

Services Agreement 20240601.11387/1

FOR PROVISION OF ACCESS TO ONLINE CASINO GAMES FOR THE PURPOSE OF DISTRIBUTION

THIS AGREEMENT is made effective as of 01.06.2024 (the "Agreement")

BETWEEN:

Astol Ltd.

Second Floor, 14 Athol Street, Douglas, IM1 1JA, Isle of Man

Reg. number 020443V

(hereinafter the "Provider")

-AND-

Greenwich N.V.

Zuikertuintjeweg Z/N (Zuikertuin Tower), Willemstand, Curacao

Reg number 160325

(hereinafter the "Customer")

(both hereinafter jointly referred to as the "Parties" and each of them as a "Party")

The Parties to the Agreement hereby premise the following:

Provider assumes responsibility for provision services related to the delivery of online real-money casino games, further referred to as "**Games**", and provided services for functional API with its Documentation for integration of the Games. Conversely, the Customer is responsible for integrating the Games into the Customer's existing Platform and for issuing associated payments for use of the Games.

The Customer is a company that operates a gaming software platform, offers e-gaming services and has sought the Provider's approval for the use of the Games.

The Parties hereby agree on the following terms and conditions:

1. Services

In addition to the provided services, the Provider provides the Games to the Customer and grants a restricted, non-exclusive, non-transferable, limited License to use on the Customer's Gaming Website or Websites listed in **Appendix A**.

The Customer undertakes to use the Games for offering its clients Internet gaming services and activities and related services only.

The Customer is restricted to use the Games only in connection with the present Agreement. The License is limited to the Games described in **Appendix B**.

2. Term and Termination

2.1 The Terms of the License shall be as follows:

a) This Agreement is effective upon the date of signature by duly authorized representatives of both Parties. The effective duration period of the Software License is limited to one (1) year ("Original

License Period"). The Software License is effective from the date of signing of this Agreement.

b) An extension of the Term of the License is automatic ("Extended License Period") unless canceled by one of the Parties in writing. Such an Extended License Period ends one (1) year after the expiration of the Original License Period. Extensions to the Term of the License can take place as many times as the Parties deem practicable.

c) This Agreement terminates upon expiration of the Original License Period or expiration of the Extended License Period, should an extension be canceled in writing.

d) Either Party may terminate this Agreement before the expiration of the Original License Period respectively the Extended License Period by giving three (3) months prior notice duly served upon the other Party.

e) For the avoidance of doubt, fees and any payments due in terms of this Agreement shall continue to be due for as long as the Agreement is effective.

2.2 The Provider may terminate this Agreement at any time by giving written notice to the Customer in case:

a) Customer ceases to hold the applicable gaming licenses and permits, or acts in breach of any applicable gaming, gambling, and betting laws as laid out in Sections 8.3 to 8.5 – subject to immediate termination;

b) Customer fails to effectively apply the list of Excluded Territories for the Games as laid out in Section 4.8, and such failure has been discovered by Provider or brought to Provider's attention – subject to immediate termination;

c) Customer permanently discontinues the use of the Games;

d) Customer has not commenced to promote the Games on its Gaming Website(s) or to its Sub-Customers within six (6) months following the Effective Date;

e) Customer commits any other serious breach of this Agreement and, in the case of a breach capable of being remedied, has failed to remedy the breach within fourteen (14) calendar days after the receipt of a written request from the Provider to do so. Whether a breach is capable of being remedied is within the Provider's sole discretion. In case the Provider considers a breach as one capable of being remedied and sends a request in this regard to the Customer, such notice must contain a warning of the Provider's intention to terminate this Agreement should the breach not be remedied within a reasonable time.

2.3 The Provider reserves the right to terminate the Agreement if the Customer is in the delay of making the payments stipulated in Section 5 and such delay exceeds ten (10) business days. In such, case the Provider undertakes to give the Customer ten (10) business days prior written notice of termination.

2.4 Termination of this Agreement for any reason whatsoever shall not affect either Party's accrued rights or liabilities, nor shall it affect the coming into force or the continuance in force of any provision within this Agreement that is expressly or by implication intended to come into force or continue in force after the termination of this Agreement.

3. Support Services and Availability of Games

3.1 Provider shall supply Support Services to the Customer as laid out in **Appendix C** for no additional cost for the whole period of the Agreement. Provider shall make available professional employees to provide assistance to the Customer in regards to Documentation and integration workflow, and in order to perform acceptance testing of the integration.

3.2 The Provider shall act as an intermediary between the Customer and Game Vendors and shall attempt to raise or resolve any issues related to any of the Games as soon as possible. However, the Provider is not directly responsible for the quality, operation, and technical support pertaining to the games from third-party Game Vendors.

