

THIS AGREEMENT has been entered into as of January 9, 2025

BETWEEN

Bromston Associates Ltd, a company incorporated under the laws of Cyprus, with registration number HE 381328, having its principal office located at 11 Katalanou street, Flat 11, 1100 Nicosia, Cyprus (hereinafter, "Licensor"),

AND

Trickless N.V., a company incorporated under the laws of Curaçao, with registration number 160941, having its principal office located at Zuikertuintjeweg Z/N Curaçao (hereinafter, "Licensee"),

Licensor and Licensee are each individually referred to as a "Party" and collectively as the "Parties".

Background

Whereas:

- i. Licensor has developed and continues developing the Licensor Platform, and has entered into license and other agreements with respect to GSP Software or other third-party software to be incorporated on the Licensor Platform;
- ii. Licensee and/or Gaming License Holder (if applicable) operate, manage and maintain the respective Gaming Services;
- iii. Licensee and/or Gaming License Holder wish to utilize the Licensor Platform, GSP Software in the Gaming Services; and
- iv. Licensor shall be responsible for ensuring access to the Licensed Software for the duration of and subject to the provisions of this Agreement;
- v. Licensee shall be responsible for proper execution of this agreement by Licensee and/or Gaming License Holder (if applicable).

The Parties have agreed to enter into this Agreement for their mutual benefit and in accordance with the **General Terms and Conditions (GT&C)** and **Special Terms and Conditions (ST&C)** set out herein. GT&C and ST&C along with any annexes and amendments thereto comprise this Agreement.

[CONTINUED ON THE NEXT PAGE]

GENERAL TERMS AND CONDITIONS (“GT&C”)
TO THE AGREEMENT No. BB-25-31 dated January 9, 2025 (“Agreement”).

1. Terms and Definitions

As used in this GT&C, the following terms have the meanings set forth below:

“Account Manager” means the Licensor’s contact point for the Licensee, as notified by Licensor to Licensee at any time;

“Agreement” means this written Agreement including any appendix or amendment hereto as may be adopted by and between the Parties in terms hereof;

“Associated Companies” means other companies that are connected, directly or indirectly, to Licensor, the Licensee and/or Gaming License Holder, and/or the GSPs (as applicable) via either upward or downward majority ownership, e.g., having a joint owner;

“Confidential Information” means confidential and/or proprietary information of the other Party, whether communicated orally or in writing, including, without limitation, information of the other Party concerning inventions, trade secrets, know-how, methods, processes, techniques, code, technologies, existing and potential customer and clients lists, financial information, strategic business plans, other technical, business, and operational information and the terms and conditions of this Agreement;

“Delivery Date” means a date at which (excluding the items marked with an* are not integrated into production at the Licensor Platform at the time of writing), the License is delivered to the Licensee in such a manner as reasonably required to enable the Licensee to Launch access to the Licensor Platform and GSP Software.

“First Line Support” means the support provided to Players by the Licensee and/or Gaming License Holder via telephone, e-mail or instant chat relating to technical and functional matters pertaining to the Players’ use of the access to the Licensor Platform and GSP Software;

“Gaming License Holder” means Licensee or any third party (by virtue of signing this Agreement or separate accession agreement with Licensor), who has valid gaming license issued by a competent licensing authority to provide Gaming Services to Players and, for this purpose, utilizes the License according to the conditions of this Agreement. Reference to any Licensee’s obligations in these GT&C shall also mean reference to Gaming License Holder’s obligations unless specifically provided herein. Reference to any Licensor’s obligations shall mean reference only to Licensor’s obligations towards Licensee and not the Gaming License Holder.

“Gaming Software Providers (GSPs)” means the developers and providers of the GSP Software (and their Associated Companies). GSPs shall be contracted by Licensor;

“GSP Software” means Software belonging to GSPs and licensed by the Licensor from GSP, and incorporated on the Licensor Platform.

“Intellectual Property” and **“Intellectual Property Rights”** means all intellectual property rights including, but not limited to, patents, designs, trademarks, marks, trade names, copyrights, know-how and inventions, whether registered, unregistered or pending, relating to the Marks, the Software and/or any other intellectual property belonging to the Parties and/or the GSPs;

“Launch” means the first day of public availability of the access to the Licensor Platform and GSP Software on Gaming Services whereby Players may wage real money;

“License” means revocable, non-exclusive and non-transferable license to access and to use the Licensor Platform including revocable, non-exclusive and non-transferable sub-license of incorporated GSP Software and other third-party Software on the Licensor Platform;

“Licensed Software” means the Licensor Platform, GSP Software and other third-party Software incorporated on the Licensor Platform as listed in the Special Terms and Conditions (ST&C), which are delivered to the Licensee under the License according to this Agreement;

“Marks” means the logo and the words pertaining to the business of the Parties and/or the GSPs;

“Licensee Platform” means the hardware and Software belonging to the Licensee (or a third party contracted by the Licensee) built to run and support the Access to the Licensed Software in order to provide Gaming Services to Players;

“Gaming Services” means any access service offered by Licensee and/or Gaming License Holder used for the purpose of integration, use and display of the Access to the Licensed Software, irrespective of the medium or electronic communications network over which the said access service is provided;

“Player” means an end-user introduced to the Access to the Licensed Software via the Gaming Services;

“Player Data” means any and all data submitted by the Player on the Gaming Services and collected, compiled and stored by the Licensee for the purpose of processing transactions due to a Player’s use of the Access to the Licensed Software;

“Licensor” means Licensor and its Associated Companies;

“Access to the Licensed Software” means the possibility to use and utilize the Licensed Software according to the License provided under this Agreement, provided that such access may be varied by the GSPs at their sole discretion from time to time;

“Licensor Platform” means the platform developed, owned, licensed or hosted by the Licensor (as applicable) – except for portions thereof consisting of or incorporating GSPs software or other third party software via which the Access to Licensed Software is made available to the Licensee.

“Production Environment” means the setting where real money play is possible;

“Software” means any proprietary software belonging to Licensee and/or the GSPs used for the purpose of providing the Access to the Licensed Software;

The headings and sub-headings are for convenience only and shall not affect the construction of this Agreement. Unless the context requires otherwise, words denoting the singular shall include the plural and vice versa, references to one gender shall refer to either gender and references to any person shall include corporate bodies (wherever incorporated), unincorporated associations, partnerships and statutory bodies, as well as any legal or natural person. The words "other", "include" and "including" do not connote limitation in any way.

2. Licensed Software

Licensor shall grant License to the Licensee to use the Licensed Software on the conditions listed in these GT&C and Special Terms and Conditions (ST&C).

3. Licensee’s and/or Gaming License Holder’s Obligations

Licensee and/or Gaming License Holder shall:

- (i) be responsible for attracting new Players for the purpose of using the Access to the Licensed Software and assist Players with registration for the use of the Licensed Software via the Gaming Services;
- (ii) maintain a valid gaming license for the Gaming Services at all times. Validity of this Agreement is subject to valid gaming license issued to Licensee by a competent licensing authority;
- (iii) at all times be compliant with all requirements and criteria determined by any GSP or licensing authority who issued the relevant gaming license;
- (iv) implement new requirements or criteria issued by any GSP in the time period determined by the Licensor - non-compliance with this clause shall be cause of suspension or termination of Access to the Licensed Software or access to any GSP Software upon Licensor’s decision being made on sole discretion of the Licensor without any liability to Licensee and/or Gaming License Holder caused by such changes and actions.
- (v) within period denoted in respective notice provide Licensor with any due diligence documentation as requested by Licensor;

- (vi) immediately provide Licensor with prior written notice regarding any changes to due diligence information provided, any impending bankruptcy, composition or reconstruction proceedings or liquidation for the Licensee; if the Licensee is required to cease the business relationship with Licensor or cease performance of any obligation under this Agreement due to an order from any governmental agency or regulatory body to which the Licensee is subject; if the Licensee is under legal persecution for any matter relating to this Agreement or any obligations hereunder; if a relevant gaming license/s has been issued, suspended or repealed for the Licensee or any of its related companies; and any event that gives well founded reason to assume that the Licensee is or will no longer be capable of fulfilling its obligations under this Agreement. The written notice shall be provided to Licensor within five (5) days from the date that the aforementioned changes or events have become known to the Licensee. Licensee shall supplement the above notice with any relevant documentation and information when requested to do so by Licensor.
- (vii) advise Licensor when there is a change to the domain names of websites or additional websites for using Licensed Software as specified in the ST&C.
- (viii) use the Licensed Software outside Restricted territories mentioned in GT&C.

4. Licensor's Obligations

Licensor undertakes towards the Licensee to:

- (i) undertake all necessary arrangements for the proper implementation of the Licensed Software into the Licensee Platform;
- (ii) ensure access to and operation of the Licensed Software subject to the applicable provisions and for the duration of the term of this Agreement.

5. Ownership and Intellectual Property

- (i) All rights and interest in the Intellectual Property and the Licensed Software, and all documentation, code and logic, which describes or comprises them, shall remain the sole property of the Party, GSP and/or any third party which owns them.
- (ii) All rights and interest in the Player Data remains the property of the Licensee. Licensor and/or the GSPs may retain encrypted copies of the Player Database as it shall be obliged to do in terms of any applicable laws.
- (iii) The Parties grant each other a revocable, non-exclusive and non-transferable world-wide right to incorporate the Marks into the Gaming Services and into their marketing material. Upon Licensor's request, Licensee and/or Gaming License Holder shall incorporate Licensor's logo with a hyperlink into the footnote of any website (domain) using Licensed Software. Licensor is entitled to revoke the license provided under this clause in whole or in part upon 5 (five) days prior written notice.
- (iv) Licensor and/or the GSPs may freely use any suggestions and improvements related to the Licensed Software that Licensee communicates in connection with this Agreement. In the event that Intellectual Property Rights in the Licensed Software shall be deemed to vest to any extent in the Licensee, the latter hereby grants the GSPs an unrestricted, irrevocable, world-wide and royalty-free license, without warranty of any kind, to include them in the GSPs product or service offerings. The GSPs shall also be entitled to modify and further develop such suggestions and improvements.
- (v) The Licensed Software is owned by the Licensor and/or GSPs (as applicable) and is protected by copyright laws and international treaty provisions. The Licensee may not use, copy, modify, rent, disassemble, decompile, reverse engineer, create derivative works from, or transfer the Licensed Software, or any copy, modification, or merged portion thereof, in whole or in part, except as expressly provided for in this Agreement. The Licensee may not sublicense, assign or transfer this License or the Licensed Software except as expressly provided for in this Agreement. This License will automatically terminate if the Licensee transfer possession of any copy of the Software to any other party. This section will survive any termination of this Agreement.

6. Development and Maintenance

(i) Licensor and/or the GSPs shall be responsible for a reasonable amount of development and maintenance of the Licensed Software, provided that any such development and maintenance shall be undertaken at their sole and absolute discretion. Licensee acknowledges that development and maintenance may not be scheduled according to specific requests of Licensee. In the event that such development and maintenance occur, Licensee agrees to cooperate and to comply with any requirement that might be deemed necessary by Licensor for the successful execution of such development and maintenance.

(ii) Licensor shall cause each of the respective GSPs to ensure that, in effecting the aforesaid maintenance, and wherever possible, all the necessary skill diligence and precautions are exercised to minimise, reduce and prevent the risks of unnecessary and/or prolonged downtime, inconvenience to Players and any error and/or malfunction in the Licensed Software.

7. Disrupted Service

The Parties acknowledge that from time to time, as a result of hardware failure or supplier failures, the Access to the Licensed Software provided to the Players can be temporarily disrupted. Licensor shall use reasonable endeavours to ensure that each of the respective GSPs shall take all the required actions and measures in order to reduce to the minimum such disruption. Licensee acknowledges and accepts that neither Licensor and/or the GSPs nor any of their respective members, shareholders, directors, officers, employees or representatives will be liable to Licensee for any direct, special, indirect, consequential, punitive or exemplary damages, or damages for loss of profits or lost earnings, in connection with these temporary disruptions. Licensor shall uphold service according to the attached "Service Level Agreement".

8. Advertising

- (i) Licensee shall bear all costs and expenses incurred in connection with any action it shall take in relation to the advertising, marketing and promotion of the Licensor Services. Advertising shall comply with any applicable advertising rules and regulations and shall not include materials that are in material breach of intellectual property rights. Advertising materials require Licensor's prior approval. Licensor is entitled to issue marketing and advertising terms and conditions based on instructions received or determined by GSP(s), such terms and conditions being binding to the Licensee. Non-compliance of such terms and conditions may be cause of immediate termination of this Agreement or suspension of Access to the Licensed Software and/or any GSP Software without any obligation to remedy any damage thus caused.
- (ii) The Licensee shall not advertise and/or promote including, but not limited to any of the following goods and/or services and/or any goods and/or services that shall be deemed to be prohibited by law: Counterfeit currency, coins and stamps; Drugs and drug paraphernalia, narcotic or drug-like substances, legal substances formulas and descriptions; firearms, weapons, guns, knives, pepper spray, replicas and stun guns; government documents, IDs, licenses, uniform and other goods or any police items; Dangerous and hazardous goods, perishable or restricted items (for example explosives, radioactive materials, toxic substances, batteries, fireworks, Freon); Items, encouraging illegal activity or links to items, promoting others to engage in illegal activity; Offensive Material (items that promote or glorify hatred, violence, racial or religious intolerance, nazi memorabilia, offensive goods or materials); Prescription drugs, pills, medications and their components; Prohibited items (Merchants are not allowed to sell or require illegal or sexual services); Pornography, child pornography and other sexually suggestive materials involving minors; escort or prostitution services.

9. Professional Services

Licensor may provide professional services resources to Licensee per separate agreement. Such resources shall be requested minimum two weeks in advance to allow planning and would be provided based on below rate

card. Licensor reserves the right to revise these prices on an annual basis but the difference shall not exceed more than 10%.

- Solution Architect 150 Euro per hour
- Developer 100 Euro per hour
- Graphical Designer 100 Euro per hour

The Parties will agree on specifications of tasks in writing (email being sufficient) after which Licensor will provide a quote for the completion of the task as specified, including project management, testing, and deployment to production. Licensor is entitled to request advance payments.

10. Confidentiality

Commencing on the date of signature of this Agreement and for a period of five (5) years from the termination of this Agreement, the Parties shall not reveal Confidential Information of the other Party nor use such Confidential Information otherwise than for the purposes set out in this Agreement. The Parties shall take all necessary precautions reasonably foreseen to prevent unauthorized disclosure or use of such confidential information by employees, agents, sub-contractors or other intermediaries. For the avoidance of doubt, all information not commonly known or available in the public domain shall be considered Confidential Information. The foregoing restrictions on use and disclosure of 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; or (ii) is, or becomes publicly known, through no wrongful act or omission of the receiving party; or (iii) is received without restriction from a third party free to disclose it without obligation to the disclosing party; or (iv) is developed independently by the receiving party without reference to the Confidential Information, or (v) is required to be disclosed by 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, or (vi) unless the information is disclosed by the Party to a court or other forum of dispute resolution, or a third party in order to defend the disclosing Party's legal rights or due to breach of this Agreement of the other Party.

11. Responsibility

	Licensor	Licensee
Configuration, Set-up & Integration		
Hardware Set-up and Configuration	X	X
Licensed Software configuration, set-up & installation	X	
Solution Acceptance testing and verification		X
Integration with any potential surrounding business systems e.g. Licensee mgmt system, CRM system, financial reporting system, if specified in product description	X	X
Ongoing Operation		
System Hosting	X	X
1st Line Customer Support		X
2nd Line Technical Support	X	
Marketing and Promotion activities		X
Payment Management		X
Fraud Control		X

12. Term

This Agreement shall enter into force when duly signed by the Parties and shall remain in force for a starting period of 36 months from Launch (hereafter the "Start Period"). Following the expiration of the Start Period the term of this Agreement shall thereafter be prolonged for additional periods of 36 months each as long as necessary unless terminated in writing by either Party by providing a written notice of termination to the other Party no less than 6 (Six) months prior to the then current term of the Agreement. In the event that the Licensee decides to terminate the Agreement prior to the above specified term, the Licensee shall continue to be responsible for payment of the monthly fixed fees and minimum fees for the Licensor Services until the end of the notice period, and Licensor further reserves the right to apply any early termination charges applicable.

13. Termination for Cause

(i) A Party may terminate this Agreement immediately, if:

- (1) 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 fourteen (14) days following written notice of the breach, cease to be in breach; or
- (2) the other Party is declared bankrupt, enters into composition or reconstruction proceedings or liquidation or otherwise can be assumed to become insolvent or else an event occurs that gives well founded reason to assume that the other Party is not, or within short time will no longer be, capable of fulfilling its obligations under this Agreement; or
- (3) a Party 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 gaming law, to which a Party is subject.

(ii) Licensor may terminate this Agreement immediately, if

- (1) the Licensee fails to pay any amount due to be paid in accordance with this Agreement and such breach is not rectified within 7 days from the date of a written notice from Licensor, or
- (2) if the Licensee uses, or attempts to use the Software or Licensor Services or any part of them in a manner or form that is illegal or that is reasonably likely to bring Licensor into disrepute or in any way endanger any of Licensor's licenses, permits or approvals in each case granted by licensing authority or any of GSP's;
- (3) if the Licensee fails to apply for, obtain in a timely fashion or maintain any license, permit or approval required by any government authority or by applicable law or regulation or is otherwise in breach of the applicable law;

(iii) Licensor may suspend or terminate this Agreement or Access to the Licensed Software in whole or in part immediately without prior written notice:

- (1) in cases provided in this GT&C;
- (2) in order to avoid, minimise or end any actual or perceived infringement of applicable law or of any regulations, or intellectual property rights;
- (3) if Licensor has lost the right to provide Licensed Software (as applicable).

