prior written consent of the appropriate owner of such a trade mark, badge, insignia or logo; and
- (f) you shall, wherever technically or commercially practicable ensure that whenever you produce the ITF Official Data relating to the ITF Live Products you shall include the following notice:
"Reproduced under licence from the ITF. All rights reserved".
- (g) you acknowledge and agree that we shall be entitled, on written notice to terminate and/or suspend the supply of the ITF Live Products to you with effect from midday on the fifth Business Day after receipt of such notice if you fail to obtain, abide by the Key Supply Terms at any point during the Term.