3.3 The Provider and Game Vendors shall exercise their best efforts to keep the Games available twenty-four (24) hours a day, seven (7) days a week, subject to downtime for maintenance purposes, system outages, and other circumstances beyond Provider's control. The Parties acknowledge that, since the Internet is neither owned nor controlled by any entity, the Provider makes no guarantee that any given user will have access to the Games at any given time without interruptions. The Provider or Game Vendors shall not be liable to the Customer for any unavailability of the Games if any connection problems are caused by a third party and not by action or omission to act of the Provider or Game Vendors. The Customer in turn is responsible for establishing adequate procedures on its side in order to keep the Games available to Customer's End Users.

3.4 Provider and Game Vendors may at any time, without notifying the Customer, make changes to their Games which are technically necessary and which do not affect the general nature or quality of the Games.

3.5 Provider and Game Vendors may add new and discontinue existing Games at their discretion, but this will be communicated in good time to the Customer.

3.6 Customer understands that not all Game Vendors will have the ability to make their Games available to End Users immediately after the integration is completed by Customer (for technical reasons or in relation to Clause 4.7).

Customer acknowledges that the unavailability of certain Game Vendors immediately after the integration does not constitute a breach of the Agreement. However, the Provider shall use its best efforts to ensure that all Games are sourced to Customer without unreasonable delay.

3.7 Customer understands that not all currencies may be supported for gameplay by Game Vendors, and Customer acknowledges that lack of support of certain currencies on a Game Vendor's side does not constitute a breach of the Agreement.

4. Customer's Obligations

4.1 Subject to Provider rendering Support Services as required by Clause 3.1, within forty-five (45) business days following the Effective Date, the Customer shall integrate the Games into the Customer's gaming platform pursuant to the API and Documentation provided under this Agreement.

Integration of the Games shall, at all times, remain the responsibility of the Customer, and the Provider shall be under no obligation to provide such services and shall have no liability to the Customer in respect of the Customer's integration activities.

4.2 After the integration has been completed, Customer shall provide written notice thereof to the Provider, after which the Provider shall promptly complete its quality testing of the integration. Customer, in turn, shall use commercially reasonable efforts to have the Games tested within the Customer's gaming platform in production mode.

Notwithstanding anything to the contrary, until the Provider issues a written notice of approval to the Customer, the Customer shall not "go live" with the Games or permit any Player to access any of the Games.

4.3 For the meaning of this Agreement and clauses 4.2 and Appendix B "Go live" means the date of completion of all integration and the launch of the games available under this Agreement.

4.4 Customer acknowledges Provider's right to update the API and Documentation and agrees to comply with updated APIs. The Provider shall notify the Customer well in advance of any upcoming API changes.

4.5 Customer agrees to add without undue delay all new Games as may be provided by Game Vendors or Providers through periodic new game releases, provided that such new games may be supported by the Customer's gaming platform.

4.6 Customer shall be obliged to indicate in all its Gaming Websites that the games are provided by respective Game Vendors in the formula that shall be agreeable to the Provider.

4.7 It is understood that the Customer or its Sub-Customers shall provide to Players all of the following but not limited: payment processing and wallet functions, first-line support, fraud screening, and control, etc. and in general ensure that Players have a successful experience.

4.8 **Provision of some Games is subject to written approval from certain Game Vendors** (in particular but not limited to NetEnt and iSoftBet), which requires due diligence checks. In case such Game Vendor acting reasonably requires due diligence on the Customer, the Customer shall present to the Provider complete **Know Your Customer Documentation ("KYC Documentation")** requested. Such KYC Documentation may include without limitation details regarding the Ultimate Beneficial Owner (UBO), source of funds of the UBO, details of directors and authorized signatories, corporate organizational structure, Anti-Money Laundering and Combating the Financing of Terrorism policies specifying the processes adopted to identify its Players and accounts. In the event that either KYC Documentation is not provided within the stipulated time or such documentation is not to the reasonable satisfaction of the Game Vendor in question, access to respective Games may be denied.

4.9 Each Game Vendor has a list of territories where access to the Games must at all times be blocked ("Excluded Territories"). Information on Excluded Territories will be communicated to the Customer well in advance but may be updated from time to time.

The Customer or its Sub-Customers shall not display or offer the Games on its Gaming Websites to visitors from Excluded Territories, strictly in accordance with the requirements of Game Vendors. To do this, the Customer undertakes to utilize best-in-class commercially available geolocation methods to identify the location of Players in real time.

Failing to comply with this Section 4.9 may result in the suspension of certain Game Vendor's games or termination of the Agreement with immediate effect.

