

K36

Business Contract/ VND Market/ USDT

This Agreement sets forth the terms and conditions between K36, as the white-label online gaming platform provider, and the Client, who desires to launch and operate their own platform for online casinos, sportsbooks, or lotteries. K36 shall provide an end-to-end solution to the Client, including a complete suite of gaming services such as game content, player management, and back-office tools. The platform provided by K36 is fully customizable, allowing the Client to tailor their online gaming site to their specific needs and preferences.

K36's platform is designed to provide a seamless and secure gaming experience for players, utilizing the latest technology. The platform features a wide range of games from top providers, including slots, table games, and live dealer games.

In addition to its platform services, K36 shall also consulting services to help the Client promote and grow their online gaming business. K36's team of experts shall consulting guidance on branding and design, as well as customer acquisition and retention strategies.

Overall, K36 is a comprehensive online gaming platform provider that offers a complete suite of services to help the Client launch and operate their own online gaming site. With its state-of-the-art technology, customizable platform, and range of services, iGaming is the ideal partner for businesses seeking to enter the online gaming market.

I. Rental Content, Fees, and Conditions

1. One-time Fees

Item	Price (USDT)	Description
Opening Fee (Non-refundable after payment)	Custom Version:: 4,000	Website setup and configuration. - Custom version provides reference website or design draft but includes only the homepage. - Inner pages: still need to be selected from preset templates; colors/images can be changed. - Game data and player information pages require additional charges. - PC and H5 can only choose one version (customized). If you want both versions, a new quotation is needed.
	Existing Version: 1,500	- Website setup and configuration. - Existing version templates require additional charges for game-related pages.

2. Monthly Fees [Note 1]

Item	Price (USDT)	Description
Official Server Maintenance Fee	3,000/month	Settlement is carried out once every three months. Party A will begin deployment after providing the official server environment. Party B must complete the launch within 7 days (billing starts once the official server environment is ready). If the website's monthly revenue reaches 17,000,000 VND (K), Party B will be exempted from the maintenance fee for that month. If not, Party B must pay the official server maintenance fee. After Party B confirms payment, Party A will complete the server migration procedures within 3 days. Party B must complete all migration-related matters within 14 days after Party A finishes the transfer process. Regardless of the reason for delay, Party B will be responsible for all expenses related to the official server. If Party B fails to complete the transfer within the required time, resulting in delays, suspension, or unexpected issues, Party B will be solely responsible. Party A will provide only the official server environment. Any integrations or tests for website demo features must be done by Party B. Starting January 2023, an additional monthly fee of 2U will be charged for each sub-account. The billing for the Official Server Maintenance Fee shall commence only upon the successful launch and operational availability of the Client's website on the official server environment, as jointly confirmed in writing by both parties. If delays in the launch or configuration are attributable to Party A (including but not limited to delays in providing the official server environment, technical faults, or failure to complete migration procedures within the agreed 3-day period), the commencement of billing shall be postponed accordingly without penalty to Party B. The requirement for Party B to complete the launch within 7 days after the environment is provided is subject to Party A providing a fully functional and stable environment. If Party B encounters material technical issues

		attributable to the provided environment, the 7-day period shall be extended until such issues are resolved by Party A.
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3. Optional Purchase Fees

Item	Price (USDT)	Description
Customized Payment Integration	Free	. If the website does not access third-party payments, our company will evaluate whether integration is appropriate.
Game Quantity Restriction	Charged Annually	. If the total number of video-type and electronic-game categories exceeds 10 , additional fees may apply depending on the situation.
Multiple Domain Names (Basic includes 3 domains. More than 3 → extra charge) *If the request is urgent or requires extra domains/additions or modifications outside working hours, extra fees will apply.	 Starting from the 4th domain: 50 USDT / domain / one-time (Example 2)	● CDN abnormalities: repairable ● Attack events: real-time merchant notifications, support for initial handling ● Domain and certificate abnormal checks: automatic notifications ● Domain repair (infection or suspension): repairable depending on the situation, but some cases may be irreparable
Third-Party Payment Providers	Quoted separately by the manufacturer	

5. Platform Profit-Sharing Rules

- All game commissions are settled according to the report schedule.
- Different gaming platforms do not offset each other's results.。
- Discount Threshold: The commission discount is based on the website's profit amount. Once the discount threshold is reached, future commissions will be calculated using the discounted rate.
- Progressive Jackpot:
 - The commission rate for electronic games **does not include the progressive jackpot (Jackpot)**.
 - Member bets will be deducted according to each game provider's settings to fund the progressive jackpot payouts for winning members.

Provider	Who Bears the Jackpot Cost	Provider	Who Bears the Jackpot Cost
AG	None	MG Plus	None
Ameba	None	PGSOFT	None
BBIN	None	PP	None
CQ9	Site Owner	PT	None
FC (Fa Cai)	None	Rich88	None
JDB	None	RT	None
JILI	Shared Jackpot: None In-game prize pool: borne by the administrator	XIN	None
KA Gaming	None		

- Tips: The commission rate does not include in-game tip rewards. The tip rate will be set and collected according to each game provider.

真人 Live	小费如何分摊	真人 Live	小费如何分摊
Sexy	50% Game Provider / 50% Admin	Evolution	None
AG	None	PT	None
Allbet	None	SA (Salon Video)	None
BB 视讯	None	WM	None
DG	None	Ebet	None

6. Platform Revenue Share Table [Discounts available depending on each month's website revenue]

After the website setup is completed, the K36 brand games will be preset to open. Negative calculations: (determined according to the original game provider).