14. Consequences and Rights and Obligations on Termination

(i) In the event of expiry or termination or suspension 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 or suspension, whichever is the later. Upon expiry or termination or suspension of this Agreement a final balancing shall be made between the Parties, payable within ten (10) days from the invoice date.

(ii) At the effective date of expiry or termination of this Agreement for any reason:

- (1) Licensee shall immediately remove access to the Licensed Software through the Gaming Services and shall immediately desist from conducting any marketing and/or promotional campaigns in relation to the Licensed Software;

- (2) all rights granted by this Agreement, including but not limited to Intellectual Property Rights, shall automatically revert to the Party who owns them;
- (3) the Parties shall promptly return any materials protected by Intellectual Property Rights and/or which are considered Confidential Information, provided by the other Party under or in connection with this Agreement to the other Party, or destroy materials protected by Intellectual Property Rights and/or Confidential Information if so requested in writing by the other Party.

15. Staff Accounts

Employees of the Licensee or companies controlled by the Licensee are banned from using the Access to the Licensed Software, both directly and indirectly. Licensor can have a number of accounts registered for test and demo purposes. Licensee shall provide such test accounts to the Licensor per Licensor's request or Licensor may register such test accounts on its own.

16. Indemnification

Either Party agrees to indemnify the other Party and to hold it harmless against all claims and losses, including reasonable legal fees, arising as a result of such Party's breach of any of the undertakings and/or warranties set out herein, provided that the indemnified party shall give the indemnifying party prompt written notice of any such claim and shall provide the indemnifying party with all reasonable information and assistance.

17. Limitations of Liability

- (i) In no event shall either Party be liable to the other under or in connection with this Agreement or otherwise for any loss of business, profits, anticipated savings, data, or for any indirect or consequential loss whatsoever.
- (ii) Licensor shall have no liability for any period of downtime of the Access to the Licensed Software caused by or resulting from: a failure of servers, related equipment or hardware used by the Licensee for the provision of the Access to the Licensed Software; a failure or disruption of internet services not resulting from Licensor's fault or negligence and/or any other technical service outage not occasioned through Licensor's fault or negligence.
- (iii) Licensor makes no representation or warranty that the use of the Licensed Software or Access to the Licensed Software is legal in any jurisdiction.
- (iv) Licensor makes no representation or warranty whatsoever with respect to financial outcome for the other Party during its performance under this Agreement.
- (v) If the GSPs are contracted for by Licensor, the provision of Access to the Licensed Software is subject to the respective GSP's approval (where applicable –prior approval) of the Licensee. In approving the Licensee, the GSP shall act at their own discretion and refusal of the GSP to deliver the Licensed Software to the Licensee shall by no means make Licensor liable for the non-provision of such access.
- (vi) Licensor shall not be held liable for any loss caused by any unlawful third-party actions that can affect its network, network infrastructure, system(s), confidential data, personal data and/or any other information.
- (vii) The Licensed Software and all related component and information are provided on an "AS IS" and "AS AVAILABLE" basis without any warranties of any kind, and Licensor expressly disclaims any and all warranties, whether express or implied, including, but not limited to, the implied warranties of merchantability, title, fitness for a particular purpose, and non-infringement, users acknowledge that Licensor does not warrant that the Access to the Licensed Software will be uninterrupted, timely, secure, error-free or virus-free, nor does it make any warranty as to the results that may be obtained from use of the Licensed Software, and no information, advice or services obtained by Licensee from the Licensor or through the Access to the Licensed Software shall create any warranty not expressly stated in this Agreement.

18. Government Legislation

It is recognized by the parties hereto that the provision of the Access to the Licensed Software may be subject to the applicable Government licensing regulation and laws. Neither Licensor nor the GSPs shall be held liable for any damages of any kind that may be sustained by the Licensee subsequent to any changes in Government legislation or policy or from the failure of Licensor and/or the GSPs to comply with the said licensing regulations and laws.

19. Independent Parties

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

20. Assignment

No party shall assign or transfer, or purport to assign or transfer, any of its rights and/or obligations under this Agreement without the prior written consent of the other Party.

21. Construction

Any provision of this Agreement which is prohibited or unenforceable shall be ineffective only to the extent of its prohibition or unenforceability without invalidating the remaining provisions hereof. It 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.

22. Incorporation and Amendments

This Agreement constitutes the entire understanding and agreement between the Parties with respect to the subject matter hereof. 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. All appendices and annexes to this Agreement shall constitute an inseparable part of this Agreement. Any terms and conditions that according to this Agreement may be issued by the Licensor shall constitute an inseparable part of this Agreement and shall be binding to the Parties.

23. Waiver

No failure or delay of either Party to (i) enforce any one or more provisions of this Agreement, (ii) exercise any option which is herein provided, or (iii) require the timely performance of any of the terms or provisions hereof, shall be construed or act as a waiver of such term or provision of this Agreement. Either Party may waive the compliance by the other Party with any term or provision hereof only by an instrument in writing. The waiver by either Party of any term or provision of this Agreement shall not be construed or act as a waiver concerning any term or provision for the future or any subsequent breach.

24. Force Majeure

A Party shall not be liable for failure to perform or delay in performing any obligation under this Agreement, if the failure or delay is caused by any circumstances beyond its reasonable control, including, without limitation,

acts of God, war, civil commotion, interruption in public communications networks or services, industrial dispute or DDOS-attacks and similar Internet attacks having an adverse effect ("Force Majeure").

If such delay or failure continues for at least thirty (30) days, a Party not subject to the force majeure shall be entitled to terminate this Agreement by notice in writing.

The Parties agree and acknowledge that Licensor is committed to DDoS protection of its data centers and application infrastructure provided that, any DDOS-attacks and similar Internet attacks that Licensor together with the GSPs are unable to mitigate despite the use of multi-pronged approach to DDoS protection as further detailed in Appendix "Service Level Agreement" shall be classified as Force Majeure.

25. Non-Solicitation

Neither Party shall during the term of this Agreement and for a period of one (1) year thereafter solicit any of each other's employees or any employees of the subsidiaries or associated companies forming part of their group of companies, for the purpose of offering them to become employees and/or to procure services from them.

26. Notices

With the exception of orders for new or additional services, all acknowledgements, invoices, payments, and other usual and routine communications, all other notices or writings required or permitted under this Agreement, including but not limited to notices of default or breach, shall be signed by an authorized representative of the sender, sent to the respective individuals identified below (which may be changed by written notice to the other party), and shall be deemed to have been received (a) when hand delivered to such individuals by a representative of the sender, or (b) three business days after having been sent postage prepaid, by registered or certified first class mail, return receipt requested, or (c) when sent by electronic transmission, with written confirmation by the method of transmission, or (d) one business day after deposit with an overnight carrier, with written verification of delivery.

The parties agree that all arrangements between the Licensor and the Licensee made in writing (e-mails, Skype, etc.) with regard to the Agreement shall be deemed effective.

All the documents prepared for the arbitration purposes (notices, judgments, decisions, declarations, etc.) shall be sent by electronic mail. Arbitration court shall send all the documents which are prepared and submitted to arbitration by the Party (application review requirements, etc.) to the other Party by electronic mail, or to notify it about the possibility of the receipt of these documents at the arbitration court and becoming acquainted with them.

All the documents for the Arbitration purposes shall be sent to legal or natural person by electronic mails and each Party shall notify the arbitral court of its agreement to use of electronic mail to communicate with the arbitration court. In this case, the Parties and the arbitration court shall send the documents to the e-mail address specified by the Party. If the arbitration court or the Parties finds technical barriers to the transmission of electronic documents by mail, it shall send the registered mail.

The documents for the arbitration purposes are considered received on the date of issue if they are delivered and granted to the addressee personally. If they are sent by mail, it is considered that they were received on the seventh day after the mailing date of dispatch, but if they were sent by electronic mail, it is considered that they are received within two working days after the date of dispatch.

Licensor

Business Contact Details

- Company Name: Bromston Associates Ltd
- Address: 11 Katalanou street, Flat 11, 1100 Nicosia, Cyprus

- Email: info@softgamings.com, am@softgamings.com

Licensee

Business Contact Details

- Name: Trickless N.V.
- Address: Zuikertuintjeweg Z/N Curaçao
- Email: glenn@betstarters.com

27. Survivability

Clauses 10, 14, 16, 17, 25 and 28 of these GT&C shall survive a termination of this Agreement.

28. Law and dispute resolution

This Agreement and all relations, disputes and other matters arising hereunder shall be governed by and construed in accordance with the laws of Latvia.

The Parties shall endeavour to settle the differences arising during performance of this Agreement via negotiations. Any dispute, controversy or claim arising out of this contract that are associated with it, or the breach, termination or invalidity thereof, will be subject to settlement in the Riga Arbitration Court (№ 40003756873), in accordance with the rules of the arbitral tribunal, composed of one arbitrator, in English language.

All correspondence and documents related to the arbitration proceedings and prepared by the arbitration court (judgements, decisions, declarations, claims and any other document related to the arbitration proceedings) shall be sent to a Party by email. Documents addressed to the Licensor shall be sent to the email: legal@softgamings.com. Documents addressed to the Licensee shall be sent to the email: glenn@betstarters.com. No other type of correspondence or communication of documents as part of arbitration proceedings apart from the one mentioned in this clause shall be considered valid.

This Agreement may be executed in any number of counterparts, each of which shall constitute an original, and all the counterparts shall together constitute one and the same agreement. The exchange of a fully executed version of this Agreement (in counterparts or otherwise) by electronic transmission in PDF format or by facsimile shall be sufficient to bind the parties to the terms and conditions of this Agreement and no exchange of originals is necessary.

29. Licensing and Special Terms and Delivery Details

All the Licensor Services shall be provided under a valid Licensee's gaming license.

The Gaming Service on the Licensee's Domain shall not be launched until the Licensee obtains a valid Gaming License and provision of License and Access to the Licensed Software shall be subject to validity of the Gaming License issued to the Licensee. In the event that the Licensee does not obtain its Gaming License, the Fees due by the Licensee to Licensor shall in no way be effected and shall be due in full.

For all third-party suppliers contracted via Licensor including but not limited to: payment suppliers, GSPs, software suppliers, invoicing of Payment Processing Fees and Profit Sharing fees and any other fee based on revenue sharing for such suppliers shall commence as soon as the Production Environment is enabled.

The list of Restricted Territories may be changed by Licensor's sole and exclusive discretion at any time by written notice (email will be sufficient).

30. Restricted territories

GSP	Restricted territories
1x2	No Customers shall be accepted from: Restricted unless pursuant to a local License: Canada, Italy, Sweden, Netherlands, UK Greece, United States of America Excluded territories for real money gaming only: Australia, France, Israel Restricted: Afghanistan, Australia, Belarus, Burundi, Canada, (Ontario regulated), Central African Republic, China, Congo (Democratic Republic of), Cuba, Curacao, Cyprus, Ethiopia, France, Germany, Greece (regulated), Hong Kong, Iran, Iraq, Israel, Kuwait, Lebanon, Libya, Mali, Myanmar, Nicaragua, Somalia, Sudan, Sweden, Syria, Turkey, UK, USA, Venezuela, Yemen, Malaysia, Russian Federation, Singapore, South Africa, South Korea, Iceland, Canada, Poland, Bulgaria, Czech Republic, Hungary, Mexico, Netherlands, Portugal, Switzerland. Chile, Romania (regulated)
3OaksGaming	No Customers shall be accepted from: Afghanistan, Guinea Bissau, Haiti, Iran, Islamic Republic of Iraq, Jamaica, Lebanon, Libya, Myanmar, Nicaragua, North Korea, Pakistan, Panama, Philippines, Somalia, South Sudan, Syria, Turkey, Venezuela, Yemen, Zimbabwe, Australia, Belgium, Croatia, Denmark, Israel, Netherlands, Portugal, Spain, Switzerland, United Kingdom ("UK"), Georgia, France, Ukraine.
AGTSoftware	No Customers shall be accepted from: Aruba, Bonaire, Curacao, France, Netherlands, Saba, St. Martin, USA, UK, South Africa, Israel, Iran, Iraq, Lithuania and Jamaica
Amatic	No Customers shall be accepted from: Afghanistan, Albania, Algeria, Angola, Antigua and Barbuda, Armenia, Australia, Austria, Cambodia, China, Cuba, Curacao, Cyprus, Ecuador, Estonia, French Polynesia, France and Territories, Georgia, Guyana, Hong Kong, Indonesia, Iran, Iraq, Israel, Kuwait, Lao, Libya, Liechtenstein, Myanmar, Namibia, Netherlands Antilles, Nicaragua, North Korea, Panama, Papua New Guinea, Philippines, Singapore, Slovakia, South Africa, South Korea, Switzerland, Syria, Taiwan, Tunisia, Uganda, United States of America and Territories, Vietnam, Yemen, Zimbabwe, Macao, Pakistan, Sudan.
Amusnet Interactive	No Customers shall be accepted from: Territories which are forbidden unless the Operator holds the relevant license: Bulgaria, Greece, Lithuania, Netherlands Territories which are completely forbidden: Afghanistan, Angola, Australia, Canada, Hong Kong S.A.R., Iran, Iraq, Israel, Nicaragua, Norway,

	Singapore, Syria, Taiwan, United Kingdom, United States, U.S Virgin Islands, United States Minor Outlying Islands, Guam, Puerto Rico, Northern Mariana Islands
Apollo	No Customers shall be accepted from: Algeria, Afghanistan, Armenia, Antigua & Barbuda, Bahrain, Bangladesh, Bhutan, Brunei, Cambodia, China, Cuba, Curacao, Czech Republic, Georgia, Guyana, Iran, Iraq, Israel, Kahnawake, Kazakhstan, Kuwait, Libya, Malaysia, Myanmar, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Poland, Qatar, Saudi Arabia, Sudan, Syria, Thailand, United States of America and its Territories, Vietnam, Yemen, Zimbabwe
AsiaGaming	No Customers shall be accepted from: Taiwan, Hong Kong, Macau, America, Philippine, Singapore and Bulgaria, USA, Curacao.
AsiaGamingSlots	No Customers shall be accepted from: Taiwan, Hong Kong, Macau, Philippine, Singapore and Bulgaria, UK, USA, Curacao, Bulgaria
AtmosferaLive	No Customers shall be accepted from: Antigua and Barbuda, Armenia (only AtmosferaLive), Afghanistan, Israel, Iraq, Iran, Canada, Cuba, Curacao, Libya, Macau, Netherlands Antilles, Syria, Republic of Serbia, USA, Sudan, Kahnawake
AuthenticGaming	No Customers shall be accepted from: Prohibited Jurisdiction List* – See Conditional Jurisdiction Lists for exceptions Afghanistan Algeria American Samoa Andorra Argentina* Australia Azerbaijan Bahrain Bangladesh Barbados Belarus Bhutan Bolivia Botswana Brunei Darussalam Burundi Cambodia Central African Republic China Chile Christmas Island Cocos (Keeling) Islands Cook Islands Congo (Democratic Republic) Cuba Curacao Cyprus Ecuador El Salvador Eritrea Ethiopia Fiji France French Polynesia Guam Guatemala Haiti Hong Kong (Special Administrative Region of China) Iceland Indonesia Iran Iraq Israel Jordan Kazakhstan Kuwait Kyrgyzstan Laos Lebanon Lesotho Liberia Libya Liechtenstein Macau Malaysia Mali Moldova Monaco Myanmar (Burma) Nauru Nepal Nicaragua Niue Northern Mariana Islands North Korea Oman Pakistan Palestinian Territory Qatar Russian Federation Russian Occupied Ukraine Saudi Arabia Singapore Somalia South Korea South Sudan Sudan Suriname Syria Taiwan Tajikistan Thailand Timor-Leste Trinidad & Tobago Tunisia Turkey Turkmenistan United Arab Emirates United States & Dependent / Outlying Territories* Uruguay Uzbekistan Venezuela Vietnam Virgin Islands, British Yemen

	Conditional Jurisdiction List* – Government Selected Operators Aland - Permissible subject to the operator serving the state monopoly or authorised suppliers of the state monopoly. Canada (excluding Ontario) - Permissible subject to the operator serving the provincial monopoly or authorised suppliers of the provincial monopoly. Finland - Permissible subject to the operator serving the provincial monopoly or authorised suppliers of the provincial monopoly. "DOT COM" websites are permissible provided that they do not actively target the jurisdiction, including, but not limited to, local language, currency, URLs, and/or advertising. Morocco - Permissible subject to the operator serving the state monopoly or authorised suppliers of the state monopoly. Approved lottery product only. North Macedonia - Permissible subject to the operator serving the state monopoly or authorised suppliers of the state monopoly. Norway - Permissible subject to the operator serving the provincial monopoly or authorised suppliers of the provincial monopoly. "DOT COM" websites are permissible provided that they do not actively target the jurisdiction, including, but not limited to, local language, currency, URLs, and/or advertising. Poland - Permissible subject to the operator serving the state monopoly or authorised suppliers of the state monopoly. Turkey - Permissible subject to the operator serving the state monopoly or authorised suppliers of the state monopoly. Approved lottery product only. United States (Delaware only) - Permissible subject to the operator serving the state monopoly or authorised suppliers of the state monopoly. Conditional Jurisdiction List* – Regulated Licensing Regimes All below stated conditional jurisdictions with regulated licensing regimes - Save for the additional specific conditions expressly set out below, the stated conditional jurisdictions are permissible subject to the operator holding a local licence and complying with all licence conditions. Albania Alderney Antigua and Barbuda Argentina - Permissible in provinces where real money online casino games are legal and subject to the operator and L&W holding a local license and complying with all license conditions. Armenia Austria - Permissible subject to the operator holding a licence from a European Union jurisdiction and complying with all licence conditions. Bahamas Belgium Belize Bosnia and Herzegovina Bulgaria Canada (Ontario only)
--	--