4.10 Additionally, Customer shall at all times, when marketing the Games to its Players, adhere to Marketing Rules set out in Appendix D. The Customer shall also ensure that its Sub-Customers, marketing partners, and agents understand and adhere to the Marketing Rules. Failing to do so may result in permanent suspension of Games from a certain Game Vendor or termination of this Agreement

4.11 In case if Customer plans to provide games integrated via the Provider through the domains which are not specified in Appendix A of this agreement the Customer has obligation to notify the Provider within 5 days before adding the new domain.

4.12 The Provider has the right to disable the games of the Game Vendor(s) which were posted by the Customer on unknown Websites from all domains including domains stipulated in Appendix A if:

- a) The domains were not specified in Appendix A;
- b) The Provider didn't receive the notification according to clause 4.11 of this Agreement.

5. Fees Payable under the Agreement

5.1 Customer undertakes to pay to the Provider a **Setup Fee** for the provision of the Games in the amount specified in **Appendix B**.

The Setup Fee is due upon receipt of the invoice issued by the Provider after signing the Agreement, and is payable within five (5) business days following the issuance date of the invoice.

5.2 Customer undertakes to pay to the Provider an **Upfront Fee** in the amount specified in **Appendix B**. This Upfront Fee amount shall fully count towards future monthly commission fee payments under this Agreement.

The Upfront Fee is due upon receipt of the invoice issued by the Provider after signing the Agreement, and is payable within five (5) business days following the issuance date of the invoice.

5.3 The Customer undertakes to pay to the Provider a **monthly fee (“Monthly Commission Fee”)** from the Gross Gaming Revenue generated by the use of the Games. Such fees are specified in **Appendix B**.

Unless stated otherwise in Appendix B, **Gross Gaming Revenue (“GGR”)** for a calendar month shall mean the total amount of wagers placed by all players while playing a particular Game Vendor’s games, less the total amount of winnings returned as a result of those wagers.

Notwithstanding the above, there is a **minimum Monthly Commission Fee** that is invoiced from Customer following each month. This minimum fee is also specified in Appendix B.

The Monthly Commission Fee is due upon receipt issued to the Customer by the Provider for a previous calendar month and is payable within five (5) business days following the issuance date of the invoice.

5.4 All fee amounts, and in particular monthly License Fees and Fees to Game Providers, are calculated and invoiced in Euro. In case Customer receives revenue in other currencies, including cryptocurrencies, monthly revenue amounts and fees for the previous month shall be converted to Euro and fixed according to exchange rates effective as of 00:00 UTC on the 1st day of the current month. Exchange rate information shall be taken from XE.com.

5.5 Payment of the fees due from either Party shall be made by a wire transfer in Euro to the other Party’s banking account against an invoice unless otherwise was expressly agreed by the Parties.

5.6 The fees agreed to in this Agreement are exclusive of any banking or payment service fees, as well as Value Added Tax, all of which, if applicable, shall be borne by the Customer.

5.7 The Parties agree about the possibility of a review of fees listed in Appendix B upon mutual agreement.

5.8 In case of critical fluctuation of exchange rates during the invoiced month, the Provider has a right to change the conversion method for this period without a prior notice.

6. Copying and Alternation

6.1 The Customer is prohibited from making copies of the Games, whether in part or in whole, and for any reason whatsoever. Solely Provider or Game Vendors are at all times permitted to modify their respective Games. The Customer is prohibited from translating, adapting, varying, modifying, disassembling, decompiling or reverse engineering of Games, its components, applications or derivatives.

6.2 Notwithstanding the above, Provider undertakes to supply the Customer with information or data that may be reasonably required by Customer’s regulating gaming authority and that is related to the

Games, and the Provider shall undertake efforts to provide this information as soon as possible.

7. Intellectual Property Rights

7.1 Without prejudice to the License of use granted to the Customer under this Agreement, the Parties declare and agree that the Game Vendors are and shall remain the sole and exclusive owners of their Games, and shall retain full Intellectual Property Rights over the Games.

7.2 Customer undertakes to immediately notify the Provider upon the Customer becoming aware of any unauthorized use of the whole or any part of the Games, API, or Documentation, or of any infringements or suspected infringement of copyrights, trademarks or other Intellectual Property Rights in relation to any of the Games, API or Documentation.

8. Warranties

8.1 The Provider warrants that the API provided to Customer under the Agreement is sufficient for the Customer to perform integration of the Games. The Provider also warrants it will use its commercially reasonable endeavors to ensure the Games operate substantially in accordance with this Agreement.

8.2 To the extent permitted by applicable law, the Provider

a) disclaims all other warranties with respect to the Games, either express or implied, including but not limited to any implied warranties relating to quality, fitness for any particular purpose, or ability to achieve a particular result; and

b) makes no warranty that the Games are free of errors or that its use will be uninterrupted at all times and the Customer acknowledges and agrees that the existence of such errors does not constitute a breach of this Agreement.

8.3. Customer shall take all necessary measures in regard to its products and services to be at all times used solely in compliance with all applicable laws, rules and regulations (in particular all gaming, gambling and betting laws), in particular as regards the provision of the Customer's services to End Users. Customer represents and warrants to the Provider that the execution, delivery and performance by the Customer of this Agreement in connection with providing gaming services will not violate or result in a breach of or constitute a default under any law to which the Customer is subject to.

8.4. Customer warrants that it holds the required regulatory, administrative and all other approvals, including gaming, gambling and betting licenses, permits and trade licenses, for the purposes of offering the intended Games in the jurisdictions where the Customer offers such services to End Users, and that such licenses and permits are in good standing.

8.5. Customer represents and warrants that it shall at all times comply with the requirements of the Anti-Money Laundering Directive of the European Union and any legislation that shall succeed such legislation from time to time ("AML Legislation"). In particular, Customer shall perform adequate KYC checks on Players as may be required by the AML Legislation.

8.6. Customer warrants that it shall at all times undertake all necessary measures in order not to offer the Games on respective Excluded Territories, and that it shall ensure that its Sub-Customers do not offer the Games on respective Excluded Territories.

8.7. Customer shall be liable to indemnify and hold the Provider harmless from and against all liabilities, costs, damages, claims and expenses directly or indirectly resulting from any non-compliance with any such applicable laws, rules and regulations as laid out in Sections 8.3 to 8.6 herein.

9. Confidential Information

9.1 Each Party acknowledges that by reason of its relationship to the other Party under this Agreement it may have access to certain information and materials concerning the other Party's business, plans, trade and business secrets, know-how, customers, user data, product architecture, data structures, algorithms, codes and products that are confidential and/or general information of technical or business nature or otherwise relating to the business or affairs of a Party that are of substantial value to such Party (hereinafter referred to as "Confidential Information"), which value would be impaired if such Confidential Information is disclosed to third parties.

9.2 Each Party will at all times treat as confidential in the same way that either Party protects its own information of a similar nature, and will use all reasonable endeavors to procure that its directors, employees, professional advisers and agents will treat as confidential, the terms and conditions of this Agreement as well as the Confidential Information of the disclosing Party, but in no circumstances failing to meet the standard due diligence and prudence to protect the said Confidential Information. Each Party will not at any time (and will use all reasonable endeavors to procure that its directors, employees, professional advisers and agents will not) disclose or use the Confidential Information other than strictly for the purposes of this Agreement except with the written permission of the disclosing Party.

9.3 Each Party to this Agreement shall promptly notify the disclosing Party if it becomes aware of any breach of confidence and shall give the disclosing Party all reasonable assistance in connection with any proceedings which the disclosing Party may institute against any person for breach of confidence.

9.4 Notwithstanding the other provisions of this Agreement, Confidential Information shall not include information that: (i) is or subsequently becomes public domain through no fault of the recipient Party; (ii) is already known to the recipient Party at the time of its disclosure; (iii) is rightfully received by the recipient Party from a third party without restriction on disclosure; (iv) has demonstrably been developed independently by the recipient Party.

9.5 The recipient Party may disclose the Confidential Information in accordance with a mandatory judicial or other governmental order, provided that the recipient Party shall give the disclosing Party reasonable notice prior to such disclosure and, if possible, reasonable opportunity to obtain a protective order or the equivalent.

9.6 The recipient Party shall return to the disclosing Party any and all records, notes, and other written, printed or other tangible materials in its possession pertaining to the Confidential Information or shall destroy such information and copies on the written request of the disclosing Party or upon termination of this Agreement. The returning of materials shall not relieve the receiving Party from compliance with other terms and conditions of this Agreement.

9.7 The obligations of this Section 9 remain in full force and effect notwithstanding any termination of the License or this Agreement.

10. Data Protection

The Parties undertake to comply with the provisions of the relevant applicable data protection legislation and to any related or subsidiary legislation in so far as the applicable data protection legislation relates to the provisions and obligations of this Agreement.

11. Assignment

11.1 The Customer is expressly prohibited from transferring, assigning or in any manner give to third parties any rights, licenses, or obligations which it has undertaken in this Agreement.

11.2 If at any time during the Term of this Agreement, the ownership or control of the shares in the Customer should change from the now current ownership or control, or any rearrangement in the shareholding of the Customer between its current shareholders, or any transmission of shares 'causa mortis' should take place, the Customer shall give the Provider a written notification within three (3) months after this event and submit to the Provider contact information of the new shareholders or other details reasonably requested by the Provider. If the Customer fails to give a prior notification or submit the requested information on the new shareholders, the Provider reserves the right to consider such transfer to be a breach of the Agreement and terminate the Agreement.