	Colombia Comoros (Anjouan only) Costa Rica Croatia Curacao Czech Republic Denmark Dominica Dominican Republic - Licences are to be issued to Bancas de Loteria y de Apuestas. Estonia French Guiana French Southern Territories Georgia Germany Ghana Gibraltar Greece Grenada Hungary - Permissible subject to the operator holding a licence from a European Union jurisdiction and complying with all licence conditions. Isle of Man Italy Jamaica Japan - L&W requires pre-approval for all new operators. Jersey Kenya Latvia Lithuania Malta Mauritius Mexico - Permissible subject to the operator holding a local permit and complying with all permit conditions. Montenegro Netherlands Panama Papua New Guinea Paraguay Peru Philippines Portugal Romania Saint Kitts & Nevis San Marino (Italy) Serbia Seychelles Slovakia Slovenia South Africa Spain Swaziland Sweden - "DOT COM" websites are permissible provided that they do not actively target the jurisdiction, including, but not limited to, local language, currency, URLs, and/or advertising. Switzerland - "DOT COM" websites are permissible provided that they do not actively target the jurisdiction, including, but not limited to, local language, currency, URLs, and/or advertising. Tanzania Uganda Ukraine United Kingdom United States - Permissible in states and territories where real money online casino games are legal and subject to the operator and L&W holding a local licence and complying with all licence conditions. Vanuatu
Aviatrix	No Customers shall be accepted from: USA, UK, Canada, Curacao
BeeFee	No Customers shall be accepted from: Angola, Argentina, Australia, Austria, Bahamas, Bangladesh, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Canada, Colombia, Côte d'Ivoire, Croatia, Cyprus, Czech Republic, Denmark, Dominican Republic, Estonia, Finland, France, French Guiana, Georgia, Germany, Greece, Guadeloupe, Hungary, Italy, Latvia, Lithuania, Luxembourg, Malta, Martinique, Mayotte, Mexico, Montenegro, Myanmar, Nauru, Netherlands, Nigeria, North Macedonia, Norway, Ontario - Canada province, Panama, Philippines, Poland, Portugal, Réunion, Romania, Rwanda, Saint Martin (French), Saint Pierre and Miquelon, Serbia, Slovakia, South Africa, Spain, Sweden, Switzerland, Tanzania, United Republic of, Ukraine, United Kingdom of Great Britain and Northern Ireland, United States Minor Outlying Islands, United States of America, Venezuela (Bolivarian Republic of), Zimbabwe.

	Excluded countries: Afghanistan, Algeria, American Samoa, Bahrain, Belarus, China, Cook Islands, Cuba, Curacao, Eritrea, French Polynesia, Hong Kong, India, Indonesia, Iran (Islamic Republic of), Iraq, Israel, Jordan, Kuwait, Lao People's Democratic Republic, Libya, Luxembourg, Macao, Malaysia, Marshall Islands, Mauritania, Monaco, Morocco, New Caledonia, North Korea (Democratic People's Republic of), Northern Mariana Islands, Oman, Pakistan, Poland, Puerto Rico, Qatar, Russian Federation, Saint Barthélemy, Saudi Arabia, Singapore, Somalia, South Africa, South Korea, Republic of Sudan, Syrian Arab Republic, Taiwan, Province of China, Thailand, Tunisia, Turkey, United Arab Emirates, Uruguay, Uzbekistan, USA and its territories, Virgin Islands (U.S.), Wallis and Futuna, Yemen.
Belatra	No Customers shall be accepted from: USA, Curacao
BeterLive	No Customers shall be accepted from: Russia, Iran, Ukraine (for casinos without license to operate in Ukraine), USA, Curacao
BetGames	No Customers shall be accepted from: France, USA, Poland, Curacao
BetradarVS	No Customers shall be accepted from: USA, Curacao.
BetSoft	No Customers shall be accepted from: United States of America and Territories, Curacao.
BetSolutions	No Customers shall be accepted from: USA, Curacao
BGaming	No Customers shall be accepted from: USA, Curacao
BlueHorn	No Customers shall be accepted from: Afghanistan, Algeria, Australia, its territories and possessions, Bahamas (except with local license), Bahrain, Belgium, Bulgaria (except with local license), Canada (unless Company and/or Operator obtain local provincial licenses in Ontario and/or British Columbia) Colombia (except with local license), Croatia (except with local license), Cuba, Cyprus, Curacao, Czech Republic (except with local license), Denmark (except with local license), Eritrea, Estonia (except with local license), France, its territories and possessions (except with local licence), Georgia (except with local license), Germany (except with local license), Greece (except with local license), Hong Kong, Jordan, Iran, Iraq, Israel, its territories and possessions, Italy (except with local licence), Kuwait, Latvia (except with local license), Lebanon, Libya Lithuania (except with local licence), Malta (except with local license), Mauritius, Mexico (except with local license), The Netherlands (except with local

	license), N. Korea, Portugal (except with local license), Romania (except with local licence), Saudi Arabia, Serbia (except with local license), Singapore, Slovakia (except with local license), Slovenia (except with local licence) Somalia, Spain (except with local license), South Sudan, Sudan, Sweden (except with local license), Switzerland (except with local licence), Syria, Taiwan, Turkey, UAE, Ukraine (except with local license), United Kingdom (except with local licence), United States of America, its territories and possessions, Venezuela, Yemen.
BoomingGames	No Customers shall be accepted from: Afghanistan, Latvia (other than with licence), Algeria, Lebanon, Australia (other than with license), Libya, Austria (other than with licence), Lithuania (other than with licence), Belarus (other than with licence), Luxembourg, Belgium (other than with licence), Macau, Bosnia and Herzegovina (other than with license), Maldives, Burundi, Malta (other than with licence), Bulgaria (other than with licence), Mauritania, Canada (other than with license), Monaco, Cayman Islands, Montenegro (other than with license), Central African Republic, Morocco, Cyprus, Myanmar, Czech Republic (other than with licence), Netherlands (other than with licence), Columbia (other than with licence), Nicaragua, Congo DR, Nigeria (other than with licence), Crimea and Sevastopol, North Korea, Croatia (other than with licence), Oman, Cuba, Pakistan, Denmark (other than with licence), Portugal (other than with licence), Eritrea, Qatar, Estonia (other than with licence), Romania (other than with licence), France (other than with license), Saudi Arabia, Germany (other than with licence), Serbia (other than with licence), Georgia (other than with license), Slovakia (other than with licence), Gibraltar (other than with licence), Somalia, Greece (other than with licence), South Sudan, Guernsey (other than with licence), Spain (other than with licence), Guinea, Sudan, Guinea Bissau, Sweden (other than with licence), Haiti, Switzerland (other than with licence), Hong Kong, Syria, Hungary (other than with licence), United Arab Emirates, Iran, United Kingdom (other than with licence), Iraq, United States of America, and all territories and possessions, being the U.S. Virgin Islands, U.S. Minor Outlying Islands, Guam, Puerto Rico, Marianas Islands and American Samoa (other than with licence), Israel, Uzbekistan, Italy (other than with licence), Vatican City, Jamaica, Venezuela, Jersey (other than with licence), Yemen, Jordan, Zimbabwe, Kuwait, Curacao, Ontario, South Africa.

ConceptGaming	No Customers shall be accepted from: UK, USA, Curacao, Sweden
CQ9	No Customers shall be accepted from: Block Taiwan's IP, Curacao Game Code starts with AS: Block Taiwan and the United States/Israel/Bulgaria Game Code starts with AK: Block Taiwan and the United States
CTGaming	No Customers shall be accepted from: United States of America and Territories, China, Curacao, Kazakhstan, North Korea, Cyprus, Vietnam, Thailand, Japan, Singapore, Hong Kong, Canada, Malaysia, Indonesia, Israel
DigitainVirtualSports	No Customers shall be accepted from: USA, Armenia, Aruba, Bonaire, Curacao, France, Netherlands, Saba, Singapore, Statia and St Maarten.
EGTDigital	No Customers shall be accepted from: Territories which are forbidden unless the Operator holds the relevant license: Bulgaria, Greece, Lithuania, Netherlands Territories which are completely forbidden: Afghanistan, Angola, Australia, Canada, Hong Kong S.A.R., Iran, Iraq, Israel, Nicaragua, Norway, Singapore, Syria, Taiwan, United Kingdom, United States, U.S Virgin Islands, United States Minor Outlying Islands, Guam, Puerto Rico, Northern Mariana Islands
Endorphina	No Customers shall be accepted from: USA, Curacao, We block French IPs We block Australian IPs We block Greece IPs (Available only for the Greek operators and holders of the Greek licenses) We block Sweden IPs (Available only for the Swedish operators and holders of the Sweden licenses) We block Romanian IPs (Available only for the Romanian operators and holders of the Romanian licenses)
EspressoGames	No Customers shall be accepted from: USA, Curacao, France, Israel, The Netherlands, Norway, UK
EurasianGaming	No Customers shall be accepted from: Mainland China, Vietnam, Aruba, Australia, Bonaire, Curacao, France, The Netherlands, Saba, Statia, St. Maarten, Singapore and United States of America and its territories, Rio de Janeiro
Evolution	No Customers shall be accepted from: Blocked Territories: Australia, Cuba, Iran, North Korea, South Sudan, Sudan, Syria, Taiwan, Crimea, Myanmar, USA, Curacao

	Restricted Territories Afghanistan, Bulgaria, Burkina Faso, Cameroon, Croatia, Democratic Republic Congo, Haiti, Jamaica, Kenya, Mali, Mozambique, Namibia, Nigeria, Panama, Philippines, Senegal, South Africa, Tanzania, Turkiye, Venezuela, Vietnam, Yemen Regulated Jurisdictions include, but are not limited to Argentina, Armenia, Alderney, Bahamas, Belgium, Bulgaria, Canada, Colombia, Curacao, Czech Republic, Denmark, Georgia, Germany, Gibraltar, Greece, Isle of Man, Italy, Latvia, Lithuania, Malta, Netherlands, Peru, Philippines, Romania, South Africa, Spain, Sweden, Switzerland, United Kingdom, USA Evolution games are restricted in Sweden, there are: Crazy Time Deal or No Deal Dream Catcher Mega Ball un RNG Mega Ball MONOPOLY Live{} Restricted for game "Deal no Deal": USA, Curacao, Hong Kong, Turkey, France, Spain, - Belgium- ,Singapore, Iran, Syiria, North Korea, Sudan Belgium: Evolution shall be permitted to sub-license DOND Game to locally licensed Belgian Game Operators making the Game available on local Belgian (.be) websites to customers located in Belgium. Restricted for game "Monopoly": Singapore, Hong Kong, France, Turkey, Spain, Sweden, Russia, Belarus, United Arab Emirates (the), Saudi Arabia, Bahrain, Kuwait, Australia, Poland, Austria, Germany Monopoly Big Baller: Russia, Belarus United Arab Emirates (the), Saudi Arabia, Bahrain, Kuwait, Australia, Poland, Austria, Germany Conditional Jurisdictions: Aland, Argentina, Canada, Poland, Alderney, Argentina, Armenia, Belgium, Belize, Bosnia,
--	--

	Herzegovina, Bulgaria, Colombia, Comoros (Anjouan only), Costa Rica, Croatia, Czech Republic, Denmark, Dominica, Dominican Republic, Estonia, French Guiana, French Southern Territories, Georgia, Ghana, Gibraltar, Greecem Grenada, Hungary, Isle of Man, Italy, Jamaica, Jersey, Latvia, Lithuania, Malta, Mexico, Montenegro, Netherlands, Panama, Papua New Guinea, Philippines, Portugal, Romania, Saint Kitts & Nevis, San Marino (Italy), Serbia, Seychelles, Slovakia, Slovenia, Spain, Swaziland, Sweden, Switzerland, Tanzania, United Kingdom, Vanuatu ADDITIONAL REstricted TERRITORIES FOR HASBRO BRANDED LICENSED GAMES. Note - for any Hasbro branded licensed games, all of the countries listed in the restricted territories list above apply (including any future amendments), plus the following countries: 1) Austria. 2) Germany, with the exception of Schleswig-Holstein. 3) Poland - Not conditional as listed above. Prohibited entirely. 4) Spain, except for online roulette and online slots. 5) Switzerland - Not conditional as listed above. Prohibited entirely.
EvoPlay	No Customers shall be accepted from: Afghanistan, Algeria, Australia, Aruba, Barbados, Burma, Bonaire, Botswana, Canada, Cuba, Democratic People's Republic of Korea (DPRK), Democratic Republic of Congo, Eritrea, Ethiopia, France and its dependent territories, Ghana, Iran, Iraq, Israel, Jamaica, Jordan, Liberia, Libya, Lithuania, Mali, Pakistan, Panama, Philippines, Rwanda, Saba, Singapore, Somalia, State of Palestine, Statia, St. Maarten, St. Eustatius, Sudan, South Sudan, Syria, The Netherlands, Tunisia, Uganda, United States of America and its dependent territories, United Kingdom, Venezuela, Yemen, Zimbabwe + Curacao
Ezugi	No Customers shall be accepted from: Blocked Territories: Australia, Cuba, Iran, North Korea, South Sudan, Sudan, Syria, Taiwan, Crimea, Myanmar, USA, Curacao Restricted Territories Afghanistan, Bulgaria, Burkina Faso, Cameroon, Croatia, Democratic Republic Congo, Haiti, Jamaica, Kenya, Mali, Mozambique, Namibia, Nigeria, Panama, Philippines, Senegal, South Africa, Tanzania, Turkiye, Venezuela, Vietnam, Yemen

	Regulated Jurisdictions include, but are not limited to Argentina, Armenia, Alderney, Bahamas, Belgium, Bulgaria, Canada, Colombia, Curacao, Czech Republic, Denmark, Georgia, Germany, Gibraltar, Greece, Isle of Man, Italy, Latvia, Lithuania, Malta, Netherlands, Peru, Philippines, Romania, South Africa, Spain, Sweden, Switzerland, United Kingdom, USA
FaChai	No Customers shall be accepted from: USA, Taiwan, Curacao
Fugaso	No Customers shall be accepted from: USA, UK, Curacao
Galaxsys	No Customers shall be accepted from: Armenia, USA, Australia, UK, Curacao
GameArt	No Customers shall be accepted from: Default: France, Portugal, Belgium, Sweden, Denmark, Bulgaria, Estonia, Cyprus, Israel, UK, Hong Kong, Australia, New Zealand, United States of America, Netherland, Columbia For games: Dragon King, Wild Dolphin, Venetia, Lady Luck, Wolf Quest, Explosive Reels, Gold Of Ra, Dancing Lions, Phoenix Princess, Fortune Panda, Magic Unicorn, Ancient Gong, Power Dragon, Jumpin Pot, African Sunset United States of America and its territories, American Samoa, Australia, Brunei, Cambodia, China, Hong Kong, India, Indonesia, Japan, North Korea, South Korea, Laos, Macau, Malaysia, Mongolia, Burma, New Zealand, Paupa New Guinea, Philippines, Singapore, Sri Lanka, Taiwan, Thailand, Timor, Vietnam
Gaming7777	No Customers shall be accepted from: Afghanistan, Australia, Czech Republic, France, Hungary, Iran, Iraq, Israel, Italy, South Sudan, Spain, Sudan, Syria, United Kingdom, United States, Curacao, Bulgaria, Moldova and Romania.
GamingCorps	No Customers shall be accepted from: Australia, Afghanistan, Antigua and Barbuda, Cuba, Curacao, French Polynesia, Iran, Iraq, Israel, Liechtenstein, Macau, Netherlands Antilles, Sudan, Syria, United States
Gamzix	No Customers shall be accepted from: not recommended destinations

	Aruba, Bonaire, Curacao, France, Netherlands, The UK, Saint Martin, USA
Genii	No Customers shall be accepted from: Australia, Bulgaria, Denmark, Curacao, Estonia, Spain, United Kingdom, Italy, Netherlands, Poland, Portugal, Romania, United States, South Africa MGA: Australia, Bulgaria, Germany, Denmark, Estonia, Spain, France, Israel, Italy, Netherlands, Poland, Portugal, Romania, Turkey, United States, South Africa
GGames	To be determined
GoldenRace	No Customers shall be accepted from: Excluded Territories” means (i) any jurisdiction, country, state, province, region or other political subdivision in which the use, offering to users, development, distribution, offering for sale, selling, advertising, promotion and/or other exploitation of the Games is prohibited by law or by the Licensor (including, without limitation, Afghanistan, Albania, Antigua and Barbuda, Austria Belgium, Bulgaria, Burundi, Canada, Colombia, Costa Rica, Cuba, Cyprus, Denmark, Eritrea, France and its territories, Germany, Georgia, Greece, Guinea Bisseau, Hong Kong, Italy, Iran,Iraq, Israel, Kahnawake, Libya, Lithuania, Macau, Macedonia, Malta, Netherlands Antilles,Nigeria, Portugal, Romania, Serbia, Somalia, South Africa, Spain, Sudan, Sweden, Syria, the Philippines, Turkey, the United Kingdom, the USA and its territories); (ii) any other jurisdictions or territories which may be added and designated as Excluded Territories by Licensor (at Licensor's sole and absolute discretion) from time to time by written notice to Licensee.
Habanero	No Customers shall be accepted from: Prohibited territories: Australia, Cyprus, Curacao, France, Singapore, Taiwan, United States, Central African Republic, Cuba, Curacao, Democratic Republic of Congo, Eritrea, Guinea-Bissau, Iran, Iraq, Lebanon, Libya, Mali, North Korea, Republic of the Congo, Somalia, South Sudan, Sudan, Syria, Yemen, Restricted territories unless licensed: Argentina, Belarus, Georgia, Gibraltar, Isle of Man, Malta Italy, United Kingdom, Bulgaria, Colombia, Croatia, Denmark, Estonia, Latvia, Lithuania, Philippines, Portugal, Romania, Spain, Sweden, South Africa, The Netherlands.,Panama, Canada, Germany, Greece, Hungary