12. Force Majeure

12.1 Notwithstanding any provisions of this Agreement, neither Party shall be liable for its inability in performing any of its obligations hereunder (other than an obligation to make payment) if such inability is caused by or arises as a result of circumstances beyond the reasonable control of the relevant Party including, without limitation, inability or delay caused through, fire, flood, riot, war, industrial dispute of any kind (other than disputes involving that Party's own employees or the employees of an associated company to that Party), lightning, explosion, civil commotion, malicious damage, storm, tempest, act of government or other regulatory authority, acts or omissions of persons or bodies for whom the Party affected thereby is not responsible, and any other circumstances beyond the reasonable control of the relevant Party.

12.2 If any one of the events mentioned above impact either Party's abilities to fulfill obligations defined by this Agreement within its Term, Games delivery timing and/or period of warrantee will be extended by the period of the event(s).

12.3 If either Party is unable to carry out duties defined within this Agreement, it should inform the other Party within three (3) business days in writing as to commencement, duration and conclusion of the above-mentioned circumstances.

12.4 If either Party fails to issue the notice pursuant to Section 12.3 herein or delays its issuance beyond the timeframe defined in Section 12.3, it loses the right to utilize any of the circumstances/events listed in Section 12.1

13. Notices

1. With the exception of Purchase Orders, 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.

2.

Provider

Contact Details

- Company Name: Astol Ltd.
- Address: Second Floor, 14 Athol Street, Douglas, IM1 1JA, Isle of Man
- Company Registration Number: 020443V

Customer

Contact Details

- Company Name: Greenwich N.V.
- Address: Zuikertuintjeweg Z/N (Zuikertuin Tower), Willemstand, Curacao
- Company Registration Number: 160325
- E-mail: legal@betsixty.com

14. General provisions

14.1 Appendices

The provisions included in Appendices attached to this Agreement shall be deemed to form an inherent part of this Agreement and are to be read in conjunction with this Agreement and are binding upon the Parties.

14.2 Severance

If any provision of the Agreement is prohibited by law or declared unlawful, void, null or unenforceable by a court, the Parties agree to renegotiate such provision in good faith. In the event that the Parties cannot reach a mutually agreeable and enforceable replacement, the provision shall, to the extent required, be severed from this Agreement and rendered ineffective as far as possible without modifying the remaining provisions of this Agreement. This shall have no effect on other provisions of the Agreement which shall remain valid and in force and shall be carried out as nearly as possible according to the original terms and intent.

14.3 Applicable Law and Jurisdiction

This Agreement shall be governed by and construed in accordance with Isle of Man law. The Parties shall first of all seek to resolve any disputes that may arise in relation to this Agreement amicably and in good faith. If this does not succeed the dispute shall be resolved by the matter being put before a person who has experience in the field of intellectual property rights and who is jointly appointed by the Parties to act as arbitrator in the matter.

The Provider retains the right to sue for the recovery of fees due in terms of this Agreement in any jurisdiction in which the Customer is operating or has assets.

The Provider retains the rights to sue for breach of its intellectual property rights and other proprietary information, whether related to this Agreement or otherwise, in any jurisdiction where it has reason to believe that an infringement or breach of this Agreement in relation to its Intellectual Property Rights might be taking place.

The Customer recognizes that a breach or a threatened breach of the Provider's Intellectual Property Rights will cause the Provider irreparable damage and consequently that in this event the Provider is

entitled to injunctive relief and other measures that prevent the threatened breach or stop the breach of the Provider's Intellectual Property Rights.

14.4 Amendments

This Agreement may not be amended, varied or modified in any manner except by a supplement agreement in writing signed by a duly authorized officer or representative of each of the Parties.

14.5 Entire Agreement

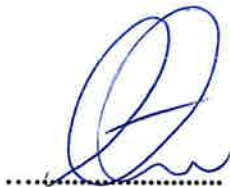
This Agreement, including its Appendices, supersedes all prior agreements, arrangements and undertakings between the Parties. The Parties' obligations under any pre-existing non-disclosure agreements however shall remain in full force and effect in so far as there is no conflict between the same.

14.6 Counterparts and Language

This Agreement may be executed in any number of counterparts or duplicates, each of which shall be an original if signed by a duly authorized officer or representative of each of the Parties, and such counterparts or duplicates shall together constitute the same agreement. This Agreement is drafted in the English language. If the Agreement is translated into any other language, the English language version shall prevail.

Provider

Astol Ltd.

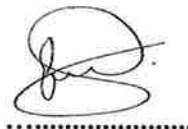
A handwritten signature in blue ink, consisting of a large, stylized 'A' followed by a wavy line, positioned above a dotted line.

Customer

Greenwich N.V.

Director

Mr. Eric Tom Biji

A handwritten signature in black ink, consisting of a stylized 'E' followed by a wavy line, positioned above a dotted line.