	MGA: Australia, Cyprus, France, Philippines, Singapore, South Africa, Taiwan, United Kingdom, United States. Restricted unless licensed: Italy, Bulgaria, Colombia, Croatia, Denmark, Estonia, Latvia, Lithuania, The Netherlands, Portugal, Romania, Brazil, Spain, Sweden
HacksawGaming	No Customers shall be accepted from: USA, Curacao, Iran, North Korea, Syria, Cuba, Sudan, Australia, Spain (unless locally licensed), Ontario (unless locally licensed), UK (unless locally licensed), Greece (unless locally licensed), Sweden (unless locally licensed), France & French territories, Malta (unless locally licensed)
High5	No Customers shall be accepted from: Jurisdictions where Licensed Customers must not allow participation on Relax's own content, "Powered By Relax" and/or "SilverBullet" content for real money due to FATF. AML restrictions: Afghanistan, Algeria, Angola, Antigua & Barbuda, Cambodia, China, Cuba, Cyprus, Guyana, Hong Kong, Indonesia, Iran, Iraq, Israel, Kahnawake, Kuwait, Libya, Macau, Myanmar, Namibia, Netherlands Antilles, North Korea, Pakistan, Papua New Guinea, Sudan, Syria, The Philippines, Turkey, Uganda, United States of America and its Territories, Yemen. Jurisdictions where Relax's Licensed Customers must not offer Relax's own content, "Powered By Relax" and/or "SilverBullet" content for real money unless such Licensed Customer holds a local online gaming license from the competent licensing authority of the specific jurisdiction: Belgium, Denmark, Estonia, France and its Territories, Germany, Italy, Latvia, Republic of Serbia, Romania, Spain, Sweden, United States of America (New Jersey, Pennsylvania), United Kingdom, Brazil.
HoGaming	No Customers shall be accepted from: South Korea, North Korea, Hong Kong, Macau, Philippines, U.S.A, Canada, Curacao, United Kingdom & France.
JDB	No Customers shall be accepted from: USA, Curacao, Taiwan and Singapore
Kaga	No Customers shall be accepted from: Taiwan, USA, Curacao
Kalamba	No Customers shall be accepted from: USA, Australia, United Kingdom, Netherlands, Syria, Iran, Libya, North Korea, Curacao.

Kiron	No Customers shall be accepted from: USA, China, Italy, Australia, Singapore, Sri Lanka, South Africa, Dubai, Iraq, Saudi Arabia, Argentina, Yemen, Oman.
Leander	No Customers shall be accepted from: USA, China, Curacao, France, Israel
LuckyStreak	No Customers shall be accepted from: Israel, Latvia, USA, Curacao
MascotGaming	No Customers shall be accepted from: USA, Curacao
Medialive	No Customers shall be accepted from: Italy not regulated, France, USA, Curacao, Netherland, Russia
MGLiveGrand	No Customers shall be accepted from: Afghanistan, Italy, Australia, Latvia, Belgium, Lithuania, Bulgaria, Mauritius, Canada, Curacao, Monaco, Columbia, Netherlands, Croatia, North Korea, Czech Republic, Norway, Denmark, Ontario (Canada), Estonia, Poland, France, Portugal, French Guiana, Romania, French Polynesia, Singapore, French Southern Territories, Slovakia, Germany, South Africa, Gibraltar, South Sudan, Greece, Spain, Greenland, Sweden, Guernsey, Switzerland, Hungary, Syria, Ireland, Taiwan, Isle of Man, United Kingdom, Israel, United States, Vatican City
Microgaming	No Customers shall be accepted from: All Content: Afghanistan, Australia, Belarus, Belgium, China, Crimea, Luhansk and Donetsk, Cuba, Curacao, Hong Kong, Iran, Israel, North Korea, Russia, Singapore, South Africa, Syria, Taiwan, Turkey, USA, Vatican City, Burundi, Central African Republic, France, French Guiana, French Polynesia, French Southern Territories, India, Iraq, Lebanon, Libya, Macao, Mauritius, Myanmar, Nicaragua, Somalia, Sudan, Venezuela, Yemen, Japan, Brunei, Cambodia, Indonesia, Laos, Malaysia, Philippines, South Korea, Thailand, and Vietnam, India, Colombia, Qatar, Costa Rica, Jordon, Bangladesh, Bahrain, Bahamas, Uruguay, Egypt, Kyrgyzstan, Tajikistan, Dominica, Cayman Islands, Guam, Guinea-Bissau, Guinea, Turkmenistan, Bhutan, United Arab Emirates, Argentina. + any regulated market an operator is not licensed in Regulated territories: Italy, United Kingdom, Bulgaria, Colombia, Croatia, Denmark, Estonia, Greece, Latvia, Lithuania, Ontario (Canada), Portugal, Romania, Spain, Sweden, South Africa, Germany, Switzerland, Taiwan, Hong Kong, Peru. Progressives:

	Australia, Curacao, France, Israel, Singapore, South Africa, Turkey, USA, Taiwan, Hong Kong. + any regulated market an operator is not licensed in Branded: Australia, Curacao, France, Israel, Singapore, South Africa, Turkey, USA, Taiwan, Hong Kong. + any regulated market an operator is not licensed in BattleStar Galactica: Australia, Burma, Curacao, France, Iran, Israel, Libya, North Korea, Singapore, South Africa, Sudan, Syria, Turkey, USA, Taiwan, Hong Kong. + any regulated market an operator is not licensed in PlayboyGames: Australia, Burma, Canada, Curacao, France, Iran, Israel, Libya, North Korea, Singapore, South Africa, Sudan, Syria, Turkey, USA, Taiwan, Hong Kong. + any regulated market an operator is not licensed in Rabcat Games Austria, Curacao, USA + any regulated market an operator is not licensed in BTG: Canada, Curacao, USA, Singapore, Taiwan, Hong Kong. + any regulated market an operator is not licensed in Eyecon: USA, Curacao, Australia, Belarus, Israel, Philippines, Romania, Russia, Singapore, Turkey, Ukraine, Italy, Portugal, France, Taiwan, Hong Kong. Canada, Spain, Kazakhstan Real Dealer Studio: Australia, Curacao, Germany, France, Singapore, South Africa, Netherlands, USA, Taiwan, Hong Kong. + any regulated market an operator is not licensed in LiveG24 (live games): South Korea Gameplay from Canada additionally restricted for Croc Chase (supplier Lightning Box Games)
NetEnt	No Customers shall be accepted from: Blocked Territories:

	Australia, Cuba, Iran, North Korea, South Sudan, Sudan, Syria, Taiwan, Crimea, Myanmar, USA, Curacao Restricted Territories Afghanistan, Bulgaria, Burkina Faso, Cameroon, Croatia, Democratic Republic Congo, Haiti, Jamaica, Kenya, Mali, Mozambique, Namibia, Nigeria, Panama, Philippines, Senegal, South Africa, Tanzania, Turkiye, Venezuela, Vietnam, Yemen Regulated Jurisdictions include, but are not limited to Argentina, Armenia, Alderney, Bahamas, Belgium, Bulgaria, Canada, Colombia, Curacao, Czech Republic, Denmark, Georgia, Germany, Gibraltar, Greece, Isle of Man, Italy, Latvia, Lithuania, Malta, Netherlands, Peru, Philippines, Romania, South Africa, Spain, Sweden, Switzerland, United Kingdom, USA Additionally, permitted/restricted territories for selected games. 1. Universal Studios Licensing LLC Games: Dracula; Creature from the Black Lagoon; The Invisible Man Permitted territories: Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Brazil, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Japan, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands, Norway, Peru, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, South Korea, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom Brand owner: Universal Studios Licensing LLC Game: Knight Rider Permitted/Restricted territories: Permitted worldwide, excluding greater China (i.e., China, Hong Kong, Macau and Taiwan); the United States, its military bases, territories, and possessions; and any and all countries or territories where Universal determines that United States companies are prohibited by Law, export controls
--	---

	and/or sanctions to conduct business, including, but not limited to, Cuba, Iran, North Korea, Crimea and Syria. Brand owner: Capcom Game: Street Fighter 2 Slot Restricted territories: Afghanistan, El Salvador, Peru, Albania, Ethiopia, Philippines, Algeria, Ghana, Puerto Rico, Anguilla, Greenland, Saba, Antigua & Barbuda, Grenada, Saint Barthelemy, Angola, Guadeloupe, Saint Kitts and Nevis, Argentina, Guatemala, Saint Lucia, Aruba, Guyana, Saint Martin, Barbados, Haiti, Saint Pierre and Miquelon, Bahamas, Hong Kong, Saint Vincent and the Grenadines, Belize, Honduras, Singapore, Bermuda, Iran, Sint Eustatius, Bolivia, Iraq, Sint Maarten, Bonaire, Israel, Sri Lanka, Botswana, Jamaica, Sudan, Brazil, Japan, Suriname, British Virgin Islands, Kuwait, Syria, Cambodia, Laos, Taiwan, Canada, Martinique, Trinidad and Tobago, Cayman Islands, Mexico, Tunisia, China, Montserrat, Turks and Caicos Islands, Chile, Myanmar, United States of America,, Clipperton Island, Namibia, Uganda, Columbia, Navassa Island, Uruguay, Costa Rica, Nicaragua, US Virgin Islands, Cuba, North Korea, Venezuela, Curacao, Pakistan, Yemen, Dominica, Panama, Zimbabwe, Dominica Republic, Papua New Guinea, Ecuador, Paraguay. Brand owner: Narcos Production LLC Game: Narcos and Narcos Mexico Slot Restricted territories: Afghanistan, Albania, Algeria, Angola, Australia, Cambodia, Ecuador, Guyana, Hong Kong, Indonesia, Iran, Iraq, Israel, Kuwait, Lao, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Singapore, South Korea, Sudan, Syria, Taiwan, Uganda, Yemen, Zimbabwe Brand owner: A&E Television Networks Game: Vikings Restricted territories: Afghanistan, Malaysia, Albania, Myanmar, Algeria, Namibia, Angola, North Korea, Australia, Pakistan, Azerbaijan, Papua New Guinea, Cambodia, Philippines, Canada, Qatar, China, Russia , Ecuador, Singapore, France, South Korea, Guyana, Sudan, Hong Kong, Syria, India, Taiwan, Indonesia, Thailand, Iran, Tunisia, Iraq, Turkey, Israel, Ukraine, Kuwait, United Sates of America except NJ and Penn, Laos, Uganda.
--	---

NetgameEntertainment	No Customers shall be accepted from: The USA, Netherlands, Curacao, France, UK
NoLimitCity	No Customers shall be accepted from: Blocked Territories: Australia, Cuba, Iran, North Korea, South Sudan, Sudan, Syria, Taiwan, Crimea, Myanmar, USA, Curacao Restricted Territories Afghanistan, Bulgaria, Burkina Faso, Cameroon, Croatia, Democratic Republic Congo, Haiti, Jamaica, Kenya, Mali, Mozambique, Namibia, Nigeria, Panama, Philippines, Senegal, South Africa, Tanzania, Turkiye, Venezuela, Vietnam, Yemen Regulated Jurisdictions include, but are not limited to Argentina, Armenia, Alderney, Bahamas, Belgium, Bulgaria, Canada, Colombia, Curacao, Czech Republic, Denmark, Georgia, Germany, Gibraltar, Greece, Isle of Man, Italy, Latvia, Lithuania, Malta, Netherlands, Peru, Philippines, Romania, South Africa, Spain, Sweden, Switzerland, United Kingdom, USA
Novomatic	No Customers shall be accepted from: Austria, Australia, Canada, Curacao, Estonia, Switzerland and United States
NucleusGaming	No Customers shall be accepted from: USA, Curacao, Iran and North Korea
OrientalGame	No Customers shall be accepted from: USA, Curacao, Philippines, Australia
Platipus	No Customers shall be accepted from: legal - USA, it's territories and possessions, Israel and Iran, Curacao.
PlaynGo	No Customers shall be accepted from: 1. Generally prohibited jurisdictions AFGHANISTAN; ALDERNEY; AMERICA SAMOA; ANGOLA; AUSTRALIA; BELGIUM; CAMBODIA; Curacao, CROATIA; CZECH REPUBLIC; DEMOCRATIC PEOPLE'S REPUBLIC OF KOREA (DPRK); DENMARK; DUTCH CARRIBEAN INCLUDING CURACAO AND ARUBA; Georgia; GERMANY, GREECE, ETHIOPIA; HUNGARY; IRAQ; ISLAMIC REPUBLIC OF IRAN; ITALY; LAO'S PEOPLE'S DEMOCRATIC REPUBLIC; LATVIA; LITHUANIA; NETHERLANDS, Ontario, Quebec (Canada), PORTUGAL, ROMANIA; SERBIA; SINGAPORE; SPAIN; SWEDEN; SWITZERLAND;

	SYRIAN ARAB REPUBLIC; UGANDA; UNITED KINGDOM; USA; VANATU; YEMEN, PAKISTAN, Ukraine, BUENOS AIRES CITY; BUENOS AIRES PROVINCE; GIBRALTAR; MALTA; MYANMAR; PHILIPPINES; SOUTH AFRICA - for local licensed operators. 2. Prohibited Games in particular jurisdictions Prohibited Games in Canada and the United States: - SKATE FOR GOLD Moon Princess 100 and Moon Princess: Power of Love Additionally blocked for Japan. 3. Exemption to prohibited jurisdictions In the event that evidence of holding a relevant license, approval or permit issued by a Prohibited Jurisdiction can be provided, such territory can cease to be a Prohibited Jurisdiction only if the license, approval or permit is valid and Play'n GO gives express written approval thereof. Notwithstanding the foregoing, Play'n GO shall be entitled to exercise granting or refusal of such approval at its sole discretion. Any approval shall be subject to refusal or subsequent withdrawal by Play'n GO at any time if in Play'n GO's reasonable opinion, granting or maintaining such approval is likely to cause commercial, reputational, legal or regulatory risk for Play'n GO.
Playson	No Customers shall be accepted from: USA; Australia; Israel, Curacao, Georgia, Lithuania, United Kingdom, Netherlands, Sweden
PlaytechCasinoGames	No Customers shall be accepted from: Afghanistan, Angola, Argentina, Australia, Austria, Azerbaijan, Bahamas (the), Bangladesh, Belarus, Belgium, Botswana, Bulgaria, Burundi, Cambodia, Cameroon, Canada, Canada - Kahnawake, Central African Republic (the), Chad, Colombia, Congo (the Democratic Republic of the), Cuba, Curaçao, Cyprus, Czechia, Denmark, Equatorial Guinea, Eritrea, Estonia, Ethiopia, France, Germany, Ghana, Gibraltar, Greece, Guernsey, Guinea, Guinea-Bissau, Haiti, Hong Kong, Iran (Islamic Republic of), Iraq, Israel, Italy, Jamaica, Kazakhstan, Kenya, Korea (the Democratic People's Republic of), Latvia, Lebanon, Libya, Lithuania, Macao, Madagascar, Maldives, Mali, Malta, Mauritius, Mexico, Mongolia, Mozambique, Myanmar, Netherlands (the), Nicaragua, Ontario, Pakistan, Panama, Philippines (the), Poland, Portugal, Romania, Russian Federation (the), Sierra Leone, Singapore, Slovakia, Somalia, South Africa, Spain, Sri Lanka, Sudan (the), Sweden,

	Switzerland, Syrian Arab Republic (the), Tajikistan, Trinidad and Tobago, Turkey, Uganda, Ukraine, United Kingdom of Great Britain and Northern Ireland (the), United States of America (the), Uzbekistan, Vanuatu, Venezuela (Bolivarian Republic of), Viet Nam, Yemen, Zimbabwe
PlaytechLive	No Customers shall be accepted from: Afghanistan, Angola, Argentina, Australia, Austria, Azerbaijan, Bahamas (the), Bangladesh, Belarus, Belgium, Botswana, Bulgaria, Burundi, Cambodia, Cameroon, Canada, Canada - Kahnawake, Central African Republic (the), Chad, Colombia, Congo (the Democratic Republic of the), Cuba, Curaçao, Cyprus, Czechia, Denmark, Equatorial Guinea, Eritrea, Estonia, Ethiopia, France, Germany, Ghana, Gibraltar, Greece, Guernsey, Guinea, Guinea-Bissau, Haiti, Hong Kong, Iran (Islamic Republic of), Iraq, Israel, Italy, Jamaica, Kazakhstan, Kenya, Korea (the Democratic People's Republic of), Latvia, Lebanon, Libya, Lithuania, Macao, Madagascar, Maldives, Mali, Malta, Mauritius, Mexico, Mongolia, Mozambique, Myanmar, Netherlands (the), Nicaragua, Ontario, Pakistan, Panama, Philippines (the), Poland, Portugal, Romania, Russian Federation (the), Sierra Leone, Singapore, Slovakia, Somalia, South Africa, Spain, Sri Lanka, Sudan (the), Sweden, Switzerland, Syrian Arab Republic (the), Tajikistan, Trinidad and Tobago, Turkey, Uganda, Ukraine, United Kingdom of Great Britain and Northern Ireland (the), United States of America (the), Uzbekistan, Vanuatu, Venezuela (Bolivarian Republic of), Viet Nam, Yemen, Zimbabwe
PLS	No Customers shall be accepted from: US, Israel, Ukraine, Georgia, Great Britain, Lithuania, Romania, Bulgaria, Greece, Curacao
PopiPlay	No Customers shall be accepted from: Aruba, Bonaire, St Maarten, St Eustatius , Curacao, Dutch Caribbean, Saba, Spain, UK, US, The Netherlands, Australia, France.
PushGaming	No Customers shall be accepted from: PROHIBITED TERRITORIES Afghanistan, Albania, American Samoa, Angola, Australia, Bahamas, Barbados, Bosnia and Herzegovina, Botswana, Burkina Faso, Cambodia, Cayman Islands, China, Cuba, Curacao, Denmark, Egypt, Eritrea, Estonia, Ethiopia, France, French Guiana, French Polynesia, French Southern Territories, Guadeloupe, Guam, Holy See - Vatican City, Hong Kong, Iran, Iraq, Israel, Jamaica, Japan, Kuwait, Laos, Macao, Malaysia, Marshall Islands, Mauritius, Morocco, Myanmar, Nicaragua, Nigeria, North Korea, Pakistan, Panama, Peru, Poland, Puerto

	Rico, Qatar, Russia, Saudi Arabia, Senegal, Singapore, South Africa, Sudan, Syria, Taiwan, Turkey, UAE, Uganda, US Minor Outlying Islands, US Virgin Islands, USA, Vanuatu, Yemen, Zimbabwe, Peru, Belgium, Malta, Moldova and Tanzania.
Quickspin	No Customers shall be accepted from: Afghanistan, Angola, Argentina, Australia, Austria, Azerbaijan, Bahamas (the), Bangladesh, Belarus, Belgium, Botswana, Bulgaria, Burundi, Cambodia, Cameroon, Canada, Canada - Kahnawake, Central African Republic (the), Chad, Colombia, Congo (the Democratic Republic of the), Cuba, Curaçao, Cyprus, Czechia, Denmark, Equatorial Guinea, Eritrea, Estonia, Ethiopia, France, Germany, Ghana, Gibraltar, Greece, Guernsey, Guinea, Guinea-Bissau, Haiti, Hong Kong, Iran (Islamic Republic of), Iraq, Israel, Italy, Jamaica, Kazakhstan, Kenya, Korea (the Democratic People's Republic of), Latvia, Lebanon, Libya, Lithuania, Macao, Madagascar, Maldives, Mali, Malta, Mauritius, Mexico, Mongolia, Mozambique, Myanmar, Netherlands (the), Nicaragua, Ontario, Pakistan, Panama, Philippines (the), Poland, Portugal, Romania, Russian Federation (the), Sierra Leone, Singapore, Slovakia, Somalia, South Africa, Spain, Sri Lanka, Sudan (the), Sweden, Switzerland, Syrian Arab Republic (the), Tajikistan, Trinidad and Tobago, Turkey, Uganda, Ukraine, United Kingdom of Great Britain and Northern Ireland (the), United States of America (the), Uzbekistan, Vanuatu, Venezuela (Bolivarian Republic of), Viet Nam, Yemen, Zimbabwe, Benin, Brazil, Burkina Faso, Cape Verde, Côte d'Ivoire, Liberia, Peru
Red Tiger Gaming	No Customers shall be accepted from: Restricted Territories: Afghanistan, Bulgaria, Burkina Faso, Cameroon, Croatia, Democratic Republic Congo, Haiti, Jamaica, Kenya, Mali, Mozambique, Namibia, Nigeria, Panama, Philippines, Senegal, South Africa, Tanzania, Turkiye, Venezuela, Vietnam, Yemen Regulated Jurisdictions include, but are not limited to: Argentina, Armenia, Alderney, Bahamas, Belgium, Bulgaria, Canada, Colombia, Curacao, Czech Republic, Denmark, Georgia, Germany, Gibraltar, Greece, Isle of Man, Italy, Latvia, Lithuania, Malta, Netherlands, Peru, Philippines, Romania, South Africa, Spain, Sweden, Switzerland, United Kingdom, USA. The following shall only apply to the Game "Reel King Mega".

	Restricted territories: France, Turkey, Southern Cyprus, Israel, USA, Curacao, China, South Africa, Indonesia, Cambodia, Thailand, Vietnam, Iran, Iraq, Syria, Cuba, Pakistan, North Korea, Ivory Coast, French Guiana, Guadeloupe, Martinique. The following shall only apply to the Game “Trillionaire by Fashion TV”: Afghanistan, Cuba, Curacao, France, Hong Kong, Iran, Israel, Jordan, Kuwait, North Korea, Pakistan, Philippines, Singapore, Saudi Arabia, Turkey, The United States.
RedRakeGaming	No Customers shall be accepted from: US, Curacao, Israel, Portugal, Spain, France, Croatia, Denmark, Romania, Belgium, Australia, Estonia, Latvia, Lithuania, Netherlands, Poland and Czech Republic and UK, Peru
Relax	No Customers shall be accepted from: Restricted: Afghanistan, Iraq, Pakistan, Antigua and Barbuda, Israel, Panama, Australia, Jamaica, Papua New Guinea, Bahamas, Jordan, Philippines, Bahrain, Kuwait, Qatar, Barbados, Lebanon, Sudan, Botswana, Libya, Syria, Cambodia, Macau, Taiwan, China, Malaysia, Turkey, Cuba, Maldives, Uganda, Curacao, Cyprus, Mauritius, United Arab Emirates, Egypt, Mauritania, Vanuatu, Ghana, Mongolia, Vatican, Guatemala, Myanmar, Venezuela, Haiti, Nicaragua, Yemen, Hong Kong, Nigeria, Zimbabwe, Indonesia, North Korea, Iran, Oman, USA, Greece(unless holding local license), UK, Colombia Restricted jurisdictions except if holding local licence for specific jurisdiction: Armenia, Georgia, Republic of Serbia, Belgium, Germany, Romania, Canada (British Columbia, Ontario, Quebec), Italy, Spain, Colombia, Latvia, Sweden, Denmark, Lithuania, United States of America (Connecticut, Delaware, New Jersey, Michigan, Nevada, Pennsylvania, West Virginia), Estonia, Mexico, United Kingdom France and its Territories, Netherlands including the special municipalities of Bonaire, St Eustatius, Saba, Montenegro, Sweden. Additionally restricted for Dream Drop: Italy, Spain, Sweden and Estonia Supplier Silverback: Albania, Angola, Azerbaijan, Bangladesh, Bahrain, Barbados, Belarus, Benin, Brunei Darussalam, Bulgaria, Burkina Faso, Burundi, Cambodia, Cameroon, Canada, Cabo Verde, Central African

	Republic (the), Comoros (the), Cook Islands (the), Côte d'Ivoire, Curacao, Cyprus, Czechia, Djibouti, Egypt, Eritrea, Ethiopia, Faroe Islands (the), Finland, Gambia (the), Ghana, Greece, Greenland, Grenada , India Indonesia, Kazakhstan, Kenya, Kyrgyzstan, Lao People's Democratic Republic (the) , Lebanon, Liberia, Libya, Macao, Malaysia, Mali, Marshall Islands (the), Mauritania, Moldova (the Republic of), Monaco, Morocco, Mongolia, Namibia, Nauru, Nicaragua, Niger (the), Nigeria, Norway, Oman, Palau, Palestine, State of, Poland, Portugal, Puerto Rico, Qatar, Russian Federation (the), Rwanda, Samoa, Sao Tome and Principe, Saudi Arabia, Sierra Leone, Solomon Islands, Somalia, South Africa, Korea (the Republic of), Sri Lanka, Suriname, Switzerland, Tajikistan, Thailand, Togo, Tonga, Trinidad and Tobago, Tunisia, Turkey, Turkmenistan, Uganda, Ukraine, United Arab Emirates (the), Taiwan, Tanzania, United Republic of, United States of America (the) Virgin Islands (U.S.), Zambia, Viet Nam, Vanuatu, Uzbekistan, Algeria, Guyana, Singapore. Silver Bullet partner *Blue Guru Games* + Japan, Turkey, Russia
RevolverGaming	No Customers shall be accepted from: Afghanistan, Albania, Algeria, Angola, Australia, Belgium, Bulgaria, Czech Republic, Colombia, Curacao, Denmark, Ecuador, France and its territories, Guyana, Hong Kong, Iran, Iraq, Israel, Italy, Lithuania, North Korea, Philippines, Poland, Portugal, Puerto Rico, Romania, Saudi Arabia, Singapore, Spain, United States of America, Vatican City
RoyalGaming	No Customers shall be accepted from: USA and Curacao
SAGaming	No Customers shall be accepted from: Games Access (Restricted): Bulgaria, Curacao, Israel and USA Game Access (Blocked): China, Hong Kong, Macau, Korea
SalsaTechnology	No Customers shall be accepted from: Aruba, Bonaire, Curacao, France, Netherlands, Saba, Singapore, Statia, St Maarten, USA
SimplePlay	No Customers shall be accepted from: China, Hong Kong, Macau, USA, Curacao and Korea
SlotMill	No Customers shall be accepted from: USA, Netherlands, Curacao, France
SmartSoft	No Customers shall be accepted from: Georgia, Afganistan, Gibraltar, Myanmar, North Korea, Sudan, Syria, Yemen, Greece, Portugal, Iraq, Lithuania, Peru, Romania, Cuba, Israel, Lebanon, Ontario, Palestine, USA and Curacao.

Spadegaming	No Customers shall be accepted from: Taiwan, Philippines, USA, Curacao
Spinmatic	No Customers shall be accepted from: Excluded: Afghanistan, Albania, Antigua and Barbuda, Austria, Belgium, Bulgaria, Burundi, Canada, Colombia, Costa Rica, Cuba, Cyprus, Denmark, Eritrea, France and its territories, Germany, Georgia, Greece, Guinea, Bisseau, Hong Kong, Italy, Iran, Iraq, Israel, Kahnawake, Libya, Lithuania, Macau, Macedonia, Malta, Netherlands Antilles, Nigeria, North Korea, Portugal, Romania, Serbia, Somalia, South Africa, Spain, Sudan, Sweden, Syria, the Philippines, Turkey, the United Kingdom, the USA and its territories France, Netherlands, USA, Curacao
Spinomenal	No Customers shall be accepted from: USA, ISR, Australia, UK, Armenia, Ecuador and France, Curacao.
Spinthon	No Customers shall be accepted from: USA, Curacao
Spribe	No Customers shall be accepted from: Georgia, Iran, Republic of Armenia, Russia, USA, Curacao as well as the jurisdictions where the promotions, marketing, or offering of online gambling is expressly prohibited or otherwise unlawful;
Stakelogic	No Customers shall be accepted from: Below is our restricted territories where our games cannot be offered at all: Germany, Algeria, Myanmar, Albania, North Korea, Afghanistan, Oman, Antigua & Barbuda, Pakistan, Australia, Panama, Bahrain, Papua New Guinea, Cambodia, Qatar, China, Russia, Cuba, Singapore, Egypt, South Korea, Guyana, Sudan, Hong Kong, Syria, Indonesia, United States of America and its Territories (i.e.: American Samoa, Guam, the Northern Mariana Islands, Puerto Rico, and the U.S. Virgin Islands), Iran, Yemen, Iraq, Zimbabwe, Israel, Taiwan, Jordan, Thailand, Kazakhstan, Turkey, United Arab Emirates, Kuwait, Venezuela, Libya, Vietnam, Malaysia, Macau Below are jurisdictions where Licensed Clients must not offer Stakelogic's own games for real money play without holding the relevant Gaming Licence from the competent licensing authority for the specific jurisdiction: Belgium, Portugal, Colombia, Romania, Ontario Canada, Spain, Denmark, Sweden, Estonia, Switzerland, France and its Territories, United States of America: - New Jersey - Pennsylvania - Michigan - Rhode Island, Italy, United Kingdom, Latvia, Ukraine, Lithuania, Malta, Mexico, The Netherlands.

StakelogicLive	No Customers shall be accepted from: Restricted: Algeria, Macau, Albania, Mexico, Afghanistan, Myanmar, Antigua & Barbuda, North Korea, Australia, Oman, Bahrain, Pakistan, Cambodia, Panama, China, Papua New Guinea, Colombia, Qatar, Cuba, Curacao, Russia, Egypt, Singapore, Guyana, South Korea, Hong Kong, Sudan, Indonesia, Syria, Iran, United States of America and its Territories (i.e.: American Samoa, Guam, the Northern Mariana Islands, Puerto Rico, and the U.S. Virgin Islands), Iraq, Yemen, Israel, Zimbabwe, Jordan, Taiwan, Kazakhstan, Thailand, Korea, Turkey, Kuwait, United Arab Emirates, Libya, Venezuela, Malaysia, Vietnam Regulated: Belgium, Portugal, Ontario (Canada), Romania, Denmark, Spain, Estonia, Sweden, France and its Territories, Switzerland, Italy, United States of America: - New Jersey - Pennsylvania Michigan, Latvia, United Kingdom, Lithuania, Ukraine, The Netherlands
Swintt	No Customers shall be accepted from: Afghanistan, Albania, Algeria, Angola, Australia, France, Hong Kong, Iran, Iraq, Kuwait, Namibia, Pakistan, Philippines, Sudan, Taiwan, Uganda, United States of America, Yemen, Zimbabwe
Thunderkick	No Customers shall be accepted from: Restricted Territories: Restricted Territories means the jurisdictions in which the Games may not be provided. The United States and its dependencies and overseas territories, Guam, Northern Mariana Islands, Puerto Rico, U.S. Virgin Islands VI, France and its dependencies and overseas, French Guiana, French Polynesia, Guadeloupe, Martinique, Mayotte, New Caledonia, Réunion, St. Barthélemy, St. Martin, St. Pierre & Miquelon, Wallis & Futuna, Australia, Iran, Libya, Myanmar, People's Republic of Korea (North Korea), Sudan, Zimbabwe, Curacao Conditional Territories: Conditional Territories means jurisdictions in which a local license is required to offer the games. Syria, Venezuela, Hong Kong, Denmark, Spain, Portugal, Italy, Belgium, Romania, Czech Republic, Sweden, United Kingdom, Nigeria, Netherlands, Estonia, Lithuania, Ukraine, Canada

TomHornGaming	No Customers shall be accepted from: United States of America and Territories, and Israel, Greece, Curacao. 7Mojos: Bulgaria, Israel, United States of America and Territories, Curacao
TurboGames	No Customers shall be accepted from: Afghanistan, Bhutan, Cuba, Cyprus, Iran, Iraq, Libya, North Korea, Syria, United Kingdom, USA, Australia, The Netherlands, Curacao, France, Pakistan, Israel, Mauritania
TVBet	No Customers shall be accepted from: Afghanistan, Albania, Antigua and Barbuda, Belgium, Belarus Bulgaria, Burundi, Canada, Colombia, Costa Rica, Cuba, Cyprus, Denmark, Eritrea, France and its territories, Germany, Greece, Guinea Bisseau, Hong Kong, Italy, Iran, Iraq, Israel, Kahnawake, Libya, Macau, Macedonia, Malta, Netherlands Antilles, Nigeria, Portugal, Romania, Russia, Serbia, Somalia, South Africa, Spain, Sudan, Sweden, Syria, Turkey, the United Kingdom, the USA and its territories
TwainSports	No Customers shall be accepted from: France, USA, Curacao and Poland
VivoGaming	No Customers shall be accepted from: USA, Israel, Iran, Costa Rica, Uruguay, Syria, Iraq, Argentina*, Curacao, Bulgaria*, Colombia*: COP in Cali tables. Bulgaria, only allowed for regulated markets. Cambodia, all tables allowed except for Queenco. Philippines, all tables allowed except for Galaxy. Colombia, all tables allowed except for VA, VA allowed only for regulated clients. Korea - requires sign off by Vivo Argentina - requires sign off by Vivo
Wazdan	No Customers shall be accepted from: Afganistan, Antigua and Barbuda, Australia, Belgium, Bulgaria, China, Cuba, Philippines, Sweden Cyprus, Denmark, Greece, France and its territories, Hong Kong, Italy, Iran, Iraq, Kahnawake, Libya, Macau, Malasia, the Netherlands, the former Netherlands Antilles, Poland, Portugal, Republic of Serbia, Singapore, Spain, Sudan, Syria, the Philippines, Turkey, the USA and its territories, UK, Curacao, Switzerland, Ontario, Quebec
WizardGames	No Customers shall be accepted from: Prohibited Jurisdictions: Afghanistan, Albania, Algeria, Angola, Australia, Barbados, Botswana, Cambodia, Congo, Curacao, Cyprus, Ecuador, France and its territories, Ghana, Guyana, Hong Kong, Iran, Iraq, Israel, Jamaica, Latvia, Lithuania, Mauritius, Myanmar, Nicaragua, North Korea, Panama, Philippines, Saudi Arabia, Singapore, South Africa, South Korea, Sudan, Taiwan, United States of America, Vatican City,