Appendix A

Approved Domain Names

The Gaming Websites controlled by Customer where the Games will be available under this Agreement:

<https://betsixty.com/>

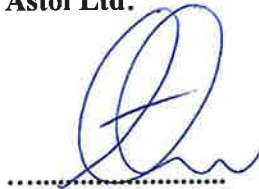
1. The Customer acknowledges that the Minimum Monthly Commission fee stipulated in Appendix B of this Agreement applies only to domains mentioned in Appendix A of this Agreement.

2. In case of adding the new domain in Appendix A of this Agreement, the Customer is obligated to conclude the additional agreement to Appendix A.

The Parties may modify this list from time to time upon mutual consent.

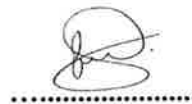
Provider

Astol Ltd.

A handwritten signature in blue ink, consisting of a large, stylized 'A' followed by a wavy line, positioned above a dotted line.

Customer

Greenwich N.V.
Director
Mr. Eric Tom Biji

A handwritten signature in black ink, consisting of a stylized 'E' followed by a wavy line, positioned above a dotted line.

Appendix B

Games and Commercial Conditions

Fees payable under this Agreement shall be the following:

1. Setup Fee:

0 EUR

2. Upfront Deposit:

0 EUR

3. Minimum Monthly Commission Fees:

2,500 EUR Minimum Monthly Commission fee starting from the sixth (6th) month after any Games first launch on any of the Customer's Website.

<i>Game Vendor</i>	<i>Fee-group</i>	<i>Monthly Commission Fee, % GGR</i>	<i>Other Fees and Notes</i>
1spin4win	basic	7% - Tier 1 6% - Tier 2 5% - Tier 3	Tier 1 - If GGR < 500K (ggr for all client's projects) Tier 2 - If GGR from 500k to 1 mln (ggr for all client's projects) Tier 3 - If GGR > 1 mln (ggr for all client's projects)
3oaks	basic	10,5%	
7mojos (via ALG)	- alg_7mojos_basic - alg_7mojos_live	9%	
Amatic	basic	10%	If GGR > 300K EUR (ggr for all client's projects) - 9.5%
Authentic	basic	10,5%	
Avatarux	basic	14,5%	
Apparat Gaming	basic	8%	
Belatra	basic	10,5%	
Betsoft Gaming	- bsg_standard - bsg_vip	9,5%	- Full amount of Jackpot Contributions plus 20% reseed fee is invoiced monthly. - A win resulting from a Jackpot is not taken into consideration when calculating the Monthly Commission Fee.
Bgaming	basic, new, standard	6%	
Bigtimegaming (via Relax)	basic	11,5%	
	branded	13,5%	
Bigtimegaming (via Evolution)	basic	7,5%	
	branded	11%	
Blueprint	basic, rtg	12,5%	
	branded	14,5%	
Booming	basic	10,5%	
Booongo (via Redgenn)	basic	10,5%	
Clawbuster	basic	9%	
EGT	basic	14%	13% if GGR is 2-3 million 12% if GGR is >3 million
Endorphina	standard	8%	

Evolution	live, live_classic, live_classic, live_vip, rng, premium	10%	- Extra Fee: High Stake Table Fee – a fee of €0.35 per bet placed on a High Stake Table (i.e. a Blackjack table with a minimum bet of €50). - Extra Fee: BJ Classic Fee – a fee of €0.12 per bet placed on any BJ Classic Table (i.e. any table with “classic” in the name).
	studio_vip, studio_classic	10%	
	live_native, lightning	13%	
	extra	15%	
Evoplay	basic	9,5%	
Felixgaming (via Groove)	basic	10%	
Fugaso (via Groove)	basic	8%	
Gamebeat	basic	8,5%	
Gaming Corps	basic	8%	
Gamesinc (via Relax)	basic	9%	
Gamomat (via ORYX)	standard	13%	
	premium	15%	
	branded	16%	
Gamzix	basic	8%	
Hacksaw	basic	9,5%	9% if GGR>1mln EUR
IGTech	basic	9,5%	
Igrosoft	basic	10,5%	
Isoftbet	basic	10%	
	branded	14%	
Kagaming	basic	7,5%	
Kalamba	basic	9%	
Kiron (via Epicmedia)	epicmedia_kiron	12%	
Leap Gaming (via 1x2gaming)	1x2gaming_leapgaming_lv	12%	
LiveSpins	basic	14% - Tier 1 13% - Tier 2 12% - Tier 3 11% - Tier 4 10% - Tier 5	Tier 1 - If GGR integration projects < 150K Tier 2 - If GGR integration projects > 150k Tier 3 - If GGR integration projects > 500k Tier 4 - If GGR integration projects > 1mln Tier 5 - If GGR integration projects > 2,5mln
Mancala	basic	8,5%	
Mascot	basic	9,5%	
Maxwin (via Evolution)	basic	10%	
Merkur (via Epicmedia)	basic	12,5%	
MGAgames	basic	9%	
	branded	11%	
Netgame	basic	9%	
Netent	standard rtp	7,5%	
	jackpot_basic	12%	
	thirdparty	16,5%	
	branded	11,5%	
Nolimit	basic, rtp	9,5%	
Novomatic	basic	14,5%	(the cost for integration projects)
Onlyplay	basic	8%	
Pgsoft	basic	7,5%	
Play'n GO	basic	10%	9.5% if GGR>3mln EUR