	Zimbabwe, Crimea, Cuba, Japan, Qatar, Turkey, United Arab Emirates, Venezuela Restricted Jurisdictions: Belgium, Bulgaria, Czech Republic, Colombia, Denmark, Estonia, Italy, Malta, Portugal, Romania, Russia, Belarus, Spain, Sweden, United Kingdom, Pakistan, Poland, South, Sudan, Syria, Uganda, Yemen, Austria, Argentina, Croatia, Georgia, Germany, Greece, Gibraltar, Mexico, Netherlands, Norway, Serbia, Slovakia, Switzerland, Ukraine, Turkey, United Kingdom and territories, Canada provinces (except for Ontario if license owned)
WMCasino	No Customers shall be accepted from: Kindly note that this provider ALLOW the operations just in the provided jurisdictions: Australia, Austria, Belgium, Great Britain, Vietnam, Germany, Hong Kong, Greece, India, Indonesia, Ireland, Spain, Italy, Cambodia, Cyprus, China, North Korea, Laos, Luxembourg, Macau, Malaysia, Malta, Myanmar, Netherlands, New Zealand, Portugal, South Korea, Singapore, Slovenia, Taiwan, Thailand, Philippines, Finland, France, Sweden, South Africa, Japan
WorldMatch	No Customers shall be accepted from: Afghanistan, Albania, Algeria, Angola, Australia, Congo, Cyprus, Ecuador, France and its territories, Guyana, Hong Kong, Iran, Iraq, Israel, Latvia, Lithuania, North Korea, Philippines, Poland, Saudi Arabia, Singapore, South Africa, South Korea, Sudan, Taiwan, United States of America, Vatican City, Spain, Sweden, United Kingdom, Italy, Germany, Argentina Local license required: Belarus
XProGaming	No Customers shall be accepted from: Israel, Macedonia, USA, Bulgaria, North Macedonia, South Korea
Yggdrasil	No Customers shall be accepted from: Afghanistan, Albania, Alderney (unless under a local licence), Algeria, American Samoa, Angola, Antigua and Barbuda (unless under a local licence and explicit approval), Argentina (unless under a local licence and explicit approval), Australia (unless under a local licence), Austria (unless under a local licence and explicit approval), Bahamas, Barbados, Belarus, Belgium (unless under a local licence), Benin, Bosnia & Herzegovina (unless under a local licence and explicit approval), Botswana, Brazil (unless under a

	local licence and explicit approval), Bulgaria (unless under a local licence), Burkina Faso, Burundi, Cambodia, Canada (Ontario and Kahnawake) (unless under a local licence and explicit approval), Cape Verde, Cayman Islands, Central African Republic, China, Colombia (unless under a local licence and explicit approval), Congo, Cote d'Ivoire, Croatia (unless under a local licence), Cuba, Curacao, Cyprus (unless under a local licence and explicit approval), Cyprus (unless under a local licence), Czech Republic (unless under a local licence), Democratic People's Republic of Korea (DPRK), Denmark (unless under a local licence), Egypt, Eritrea, Estonia (unless under a local licence), Ethiopia, Georgia (unless under a local license), Germany (unless under a local license), Ghana, Gibraltar (unless under a local licence), Greece (unless under a local licence), Greenland (.DK) (unless under a local licence), Guam, Guinea Bissau, Haiti, Holy See (Vatican City), Hungary, Iran, Iraq, Isle of Man (unless under a local licence), Israel, Italy (unless under a local licence) Jersey (unless under a local licence), Jamaica, Jersey (unless under a local licence and explicit approval), Jordan, Kenya (unless under a local licence and explicit approval), Kuwait, Laos, Lebanon, Libya, Lithuania (unless under a local licence), Malaysia, Mali, Malta (unless under a local licence), Marshall Islands, Mauritius, Mexico (unless under a local licence and explicit approval), Morocco, Mozambique, Myanmar, Nicaragua (unless under a local licence and explicit approval), Nigeria, North Korea, Occupied Palestinian Territory, Pakistan, Panama (unless under a local licence and explicit approval), Philippines, Poland, Portugal (unless under a local licence and explicit approval), Puerto Rico, Qatar, Romania (unless under a local licence), Russia, Senegal, Sierra Leone, Singapore, Slovakia (unless under a local licence), Somalia, South Africa, South Sudan, Spain (unless under a local licence), Sri Lanka, Sudan, Switzerland (unless under a local licence), Syria, Taiwan, The Netherlands (unless under a local licence), Trinidad & Tobago, Tunisia, Uganda, Ukraine (unless under a local licence and explicit approval), USA and all territories (unless under a local licence and explicit approval), Vanuatu (unless under a local licence and explicit approval), Venezuela, Vietnam, Western Sahara, Yemen, Zimbabwe
--	--

The list of Restricted Territories may be changed by Licensor's sole and exclusive discretion at any time by written notice (email will be sufficient).

For and on behalf of the Licensors

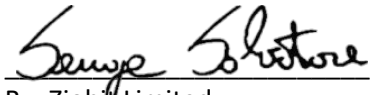
Bromston Associates Ltd



Authorised Signatory
Name: Romans Kondrasovs

For and on behalf of the Licensee

Trickless N.V.



By: Ziobit Limited
Title: Managing Director

SPECIFIC TERMS AND CONDITIONS ("ST&C")

TO THE AGREEMENT No. BB-25-31 dated January 9, 2025 ("Agreement").

||

1. Payments

- 1.1 For the use of the rights granted to the Licensee under this Agreement Licensee shall pay Licensor the royalty fees as specified in these ST&C.
- 1.2 All sums due by Licensee to Licensor under this Agreement shall be made in Euros. Where operation of the Licensed Software is conducted in another currency, the exchange conversation rate used will be closely matched (if practically possible) to the exchange rate used by a specific GSP.
- 1.3 All sums due by Licensee to Licensor under this Agreement are exclusive of Value Added Tax and, or other sales or gaming taxes that may be applicable and shall be made in full without deduction of taxes, charges and other duties that may be imposed.
- 1.4 Licensor shall not be liable for any applicable gaming tax that may at any time be due to any governmental or regulatory authority in any territory.
- 1.5 The Parties agree that Settlement period shall be one (1) calendar month. Licensor shall have the right to issue invoices for payment each calendar week based on the results of such week.
- 1.6 Licensor shall be responsible for calculating Licensee's and Licensor's revenues within 10 days from the last day of the reporting period. Where necessary Licensor shall provide Licensee with the necessary reports for the comparison and sharing, and shall effectuate the sharing by invoicing or crediting the amount due. For avoidance of doubt all data for the purposes of invoicing shall be taken from Licensor back-office data. Invoices shall be sent via email. Payment by the Licensee is due within 14 calendar days from the date of the invoice.
- 1.7 Parties agree, that unless expressly provided otherwise in this Agreement Monthly Royalty Fee for each GSP Software shall be calculated based on Gross Gaming Revenue (hereinafter also referred to as GGR) (as applicable) generated by each GSP Software and royalty fee with regard to each GSP Software shall be considered separately. There shall be no negative result carry-over from month to month, from one GSP Software to another GSP Software.
- 1.8 Any overdue payment pursuant to this Agreement shall incur interest in amount of 0,2 % of the due payment per day of delay but not less than EUR 250. Notwithstanding the above mentioned remedies and without any liability to Licensee, Licensor shall have the right to suspend the provision of the Licensor Services to the Licensee, until such payment is settled in full by the Licensee to Licensor.
- 1.9 The amounts payable hereunder shall not be subject to any defences (legal or equitable) related to the set-off or counterclaim thereof.
- 1.10 The Parties agree, that in case the Licensee has delayed any payment due to the Licensor under this Agreement or any other agreement concluded between the Parties more than 2 (two) times during any 6 (six) months period each time delay being more than 14 (Fourteen) days from due date, the Licensor shall be entitled to suspend this Agreement unilaterally without any prior notice to the Licensee and the operation of this Agreement shall be renewed only after payment by the Licensee of all debt and deposit in amount of 1/6 (one sixth) part of total of all payments payable by the Licensee to the Licensor for the previous 6 (six) consecutive months per this Agreement from the Licensor's notice date (hereinafter – deposit). Further the Licensor shall be entitled to use the deposit for the purpose of covering the due payments starting from the 14th day of any due payment, whereas the Licensee shall be obliged to maintain the amount of deposit with the Licensor in full amount (1/6 (one sixth part) of total of all payments payable by the Licensee to the Licensor for the previous 6 (six) consecutive months per this Agreement) as denoted by the Licensor from time to time. Non - fulfilment of the obligation provided in

this Article shall be considered as material breach of this Agreement on side of the Licensee and the Licensor shall upon its sole discretion suspend or terminate this Agreement with or without any prior notice.

- 1.11 In the event that the Licensee contracts directly with any of the GSPs, the Licensee shall be solely responsible to establish, handle and manage all communication flows between Licensor and the relevant GSPs. Provided that, Licensor shall charge the Licensee a Platform Royalty Fee of 1.5% on GGR for any GSP contracted directly with the Licensee.

2. Domain/s

The Agreement pertains to delivery of Access to the Licensed Software for the following website/s: |

www.playred.com

3. Licensed Software and Royalty Fees

3.1 Set-Up Royalty Fee

Licensee shall pay Licensor the following Set-up Royalty Fees for providing Access to the Licensed Software: |

Product/ Licensed Software/s (GSP – as per trading name)	Amount of Set-Up Royalty Fee
1x2	Waived
3OaksGaming	Waived
AGTSoftware	Waived
Amatic	Waived
Amusnet Interactive	Waived
Apollo	Waived
AsiaGaming	Waived
AsiaGamingSlots	Waived
AtmosferaLive	Waived
AuthenticGaming	Waived
Aviatrix	Waived
BeeFee	Waived
Belatra	Waived
BeterLive	Waived
BetGames	Waived
BetradarVS	Waived
BetSoft	Waived
BetSolutions	Waived
BGaming	Waived
BlueHorn	Waived
BoomingGames	Waived
ConceptGaming	Waived
CQ9	Waived
CTGaming	Waived
DigitainVirtualSports	Waived
EGTDigital	Waived
Endorphina	Waived
EspressoGames	Waived
EurasianGaming	Waived
Evolution	Waived
EvoPlay	Waived

Ezugi	Waived
FaChai	Waived
Fugaso	Waived
Galaxsys	Waived
GameArt	Waived
Gaming7777	Waived
GamingCorps	Waived
Gamzix	Waived
Genii	Waived
GGames	Waived
GoldenRace	Waived
Habanero	Waived
HacksawGaming	Waived
High5	Waived
HoGaming	Waived
JDB	Waived
Kaga	Waived
Kalamba	Waived
Kiron	Waived
Leander	Waived
LuckyStreak	Waived
MascotGaming	Waived
Medialive	Waived
MGLiveGrand	Waived
Microgaming	Waived
NetEnt	Waived
NetgameEntertainment	Waived
NoLimitCity	Waived
Novomatic	Waived
NucleusGaming	Waived
OrientalGame	Waived
Platipus	Waived
PlaynGo	Waived
Playson	Waived
PlaytechCasinoGames	Waived
PlaytechLive	Waived
PLS	Waived
PopiPlay	Waived
PushGaming	Waived
Quickspin	Waived
Red Tiger Gaming	Waived
RedRakeGaming	Waived
Relax	Waived
RevolverGaming	Waived
RoyalGaming	Waived
SAGaming	Waived
SalsaTechnology	Waived
SimplePlay	Waived
SlotMill	Waived
SmartSoft	Waived

Spadegaming	Waived
Spinmatic	Waived
Spinomenal	Waived
Spinthon	Waived
Spribe	Waived
Stakelogic	Waived
StakelogicLive	Waived
Swintt	Waived
Thunderkick	Waived
TomHornGaming	Waived
TurboGames	Waived
TVBet	Waived
TwainSports	Waived
VivoGaming	Waived
Wazdan	Waived
WizardGames	Waived
WMCasino	Waived
WorldMatch	Waived
XProGaming	Waived
Yggdrasil	Waived
Casino Engine Direct (Licensee wallet, Licensee Bonus wallet)	Waived
Platform Royalty fee	Waived
Total	Waived

The Licensee shall be entitled to add additional Software using the Licensor Platform in consideration for the payment of a reasonable set up royalty fee and Development Royalty Fees.

The Set-Up Royalty Fee is fully payable upon signing of this Agreement.

In the eventuality that the Licensee does not Launch, the above Set-up Royalty Fee shall be due to Licensor in full and no refund shall be provided to the Licensee.

3.2 Platform Development Royalty Fees

Platform Development Royalty Fees related to Licensed Software per month are:

Royalty Fees	Total, EUR
Game Provider Maintenance	Waived
Live Casino Package Integration Maintenance	Waived
PROVIDER Platform via API Maintenance	Waived
Slots Package Integration Maintenance	Waived
Total	Waived

3.3 Minimum Monthly Royalty Fees

The following monthly Minimum Monthly Royalty Fees for use of Licensed Software shall apply:

Product/ Licensed Software/s (GSP – as per trading name)	Amount of Minimum Monthly Royalty Fee
1x2	Starting from the 1st month from Launch: 0 EUR Starting from the 4th month from Launch: 2,000 EUR
3OaksGaming	
Amatic	
Amusnet Interactive	
Apollo	

AsiaGaming	
AtmosferaLive	
AuthenticGaming	
Aviatrix	
BeeFee	
Belatra	
BeterLive	
BetGames	
BetradarVS	
BetSoft	
BetSolutions	
BGaming	
BlueHorn	
BoomingGames	
ConceptGaming	
CQ9	
CTGaming	
DigitainVirtualSports	
EGTDigital	
Endorphina	
EspressoGames	
EurasianGaming	
Evolution	
EvoPlay	
Ezugi	
FaChai	
Fugaso	
Galaxsys	
GameArt	
Gaming7777	
GamingCorps	
Gamzix	
Genii	
GGames	
GoldenRace	
Habanero	
HacksawGaming	
High5	
HoGaming	
JDB	
Kaga	
Kalamba	
Kiron	
Leander	
LuckyStreak	
MascotGaming	
Medialive	
MGLiveGrand	
Microgaming	
NetEnt	

NetgameEntertainment	
NoLimitCity	
Novomatic	
NucleusGaming	
OrientalGame	
Platipus	
PlaynGo	
Playson	
PlaytechCasinoGames	
PlaytechLive	
PopiPlay	
PushGaming	
Quickspin	
Red Tiger Gaming	
RedRakeGaming	
Relax	
RevolverGaming	
RoyalGaming	
SAGaming	
SalsaTechnology	
SimplePlay	
SlotMill	
SmartSoft	
Spadegaming	
Spinmatic	
Spinomenal	
Spinthon	
Spribe	
Stakelogic	
StakelogicLive	
Swintt	
Thunderkick	
TomHornGaming	
TurboGames	
TVBet	
TwainSports	
VivoGaming	
Wazdan	
WizardGames	
WMCasino	
WorldMatch	
XProGaming	
Yggdrasil	
AGTSoftware	Waived
AsiaGamingSlots	Waived
PLS	Waived
Total	Starting from the 1st month from Launch: 0 EUR Starting from the 4th month from Launch: 2,000 EUR

Monthly Minimum Royalty Fee shall be fully deductible from Monthly Royalty Fee of respective products for Settlement period the monthly minimum fee applies to.

Monthly Minimum Royalty Fee applies and shall be payable from Launch of any of Access to the Licensed Software.

The monthly minimum payment in the amount of 2,000.00 EUR shall be paid in advance, in 5 (Five) days after mutual signature of this Agreement, as the deposit and will be set against Minimum Monthly Royalty Fee as per this Agreement.