	partners_bugs partners_pigs	13,5%	
	branded4 partners3 partners_holdem	14,5%	
Playson (via Redgenn)	basic	10,5%	
	premium	12,5%	
Playtech	basic gpas jackpot	11,5%	
	brandedint brandedjpint	15%	
	livepremium		
	live	13%	
	livebranded	14%	
Popiplay	basic	8%	
Pragmatic Play	basic	7,5%	- Extra fee: Blackjack type games (incl. native tables) – a fee of €0.17 per bet placed on the table
	branded	12,5%	
	live	12,5%	
	live_classic	12,5%	
	vs	11%	
Platipus	basic	9,5%	
Push Gaming	basic	10%	
Quickfire	basic	10%	
	jackpot		
	table		
	oz	6,5%	
	partners	13%	the cost for integration projects
	partners_branded	14%	
	branded	14,5%	
	promo	8,5%	
Quickspin	basic	11%	
Red Tiger	basic	7,5%	
	branded	11%	
Retro Gaming (via Spinomenal)	basic	11%	
Reelplay (via Relax)	basic	10%	
Relax	basic, table	9,5%	
Ruby Play	basic, basic_rtp94	10%	
Slotmill	basic	8,5%	
Smartsoft	basic	8,5%	
Spadegaming	basic	8%	
Spinomenal	basic	11%	
Spride	basic	7%	
Swintt	basic	8,5%	
	premium	10,5%	
Thunderkick	basic	10,5%	
Tom Horn	basic	9%	
TrueLab	basic	11%	
Turbogames	basic	8%	
TVbet (via Infingame)	basic	10,5%	
Vivo Gaming (via Spinomenal)	basic	12%	
Wazdan	basic	9,5%	
Yggdrasil	basic, reelplay	9%	If ggr for all your projects > 1mln - 8%
Zillion	basic	8,5%	

SPECIFIC OF THE GGR CALCULATION

1) **Feature Group** is a category that is used to define a set of games that is calculated and invoiced separately as well as zeroed out separately from other sets of games (Feature Groups). The set of games that comprises a Feature Group is defined by the Provider based on the financial policy and the calculation logic of the Game Vendor.

2) **Accounting Group** is category that determines a set of games within a certain Feature Group that is zeroed out separately from other games of the same Game Vendor (not excluding the fact that the financial results on the games of different Game Vendors are zeroed out by each Game Vendor separately) no matter the fact the game(s) (or the set of games) belong to the same Feature Group or a different Feature Group within the Game Vendor. The set of games that comprises an Accounting Group is defined by the Provider based on the financial policy and the calculation logic of the Game Vendor.

NOTE ON JACKPOTS:

Local Jackpot means a collective jackpot managed by the Customer or by the Provider, which is not part of Pooled Jackpot and which accumulates contributions through wagers played in each game. Contributions to the Local Jackpot and winnings paid by the Local Jackpot are deemed bets and winnings, respectively.

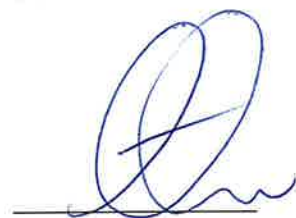
Pooled Jackpot means a collective jackpot (or “network jackpot”) which accumulates Jackpot Contributions through wagers played in each game which participates in the shared jackpot network. The Customer is liable for Jackpot Contributions less the respective Jackpot Winnings each month.

NOTE ON DIRECT DISTRIBUTION AGREEMENTS:

In case Customer in the future wishes to negotiate a direct agreement with another Game Vendor, but still distribute this Game Vendor’s games through Provider’s API, the Monthly Commission Fee charged by the Provider on top of such direct agreements shall amount to **2% GGR** from the moment the respective direct agreement comes into force.

Provider

Astol Ltd.

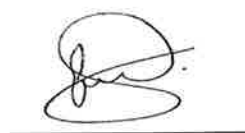


Customer

Greenwich N.V.