3.4 Monthly Royalty Fee

The following Licensed Software shall be delivered to the Licensee as supplied by the below GSP for the following monthly fees:

3.4.1 Live casino and slots games

Licensed Software/s (GSP – as per trading name)	Royalty Fee (standard)	Royalty Fee (non-standard games)
1x2	11%	Not provided
3OaksGaming	10%	12%
AGTSoftware	8%	Not provided
Amatic	11%	Not provided
Amusnet Interactive	12%	Not provided
Apollo	11%	Not provided
AsiaGaming	11%	Not provided
AsiaGamingSlots	11%	Not provided
AtmosferaLive	11%	Not provided
AuthenticGaming	12%	Not provided
Aviatrix	9%	Not provided
BeeFee	10%	Not provided
Belatra	11%	Not provided
BeterLive	10%	Not provided
BetGames	11%	Not provided
BetradarVS	12%	Not provided
BetSoft	10%	Not provided
BetSolutions	10% 12% - Betsolutions Turkey	Not provided
BGaming	9%	10%
BlueHorn	10% - Arcadem 10% - AtomicSlotLab 10% - Bluberi 10% - BlueGuru 10% - CandleBets 10% - Givme 10% - IndigoMagic 10% - KingShowGames 10% - Oryx	Not provided

	10% - PeterAndSons 10% - WinFast	
BoomingGames	10%	Not provided
ConceptGaming	8%	Not provided
CQ9	10%	Not provided
CTGaming	10%	Not provided
DigitainVirtualSports	10%	Not provided
EGTDigital	11%	Not provided
Endorphina	11%	Not provided
EspressoGames	9%	Not provided
EurasianGaming	10%	Not provided
Evolution	12% 12% - Livespins	As per Section 7 and “BRANDED GAMES” table of Exhibit 1 of ST&C of this Agreement
EvoPlay	9%	9%
Ezugi	10%	12%
FaChai	9%	Not provided
Fugaso	10%	Not provided
Galaxsys	9%	11%
GameArt	10%	12% 13% - BrandedPremium
Gaming7777	9%	Not provided
GamingCorps	10% 10% - Crash and mines 10% - Crash and Mines 10% - Slots 19% - Table games	Not provided
Gamzix	8%	Not provided
Genii	10% 8% - Table VideoPokerGames	Not provided
GGames	11%	Not provided
GoldenRace	11%	Not provided
Habanero	10%	Not provided
HacksawGaming	10%	10%
High5	10%	Not provided
HoGaming	10%	Not provided
JDB	9% 17% - JDB Thailand	Not provided
Kaga	8%	Not provided
Kalamba	10%	Not provided

Kiron	13%	Not provided
Leander	11%	12%
LuckyStreak	11%	Not provided
MascotGaming	9%	Not provided
Medialive	11%	Not provided
MGLiveGrand	12%	Not provided
Microgaming	12% 13% - Third Party	16%
NetEnt	12%	15%
NetgameEntertainment	10%	Not provided
NoLimitCity	11%	Not provided
Novomatic	13%	Not provided
NucleusGaming	9%	Not provided
OrientalGame	9%	Not provided
Platipus	9%	Not provided
PlaynGo	12%	16%
Playson	10% 13% - Playson Ukraine Standard	12% 15% - Playson Ukraine Branded
PlaytechCasinoGames	12%	14% - Branded Slots Megaways 13% - Premium Games
PlaytechLive	12% 13% - Languages Live Games	15%
PLS	Not provided	Not provided
PopiPlay	9%	Not provided
PushGaming	12%	Not provided
Quickspin	12%	Not provided
Red Tiger Gaming	11% - Slots 11% - Table	13% - Slots Branded 13% - Slots Premium
RedRakeGaming	11%	Not provided
Relax	12% 7% - TableGames	Not provided
RevolverGaming	11%	Not provided
RoyalGaming	10%	Not provided
SAGaming	10%	Not provided
SalsaTechnology	11%	Not provided
SimplePlay	9%	Not provided
SlotMill	10%	Not provided
SmartSoft	9%	Not provided

Spadegaming	10%	Not provided
Spinmatic	10%	Not provided
Spinomenal	9% 9% - Retro Games	Not provided
Spinthon	9%	Not provided
Spribe	For GGR from 0 EUR up to 200,000 EUR - 8.5% For GGR from 200,000.01 EUR - 8%	Not provided
Stakelogic	10% 0.98% - SW bets	13%
StakelogicLive	11%	13%
Swintt	11%	13%
Thunderkick	11%	Not provided
TomHornGaming	10%	Not provided
TurboGames	9%	Not provided
TVBet	10%	Not provided
TwainSports	12%	Not provided
VivoGaming	10%	Not provided
Wazdan	10%	Not provided
WizardGames	10%	13%
WMCasino	9%	Not provided
WorldMatch	12%	14%
XProGaming	12%	Not provided
Yggdrasil	11%	Not provided

The Licensee shall be solely responsible to establish, handle and manage all communication flows between Licensor and the GSPs under the Brand name(s) Pragmatic Play and Pragmatic Play Live. Provided that, Licensor shall charge the Licensee a Platform Royalty Fee of 1.5% on GGR for GSPs under the brand names Pragmatic Play and Pragmatic Play Live contracted directly with the Licensee. For the avoidance of doubts GGR for the purposes of Platform Fee shall be calculated separately based on GGR generated by each GSP Software. There shall be no negative result carry-over from month to month, from one GSP Software to another GSP Software.

Monthly Royalty Fee shall be calculated on a monthly basis (the **“Settlement Period”**). Monthly Royalty Fee applies and shall be payable from Launch of any of Licensed Software.

The Monthly Minimum Royalty Fee is fully deductible from Monthly Royalty Fee as described above. If Monthly Royalty fee is less than the Minimum Monthly Royalty Fee, the remainder of the Minimum Monthly Royalty Fee is still payable by the Licensee.

For multiple brands/skins/Domains, turnover is treated separately, both with Minimum Monthly Royalty Fees and with Monthly Royalty Fees.

GGR shall be the revenue generated in the Settlement Period by Licensed Software via Domains calculated as follows:

GGR = Bets – Wins

Where:

a) *Bets* is defined as bets made by Players by use a Licensee's Domain during a Settlement Period

b) *Wins* is the amount won by Players by use the same Licensee's Domain as wins made during a Settlement Period

The Parties agree that after the calculation of final GGR for the respective Settlement period, the following deductions may apply for the purposes of invoicing:

1) *Bonus deductions* (only if applicable according to this Appendix) bonus awarded by Licensee to Players in amount as actually used by the Player during the Settlement Period capped at the amount as determined by this Appendix. Bonus deduction shall be provided as per terms of respective GSP applicable at the Settlement Period.

For the avoidance of doubt in case these ST&C do not contain any indication of Bonus deduction and/or direct indication of Bonus applicability, such decrease shall not apply to GGR.

For calculation of Bonus Deduction the Licensee shall provide the Licensor with the Bonus Deduction report, including the name of the GSP and total sum of issued bonuses to the Customers for the respective GSP.

The LICENSOR casino's back-end administration system shall be used to determine the final GGR.

Some Licensed Software carries a special premium from a GSP, e.g., due to 3rd party rights/trademarks (referred here in this Agreement – non-standard games or Branded Games or otherwise). When contracting with Licensor, this premium is added, unchanged, to the Monthly Royalty Fee. Terms and conditions of use of Branded games apply as per then current terms of respective GSP.

Licensee acknowledges and accepts that Royalty Fees under this Agreement may be revised by Licensor from time to time based on pricing updates as received from the GSPs. Changes in fees shall automatically apply, provided that Licensor shall inform the Licensee of such changes by means of 7 days' prior written notice (email being sufficient).

In case GSP provides option for the Players to award tips to presenters of live games, such tips awarded by the Players during the Settlement period shall be included in the invoice for respective Settlement period issued by the Licensor to Licensee.

3.5 Applicability

The Parties acknowledge and agree that the Fees specified in this ST&C shall apply for all the Licensee's websites where Access to the Licensed Software is provided by Licensor, as per the terms of any existing agreement/s between the Licensee and Licensor, whether expressly included in this Agreement or not.

4. Availability of the Licensor Services

(i) Licensee shall have access to all the Licensed Software in the above table (which have been integrated into production). Additional Software may be added to the Agreement from time to time based on mutual agreement in written.

(ii) Licensor may remove any Access to the Licensed Software, provided that the Licensee shall be given a 1-month prior written notice or without notice (as applicable). Provided further that, the 1-month prior written notice shall not be necessary in the case of Access to the Licensed Software which have not been integrated into production at the time of writing or if provided expressly by the Agreement or if Licensor has no right to distribute respective GSP.

(iii) Licensee may request to remove any GSP, provided that the Licensee shall give the Licensor a 3 (three) months prior written notice. Licensor may inform the Licensee that the notification period shall exceed 3 months for GSP that have set a longer notification period in their agreements with Licensor.

The Parties agree that such removal shall not exceed 50% (fifty percent) of GSP included in the actual Agreement in 12 (twelve) calendar months.

ADDITIONAL TERMS OF USE OF LICENSED SOFTWARE

5. ADDITIONAL TERMS OF AUTHENTIC GAMING

The Parties agree that the provision of the Authentic Gaming shall be subject to application of the following conditions:

The Licensee will pay to Licensor the side bets an additional fee in amount of three percent (3%) of the Gross Gaming Revenue generated by side bets on the Blackjack Games each Settlement Period.

6. ADDITIONAL TERMS OF BLUEHORN

GGR for each BlueHorn sub-GSP shall be calculated separately. GGR shall be calculated across all Live casino and slots games attributable to the same category (i.e. standard, branded, premium). Negative GGR attributable to any Live casino and slots games category shall warrant zero payment for that calendar month, but it shall not be carried over to any subsequent months and shall not affect, or be set off against, any positive GGR performance.

7. ADDITIONAL TERMS OF EVOLUTION BRANDED GAMES

7.1. For the use of Evolution Branded Games the Licensee will pay to Licensor the branded games royalty fees set out in Exhibit 1 of this ST&C in addition to the fees for standard games. The royalty fees for each separate Branded Game shall be based on the Gross Gaming Revenues (as applicable) generated by each respective Branded Game and each fee shall be considered separately, i.e. the royalty fee will be calculated based on the Gross Gaming Revenues (as applicable) of each Branded Game and the Gross Gaming Revenues of one Branded Game will not be set off against the Gross Gaming Revenues of any other Branded Game.

7.2. The Licensee further agrees to the following:

- (a) The license granted to the games owned or licensed by Scientific Games (Gibraltar) Limited (the mentioned shall apply to the game Monopoly Live) excludes such jurisdictions as notified by Evolution from time to time (email sufficing) In addition, the following jurisdictions are excluded from the license grant of Monopoly Live:
 - 1) Austria; and
 - 2) Germany (excluding Schleswig-Holstein).
- (b) The Licensee undertakes to comply with such policies, procedures, guidelines and similar relating to the Right Holder's Intellectual Property Rights as provided by Principal from time to time (email sufficing).
- (c) The Licensee shall have right to cease offering the Games or any of them by giving 3 (three) months prior written notice to the Licensor

Exhibit 1 to ST&C

BRANDED GAMES

Caribbean Stud Poker	Three percent(3%) of the Gross Gaming Revenues generated by Caribbean Stud Poker
Casino Malta Roulette	Three percent(3%) of the Gross Gaming Revenues generated by Casino Malta Roulette
Crazy Time	Three percent(3%) of the Gross Gaming Revenues generated by Crazy Time
Crazy Time A	Three percent(3%) of the Gross Gaming Revenues generated by Crazy Time A
Deal or No Deal	Three percent(3%) of the Gross Gaming Revenues generated by Deal or No Deal
Double Ball Roulette	Three percent(3%) of the Gross Gaming Revenues generated by Double Ball Roulette
Dragonara Roulette	Three percent(3%) of the Gross Gaming Revenues generated by Dragonara Roulette
Dream Catcher	Three percent(3%) of the Gross Gaming Revenues generated by Dream Catcher
Extra Chilli Epic Spins	Three percent(3%) of the Gross Gaming Revenues generated by Extra Chilli Epic Spins
Extreme Texas Hold'em	Three percent(3%) of the Gross Gaming Revenues generated by Extreme Texas Hold'em
Funky Time	Three percent(3%) of the Gross Gaming Revenues generated by Funky Time
Grand Casino Roulette	Three percent(3%) of the Gross Gaming Revenues generated by Grand Casino Roulette
Hippodrome Grand Casino	Three percent(3%) of the Gross Gaming Revenues generated by Hippodrome Grand Casino
Infinite Free Bet Blackjack	Three percent(3%) of the Gross Gaming Revenues generated by Infinite Free Bet Blackjack
Lightning Baccarat	Three percent(3%) of the Gross Gaming Revenues generated by Lightning Baccarat
Lightning Blackjack	Three percent(3%) of the Gross Gaming Revenues generated by Lightning Blackjack
Lightning Dice	Three percent(3%) of the Gross Gaming Revenues generated by Lightning Dice
Lightning Roulette	Three percent(3%) of the Gross Gaming Revenues generated by Lightning Roulette
Mega Bola	Three percent(3%) of the Gross Gaming Revenues generated by Mega Bola

MONOPOLY Live	Five percent(5%) of the Gross Gaming Revenues generated by MONOPOLY Live
Texas Hold'em Bonus Poker	Three percent(3%) of the Gross Gaming Revenues generated by Texas Hold'em Bonus Poker
Three Card Poker	Three percent(3%) of the Gross Gaming Revenues generated by Three Card Poker
Triple Card Poker	Three percent(3%) of the Gross Gaming Revenues generated by Triple Card Poker
Türkçe Lightning Rulet	Three percent(3%) of the Gross Gaming Revenues generated by Türkçe Lightning Rulet
Ultimate Texas Hold'em	Three percent(3%) of the Gross Gaming Revenues generated by Ultimate Texas Hold'em
XXXtreme Lightning Roulette	Three percent(3%) of the Gross Gaming Revenues generated by XXXtreme Lightning Roulette

Any new Branded Game released by Evolution shall be added to this Agreement and portfolio of Evolution Branded Games available to the Licensee under terms of this Agreement without any notice, in case terms of use of such a Branded Game shall be same to those as mentioned in Section 7 of ST&C of the Agreement. Once such Branded Game shall be added to the portfolio of the Evolution Branded Games available to the Licensee as per this clause, Licensee agrees to and shall be by default bound by the terms of this Agreement related to use of Evolution Branded Games with regard to the new Branded Game too.

8. ADDITIONAL TERMS OF MICROGAMING BRANDED GAMES

- 1.1 Subject to the terms and conditions of the Software License Agreement and this 8 of ST&C, Licensors grants to Licensee, who accepts, a non-exclusive, non-sub licensable, non-sub-contractible, non-transferable and non-assignable license to use the branded Games and the Licensed Property defined in this 8 of ST&C and Exhibit 3 to this 8 of ST&C ("**License**") in accordance with terms and conditions defined herein. Licensee will not enter any sub-license agreement (including agreements with so called white label partners or similar) in relation to the branded Games nor shall Licensee enter into any agency agreement or otherwise sub-contract or part with any of its obligations under this 8 of ST&C.
- 1.2 The terms and conditions in this 8 of ST&C shall prevail over any conflicting provisions under the Agreement.
- 1.3 Licensors has the right to change the terms and conditions of this 8 of ST&C unilaterally without notice.
- 1.4 This 8 of ST&C applies to all branded Games issued by Microgaming, for avoidance of doubt this 8 of ST&C applies to branded Games expressly mentioned in Table 1 of this 8 of ST&C and also branded Games issued by Microgaming in the future. The addition of new branded Games shall be communicated to the Licensee by Licensors in writing (by email) from time to time.

Table 1 (Special requirements)

Superbranded Game	Special requirements
-------------------	----------------------

Bullseye	MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials related to Bullseye Branded game shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. LIMITATION OF LIABILITY: the total liability in contract, tort (including without limitation negligence and breach of statutory duty howsoever arising), misrepresentation (whether innocent or negligent), restitution or otherwise, arising in connection with the performance or contemplated performance of this Bullseye Branded game shall be limited to an aggregate amount of £500,000 (five hundred thousand pounds). INTELLECTUAL PROPERTY: Licensee acknowledges that the Bullseye Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative works thereof, will at all times remain the property of the holders of the rights to the Bullseye IP and the licensed property of Microgaming. Under no circumstances may the Licensee use the Bullseye Game or the Bullseye IP in any manner whatsoever other than in the form of the Bullseye Game as provided to it. SUBLICENSING: Licensee is not permitted to further sublicense its rights to the Bullseye Branded Game.
Deadmau5	MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials related to Deadmau5 Branded game shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. LIMITATION OF LIABILITY: the total liability in contract, tort (including without limitation negligence and breach of statutory duty howsoever arising), misrepresentation (whether innocent or negligent), restitution or otherwise, arising in connection with the performance or contemplated performance of this Deadmau5 Branded game shall be limited to an aggregate amount of \$500,000 (five hundred thousand US dollars). INTELLECTUAL PROPERTY: Licensee acknowledges that the Deadmau5 Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative works thereof, will at all times remain the property of the holders of the rights to the Deadmau5 IP and the licensed property of Microgaming. Under no circumstances may the Licensee use the Deadmau5 Game or the Deadmau5 IP in any manner whatsoever other than in the form of the Deadmau5 Game as provided to it. SUBLICENSING: Licensee is not permitted to further sublicense its rights to the Deadmau5 Game.
Halloween	REGIONS: It is restricted to use, distribute, advertise or promote the Halloween Game or the Halloween IP within the USA or within any jurisdiction where it is not legal to accept wagers on the Halloween Game in accordance with applicable laws. LIMITATION OF LIABILITY: the total liability in contract, tort (including without limitation negligence and breach of statutory duty howsoever arising), misrepresentation (whether innocent or negligent), restitution or otherwise, arising in connection with the performance or contemplated performance of this Halloween Game shall be limited to an aggregate amount of \$2,000,000 (two million US dollars). INTELLECTUAL PROPERTY: Licensee acknowledges that the Halloween Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative

	works thereof, will at all times remain the property of the holders of the rights to the Halloween IP and the licensed property of Microgaming. Under no circumstances may the Licensee use the Halloween Game or the Halloween IP in any manner whatsoever other than in the form of the Halloween Game as provided to it. MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. Licensee is not entitled to use, or authorise others to use, any domain name or any other trade name incorporating the Halloween IP or any component or alternate spelling thereof or any similar or confusingly similar term thereto for any reason whatsoever (including in order to advertise, publicise, promote or distribute the Halloween Game), without prior written consent.
Highlander	MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. It is not entitled to use, or authorise others to use, any domain name or any other trade name incorporating the Highlander IP or any component or alternate spelling thereof or any similar or confusingly similar term thereto for any reason whatsoever (including in order to advertise, publicise, promote or distribute the Highlander Game), without prior written consent. LIMITATION OF LIABILITY: the total liability in contract, tort (including without limitation negligence and breach of statutory duty howsoever arising), misrepresentation (whether innocent or negligent), restitution or otherwise, arising in connection with the performance or contemplated performance of this Halloween Game shall be limited to an aggregate amount of \$2,000,000 (two million US dollars). INTELLECTUAL PROPERTY: Licensee acknowledges that the Highlander Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative works thereof, will at all times remain the property of the holders of the rights to the Highlander IP and the licensed property of Microgaming. Under no circumstances may the Licensee use the Highlander Game or the Highlander IP in any manner whatsoever other than in the form of the Highlander Game as provided to it.
Hitman	MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials related to Hitman Game shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. LIMITATION OF LIABILITY: the total liability in contract, tort (including without limitation negligence and breach of statutory duty howsoever arising), misrepresentation (whether innocent or negligent), restitution or otherwise, arising in connection with the performance or contemplated performance of this Hitman Game shall be limited to an aggregate amount of \$500,000 (five hundred thousand US Dollars). INTELLECTUAL PROPERTY: Licensee acknowledges that the Hitman Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative works thereof, will at all times remain the property of the holders of the rights to the Hitman IP and the licensed property of Microgaming. Under no circumstances

	may the Licensee use the Hitman Game or the Hitman IP in any manner whatsoever other than in the form of the Hitman Game as provided to it. SUBLICENSING: Licensee is not permitted to further sublicense its rights to the Hitman Game.
Love Island	REGIONS: Restricted to advertise or promote the Love Island Game in the United Kingdom or in the Republic of Ireland. The placement of television adverts outside UK and Ireland promoting the Love Island Game shall be subject to express approval by Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. LIMITATION OF LIABILITY: the total liability in contract, tort (including without limitation negligence and breach of statutory duty howsoever arising), misrepresentation (whether innocent or negligent), restitution or otherwise, arising in connection with the performance or contemplated performance of this Love Island Game shall be limited to an aggregate amount of \$500,000 (five hundred thousand US Dollars). INTELLECTUAL PROPERTY: Licensee acknowledges that the Love Island Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative works thereof, will at all times remain the property of the holders of the rights to the Love Island IP and the licensed property of Microgaming. Under no circumstances may the Licensee use the Love Island Game or the Love Island IP in any manner whatsoever other than in the form of the Love Island Game as provided to it. SUBLICENSING: Licensee is not permitted to further sublicense its rights to the Love Island Game.
Playboy	REGIONS: Playboy Games is prohibited by any applicable laws or regulations, which includes USA, Israel, Turkey, Cuba, Iran, Burma, Libya, North Korea, Sudan, Syria and South Africa MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. LIMITATION OF LIABILITY: the total liability in contract, tort (including without limitation negligence and breach of statutory duty howsoever arising), misrepresentation (whether innocent or negligent), restitution or otherwise, arising in connection with the performance or contemplated performance of this Playboy Game shall be limited to an aggregate amount of \$1,000,000 (one million US Dollars). INTELLECTUAL PROPERTY: Licensee acknowledges that the Playboy Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative works thereof, will at all times remain the property of the holders of the rights to the Playboy IP and the licensed property of Microgaming. Under no circumstances may the Licensee use the Playboy Game or the Playboy IP in any manner whatsoever other than in the form of the Playboy Game as provided to it.

	SUBLICENSING: Licensee is not permitted to further sublicense its rights to the Playboy Game.
Tarzan	MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. LIMITATION OF LIABILITY: the total liability in contract, tort (including without limitation negligence and breach of statutory duty howsoever arising), misrepresentation (whether innocent or negligent), restitution or otherwise, arising in connection with the performance or contemplated performance of this Tarzan Game shall be limited to an aggregate amount of \$1,000,000 (one million US Dollars). INTELLECTUAL PROPERTY: Licensee acknowledges that the Tarzan Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative works thereof, will at all times remain the property of the holders of the rights to the Tarzan IP and the licensed property of Microgaming. Under no circumstances may the Licensee use the Tarzan Game or the Tarzan IP in any manner whatsoever other than in the form of the Tarzan Game as provided to it. SUBLICENSING: Licensee is not permitted to further sublicense its rights to the Tarzan Game.
Terminator 2	REGIONS: Restricted to use, distribute, advertise or promote the T2 Game or the T2 IP within USA or within any jurisdiction where it is not legal to accept wagers on the T2 Game in accordance with applicable laws. MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. LIMITATION OF LIABILITY: the total liability in contract, tort (including without limitation negligence and breach of statutory duty howsoever arising), misrepresentation (whether innocent or negligent), restitution or otherwise, arising in connection with the performance or contemplated performance of this T2 Game shall be limited to an aggregate amount of \$2,000,000 (two million US Dollars). INTELLECTUAL PROPERTY: Licensee acknowledges that the T2 Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative works thereof, will at all times remain the property of the holders of the rights to the T2 IP and the licensed property of Microgaming. Under no circumstances may the Licensee use the T2 Game or the T2 IP in any manner whatsoever other than in the form of the T2 Game as provided to it. SUBLICENSING: Licensee is not permitted to further sublicense its rights to the T2 Game.
Tomb Raider	MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. LIMITATION OF LIABILITY: the total liability in contract, tort (including without limitation negligence and breach of statutory duty howsoever arising),

	misrepresentation (whether innocent or negligent), restitution or otherwise, arising in connection with the performance or contemplated performance of this Tomb Raider Game shall be limited to an aggregate amount of \$1,000,000 (one million US Dollars). INTELLECTUAL PROPERTY: Licensee acknowledges that the T2Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative works thereof, will at all times remain the property of the holders of the rights to the Tomb Raider IP and the licensed property of Microgaming. Under no circumstances may the Licensee use the Tomb Raider Game or the Tomb Raider IP in any manner whatsoever other than in the form of the Tomb Raider Game as provided to it. SUBLICENSING: Licensee is not permitted to further sublicense its rights to the Tomb Raider Game.
Village People	MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. Under no circumstances shall Licensee's Promotional Materials feature any photographs or pictures showing the band members of the Village People which have not been provided by Microgaming and Licensee agrees not to use or refer to "Victor Wills" in Licensee's Promotional Materials. LIMITATION OF LIABILITY: the total liability in contract, tort (including without limitation negligence and breach of statutory duty howsoever arising), misrepresentation (whether innocent or negligent), restitution or otherwise, arising in connection with the performance or contemplated performance of this Village People Game shall be limited to an aggregate amount of \$500,000 (five hundred thousand US Dollars). INTELLECTUAL PROPERTY: Licensee acknowledges that the Village People Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative works thereof, will at all times remain the property of the holders of the rights to the Village People IP and the licensed property of Microgaming. Under no circumstances may the Licensee use the Village People Game or the Village People IP in any manner whatsoever other than in the form of the Village People Game as provided to it. SUBLICENSING: Licensee is not permitted to further sublicense its rights to the Village People Game.
Dita Von Teese	MARKETING: Any and all marketing, promotional campaigns, press releases and any other materials shall be pre-agreed with Licensor, agreement of the Licensor being at all times subject to Microgaming confirmation at Microgaming sole discretion. INTELLECTUAL PROPERTY: Licensee acknowledges that the Dita von Teese Game, and all goodwill associated therewith, including any updates, upgrades and all additions, corrections, modifications and improvements thereto and derivative works thereof, will at all times remain the property of the holders of the rights to the Dita von Teese IP and the licensed property of Microgaming. Under no circumstances may the Licensee use the Dita von Teese Game or the Dita von Teese IP in any manner whatsoever other than in the form of the Dita von Teese Game as provided to it. SUBLICENSING: Licensee is not permitted to further sublicense its rights to the Dita von Teese Game.

9. ADDITIONAL TERMS OF NETENT ENTERTAINMENT BRANDED GAMES

1. PRODUCT PROTECTION

- 1.1 In Licensor and/ or NetEnt and Right Holder's sole discretion and at their sole cost and expense and without prejudice to the any right to take any other action NetEnt and/or Right Holder may commence in its and/or Licensee's name (as Licensor and/or NetEnt and/or Right Holder may designate) all appropriate enforcement actions including without limitation legal proceedings and/or actions to obtain restraining orders and preliminary and permanent injunctions. In the event that proceedings are so commenced by Licensor and/ or NetEnt and/or a Right Holder, Licensee shall fully co-operate with and assist Licensor and/ or NetEnt and/or the Right Holder as may be reasonably necessary (and at Licensor and/or NetEnt's and/or Right Holder's reasonable previously approved (in writing) expense) throughout the litigation process.
- 1.2 Licensee shall not commence any proceedings with respect to the rights granted herein without the prior written consent of Licensor.
- 1.3 Licensee shall promptly notify Licensor in writing of any infringements, suspected infringements, passing off, imitations or other interferences with Licensor's and/or NetEnt's, Right Holder's or the Actors rights in the Licensed Property by third parties or products similar to the Branded Game and shall fully assist Licensor and/or NetEnt, the Right Holder or the Actors in any proceedings concerning the Branded Game at Licensor, and/or NetEnt's and/or Right Holder's reasonable previously approved (in writing) expense.

2. PRICING

- 2.1 The Branded Games are is subject to a flat monthly License fee calculated on the GGR generated by said Branded Game(s), i.e. the License fee will be calculated based on the GGR (as applicable) of each Branded Game and the GGR of one Branded Game will not be set off against the GGR of any other Branded Game. No credit will be given by Licensor in the event of a negative GGR of any Branded Game. For the avoidance of doubt, the License Fee for Branded Games shall be paid in order as provided by the terms of the Software License Agreement.

2.2

Table 1 (list of Branded Games)

Branded Game	Right Holder	Restricted territory
Universal Monsters slots games - The Invisible Man, Dracula, Creature from the Black Lagoo	Universal Studios	Whole world, but Andorra, Armenia, Azerbaijan, Belarus, Bosnia and Herzegovina, Brazil, Georgia, Iceland, Liechtenstein, Moldova, Monaco, Montenegro, Norway, Russia, San Marino, Serbia, Switzerland, Ukraine, Croatia, Macedonia, Turkey, Austria, Bulgaria, Cyprus, Czech Republic, Finland, France, Germany, Greece, Hungary, Ireland, Latvia, Lithuania, Luxembourg, Malta, Netherlands, Peru, Poland, Slovakia, Slovenia, and Sweden.
Guns n' Roses Video Slots	Bravado International Group Merchandising Services, Inc.	Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Cambodia, China, Ecuador, Ethiopia, Ghana,

		Guyana, Hong Kong, Iran, Iraq, Israel, Kuwait, Laos, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Singapore, Sri Lanka, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, Yemen, Zimbabwe. Belgium, Bulgaria, Czech Republic, Denmark, Estonia, France, Italy, Latvia, Lithuania Mexico, Portugal, Romania, Serbia, Spain, Sweden, Switzerland, United Kingdom, United States of America.
Jimi Hendrix Online Slot TM	Authentic Hendrix, LLC	Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Cambodia, China, Ecuador, Ethiopia, Ghana, Guyana, Hong Kong, Iran, Iraq, Israel, Kuwait, Laos, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Singapore, Sri Lanka, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, Yemen, Zimbabwe. Belgium, Bulgaria, Czech Republic, Denmark, Estonia, France, Italy, Latvia, Lithuania Mexico, Portugal, Romania, Serbia, Spain, Sweden, Switzerland, United Kingdom, United States of America.
Jumanji	Sony Pictures Consumer Products Inc	Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Cambodia, China, Ecuador, Ethiopia, Ghana, Guyana, Hong Kong, Iran, Iraq, Israel, Kuwait, Laos, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Singapore, Sri Lanka, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, Yemen, Zimbabwe. Belgium, Bulgaria, Czech Republic, Denmark, Estonia, France, Italy, Latvia, Lithuania Mexico, Portugal, Romania, Serbia, Spain, Sweden, Switzerland, United Kingdom, United States of America.
Vikings	A&E Television Networks LLC	Afghanistan, Albania, Algeria, Angola, Australia, Azerbaijan,

		Cambodia, China, Ecuador, France, Guyana, Hong Kong, India, Indonesia, Iran, Iraq, Israel, Kuwait, Laos, Malaysia, Myanmar, Namibia, North Korea, Pakistan, Papua New Guinea, Philippines, Qatar, Russia, Singapore, South Korea, Sudan, Syria, Taiwan, Thailand, Tunisia, Turkey, Ukraine, United States of America, Uganda.
Motorhead Video Slot GAME	Global Merchandising Services Limited	Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Cambodia, China, Ecuador, Ethiopia, Ghana, Guyana, Hong Kong, Iran, Iraq, Israel, Kuwait, Laos, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Singapore, Sri Lanka, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, Yemen, Zimbabwe. Belgium, Bulgaria, Czech Republic, Denmark, Estonia, France, Italy, Latvia, Lithuania Mexico, Portugal, Romania, Serbia, Spain, Sweden, Switzerland, United Kingdom, United States of America.

10. ADDITIONAL TERMS OF Play'N'Go BRANDED GAMES

For the use of Play'N'Go Branded Games the Licensee will pay to Licensor the branded games fees set out in Article 3.4.1 of ST&C. The fees for each separate Branded Game shall be based on the Gross Gaming Revenues (as applicable) generated by each respective Branded Game and each fee shall be considered separately, i.e. the fee will be calculated based on the Gross Gaming Revenues (as applicable) of each Branded Game and the Gross Gaming Revenues of one Branded Game will not be set off against the Gross Gaming Revenues of any other Branded Game.

11. ADDITIONAL TERMS OF PLAYSON PREMIUM GAMES

For the use of Playson Premium Games the Licensee will pay to Licensor the branded games fees set out in Article 3.4.1 of ST&C. The fees for each separate Premium Game shall be based on the Gross Gaming Revenues (as applicable) generated by each respective Premium Game and each fee shall be considered separately, i.e. the fee will be calculated based on the Gross Gaming Revenues (as applicable) of each Premium Game and the Gross Gaming Revenues of one Premium Game will not be set off against the Gross Gaming Revenues of any other Premium Game.

12. SPINOMENAL SPECIAL TERMS

For the purposes of Royalty Fee (Fee) calculation GGR for Spinomenal shall be calculated for each Website separately.

If the Spinomenal GGR on any Licensee's Website results in a negative amount in any calendar month, the Spinomenal GGR for that Licensee's Domain shall be set to 0 (zero) for the purposes of calculating the Fees as per the Agreement. No negative results shall be permitted to be carried over to the following month / nor shall any negative results of any of the Licensee's Website be deducted from positive amounts generated by other Licensee Website (s).

13. ADDITIONAL TERMS OF BETERLIVE GAMES

13.1. For the use of BeterLive side bets the Licensee will pay to Licensor the side bets an additional fee in amount of Three percent (3%) of the Gross Gaming Revenue generated by side bets for any and all side bets, in addition to BeterLive fees for standard games as provided for BeterLive in Article 3.4.1. of this ST&C. The fees for each separate Branded Game shall be based on the Gross Gaming Revenues (as applicable) generated by each respective Branded Game and each fee shall be considered separately, i.e., the fee will be calculated based on the Gross Gaming Revenues (as applicable) of each Branded Game and the Gross Gaming Revenues of one Branded Game will not be set off against the Gross Gaming Revenues of any other Branded Game.

13.2. Licensee shall additionally pay the Licensor a fee equal to €0.3/bet, charged for each bet above fifty Euro (€50).

13.3. Premium product royalty: 13% (all the games that are available now are not considered as premium, for the game shows and games that will be considered as premium, Licensor shall send prior notice to Licensee in advance).

14. ADDITIONAL TERMS OF EZUGI BRANDED GAMES

For the use of Ezugi Branded Games the Licensee will pay to Licensor the branded games fees set out in the Article 3.4.1. of this ST&C. The fees for each separate Branded Game shall be based on the Gross Gaming Revenues (as applicable) generated by each respective Branded Game and each fee shall be considered separately, i.e. the fee will be calculated based on the Gross Gaming Revenues (as applicable) of each Branded Game and the Gross Gaming Revenues of one Branded Game will not be set off against the Gross Gaming Revenues of any other Branded Game.

For the use of Ezugi side bets the Licensee will pay to Licensor the side bets an additional fee in amount of Three percent (3%) of the Gross Gaming Revenue generated by side bets for any and all side bets, in addition to Ezugi fees for standard games as provided for Ezugi in this Agreement.

Licensee shall additionally pay the Licensor a fee for all Blackjack Growth Table equal to €0.10 (Zero euros ten cents) per bet (excluding side bets).

15. MG LIVE GRAND SPECIAL TERMS

15.1. For the use of MG Live Grand Games side bets an additional fee in amount of 3% (Three percent) of the Gross Gaming Revenue generated by side bets in addition to MG Live Grand standard games as provided for MG Live Grand in Article 3.4.1. of this ST&C.

15.2. Licensee shall additionally pay the Licensor a fee equal to €0.2/wager, charged for all bets on all Blackjack MG Live Grand Games where the minimum bet is fifty Euro (€50) or higher.

16. ADDITIONAL TERMS OF PLAYTECH LIVE BRANDED GAMES

16.1. For the use of Playtech Live side bets the Licensee will pay to Licensor the side bets an additional fee in amount of 3% (Three percent) of the Gross Gaming Revenue generated by side bets for any and all side bets, in addition to Playtech Live fees for standard games as provided for Playtech Live in this Agreement.

16.2. Licensee shall additionally pay the Licensor a fee for all High Stakes Blackjack equal to €0.15 (Zero euros 15 cents) per bet (for stakes from EUR 50 and above)

17. TERMS OF JACKPOTS

Provider	% JP handling fee
----------	-------------------

17.1. Betsoft Jackpots

17.1.1. Progressive Jackpot Fees. Several games within the Betsoft Casino game suite include local progressive jackpots which carry the following terms:

- (a) The total amount corresponding to the jackpot value is to be held by Provider. The player contribution to the local jackpot from Licensee's system, including each subsystem (skin), is invoiced by Provider to Licensee on a monthly basis.
- (b) When a jackpot is won, Betsoft will pay the amount owed to the player in the currency of the Licensee's casino to Licensee directly.
- (c) A win resulting from a Jackpot will not be taken into consideration when calculating the revenue share. The wager and win from a jackpot won will be excluded from the revenue share.
- (d) If Licensee agrees on local jackpot implementation Provider will charge handling fee in amount according table in article 17 of the casino local jackpot contribution to cover seeding of the game after a Jackpot win. This handling fee will be accorded to the monthly invoicing.

For and on behalf of the Licensors

Bromston Associates Ltd

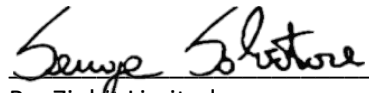


Authorised Signatory

Name: Romans Kondrasovs

For and on behalf of the Licensee

Trickless N.V.



By: Ziobit Limited

Title: Managing Director