Director

Mr. Eric Tom Biji



Appendix C

Support Services Schedule

1. Definition and Scope

Support Services constitute a range of services aimed at assisting the Customer with technical aspects of the API and Games, thus enabling the Customer to solve specific problems with the product or Customer's IT environment.

Support Services include: answering technical and usage-related questions from Customer; providing necessary credentials or other technical data for the Customer to be able to perform the API integration or its testing; notifying of upgrades to the API; deploying periodic releases of new Games; performing general maintenance operations; and fixing of all reported and confirmed errors in Provider's environment.

2. Cost

Support Services are provided free of charge. All other tasks which are out of the scope described in Section 1 of this Appendix are subject to fees that shall be negotiated between the Parties on a case-by-case basis.

3. Error reporting

The Customer undertakes to serve a written notice to the Provider of any request for Support Services providing a detailed description of the difficulties encountered and the issues that are expected to be addressed by the Provider.

Reported issues need to be classified in one the following four severity levels, based on the definitions hereunder. Response times for each severity level are defined as follows:

Severity	Definition	Response time
Critical	The request has a critical business impact on the Customer's live environment resulting in the inability to use the service or access the Games.	Less than thirty (30) minutes
High	The request has severe business impact, limiting the usage of the Games. The live environment is still operational, but restricted.	Less than two (2) business hours
Medium	The service functions in the Customer's business environment, but there are functional limitations that are not critical in the daily operation.	Less than four (4) business hours
Low	Minor infractions including documentation or cosmetic error.	Less than eight (8) business hours

The Customer must clearly indicate the severity level assigned in the Support Services Request sent to Provider. As a default the request should be created as a Severity 3, Priority Medium. The Provider will review the severity level assigned to the request and use commercially reasonable efforts to resolve and correct reported issues, working together with third-party Game Vendors where necessary.

4. Working times

Support Services in standard mode are provided 24\7.

Provider

Astol Ltd.

A handwritten signature in blue ink, consisting of a large, stylized 'A' followed by a cursive 'stol' and a horizontal line at the end. Below the signature is a dotted line.

Customer

Greenwich N.V.

Director

Mr. Eric Tom Bijl

A handwritten signature in blue ink, consisting of a stylized 'E' followed by 'T B' and a horizontal line at the end. Below the signature is a dotted line.

Appendix D

Marketing Rules

- 1.1 Customer agrees to use its best efforts to prominently display, promote and market the Games to both new and existing Players.
- 1.2 Customer is entitled to publish in the media any content (press releases, blog posts and other PR material) which is related to the Software, its use, or Provider's trademarks, on condition that all mentioned content contains accurate information and does not violate the rights of the Provider or third parties. The Provider reserves the right to disapprove publishing of any content that contains false information about the Software, availability of certain games or Game Vendors.
- 1.3 Customer shall not publish in any manner whatsoever, through any medium and in any place, advertising or marketing materials and/or carry out promotional activities that: encourage anyone to break any law; target individuals under the legal gambling age; show people under eighteen years gambling; are false or untruthful about the chances of winning or the expected return to a individual; suggest that gambling is a form of financial investment; suggest that skill can influence games that are purely games of chance; exceed the limits of decency.
- 1.4 Customer is strictly forbidden to alter, diminish or change position of any copyright notice included in any of Games marked as "Branded".
- 1.5 Pertaining to any Games marked as "Branded", branding, advertising and promotions in respect of such Branded Games may ***only be based on Game Vendor provided marketing material*** that has been approved by relevant third parties holding the rights to respective Brand names. Customer may not change or alter such provided marketing material and shall ensure that any of its affiliates and partners shall adhere in full to this obligation. Furthermore, neither marketing properties for Branded Games shall appear or be otherwise exploited in any medium in conjunction with any other property, including, without limitation, any name, character, symbol, logo, design, likeness or literary or artistic material ***without prior written approval***.
- 1.6 Any other marketing guidelines for Branded Games may be provided to the Customer separately from time to time.
- 1.7 Customer shall inform Provider in advance regarding promotional activities that are expected to generate significant additional volumes so that Game Vendors can take necessary precautions.
- 1.8 Customer shall when publishing intellectual property such as trademarks, marks and logos and/or pictures or photographs reproducing or visualizing intellectual property or individuals in any manner whatsoever, secure and assure that Customer has obtained the permission to use such material from the legitimate owner(s) of such intellectual property.
- 1.9 Customer has no right or authority to assume or to create any contractual obligation or responsibility on behalf of Provider. All marketing deals with third parties are to be reached between the Customer and the third party.
- 1.10 Customer shall consult with Provider before the launch of a marketing activity, if in doubt about how the marketing activity acts in accordance with the Rules.

Provider

Astol Ltd.



Customer

Greenwich N.V.
Director
Mr. Eric Tom Biji