Type (English)	Product	Commission %	Supported Languages	Negative Carried Over to Next Month
Cockfighting	SV	15%	EN, VI	Yes
Cockfighting	WGB	15%	EN, VI	No
Cockfighting	WS168	12%	EN, VI	No
Electronic / Slot Games	Ameba	7%	EN, VI	No
Electronic / Slot Games	AUX	8.5%	EN, VI	No
Electronic / Live / Fishing	BBIN	6.5%	EN, VI	Yes
Electronic / Slot Games	CQ9	7%	EN	No
Electronic / Table / Card Games	EVOplay	7%	EN	No
Electronic / Fishing	Fast Spin	7%	EN	Yes
Electronic / Slot Games	Funta Gaming	8%	EN, VI	No
Electronic / Fishing	FC 發財	10%	EN	Yes
Electronic / Slot Games	Hacksaw Gaming	8.5%	EN	No
Electronic / Fishing	JDB	10%	EN	Yes
Electronic / Fishing / Table	JILI	11%	EN, VI	Yes
Electronic / Fishing	KA Gaming	8%	EN, VI	Yes
Electronic / Live / Fishing / Table	MG Plus	11%	EN	No
Electronic / Slot Games	NLC	8.5%	EN, VI	No
Electronic / Slot Games	PGSOFT	10%	EN, VI	Yes
Electronic / Live	PP	10%	EN, VI	No
Electronic / Live / Table	PT	12%	EN	No
Elect	PNG	10%	EN	No

Electronic / Fishing / Table	PlayStar	6%	EN	No
Electronic / Slot Games	Relax	8.5%	EN, VI	No
Electronic / Table / Card Games	Rich88	8%	EN, VI	No
Electronic / Slot Games	RT	8%	EN, VI	Yes
Electronic / Table / Card Games	SpadeGaming	7%	EN, VI	Yes
Electronic / Fishing	Topplayer	9%	EN	Yes
Electronic / Fishing	Yesbingo	8%	EN	No
Electronic / Slot Games	YGG	8%	EN, VI	No
eSports	ThunderFire	10%	EN, VI	No
Sports	BTi	10%	EN, VI	No
Sports	CMDBET	10.5%	EN, VI	No
Sports / eSports	IBC (Sabah)	10.5%	EN, VI	No
Sports	Lucky Sports	9%	EN, VI	No
Sports	SBO	11.5%	EN, VI	No
Sports	UG	7%	EN, VI	Yes
Live / Live Dealer	AG	8%	EN, VI	Yes
Live / Live Dealer	Allbet Video	8%	EN, VI	No
Live / Live Dealer	BB Video	6.5%	EN, VI	Yes
Live / Live Dealer	DG	9%	EN, VI	No
Live / Live Dealer	EBET	6.5%	EN, VI	Yes
Live / Live Dealer	Evolution	10.5%	EN, VI	No
Live / Live Dealer	SA	8%	EN, VI	Yes
Live / Live Dealer	Sexy	8%	EN, VI	Yes

Live / Live Dealer	Via Casino	7%	EN, VI	Yes
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Live / Lottery	WE	7%	EN, VI	No
Live / Live Dealer	WM	8%	EN, VI	Yes
Table / Card Games	365	6%	EN	Yes
Table / Card Games / Lottery	IBC	9%	EN, VI	No
Table / Card Games	King Maker	10%	EN	Yes
Table / Card Games	V8 Poker	7.5%	EN, VI	No
Fishing	YL	6%	EN, VI	Yes
Lottery	GPI	8%	EN, VI	No
Lottery	GW	6%	EN, VI	No
Horse Racing	RCB	12%	EN, VI	Yes

- AG & XIN, AG Video use a shared line, individual access is not possible, and the games will only be displayed in the AG Live Lobby.
- AG Electronic and AG Video can offset each other within the same month.
- Joker and Playtech: only one of these two brands can be accessed.
- IBC (Sabah): the three types of game data are calculated independently, cannot offset each other, settled and reset every month with no accumulation. **For calculation examples, see (Note 3).**

7. Evolution Markup Platform Revenue Share Table **[The following rates: added on top of Evolution Live dealer's commission rates]**

Game	Additional Rate	Game	Additional Rate
Power Blackjack	+1%	Mega Ball	+1%
Lightning Dice	+1%	Side Bet City	+1%
XXXTreme Lightning Roulette	+2%	2 Hand Casino Hold'em	+2%

Casino Hold'em	+2%	Double Ball Roulette	+3%
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Infinite Blackjack Side Bets - 21+3 - Any Pair - Bust It - Hot 3	+3%	Hindi Roulette	+3%
Baccarat Sidebet - Perfect Pair	+3%	Extreme Texas Hold'em	+3%
2 Hand Casino Hold'em	+2%	Texas Hold'em Bonus Poker	+3%
Freebet Blackjack	+3%	Caribbean Stud Poker	+3%
Blackjack Side Bets - 21+3 - Perfect Pair	+3%	Triple Card Poker	+3%
Hippodrome Grand Casino	+3%	Grand Casino Roulette	+3%
Monopoly Big Baller	+5%	Casino Malta Roulette	+3%
Deal or No Deal	+5%	Monopoly Live	+5%
Crazy Time	+5%		

Note:

1. All tables must be opened together and cannot be opened individually.
2. Individual tables are settled monthly without offset; negative revenue will be reset to zero.
3. Data should be based on the game provider's backend. We will provide you with the backend account and password.
4. Billing calculation method: First, multiply the total Evolution revenue (including both standard and markup game data) by the settlement percentage; then add the markup game data multiplied by the corresponding game percentage.

II. Partnership Process



1. Once both parties have signed the cooperation agreement, Party B is required to pay one quarter of the maintenance fee in advance before Party A starts any work.
2. Party B must provide the following information before the website construction: [Please note, if this information is not provided in time, it will affect the website development speed].
 - Two domain names for the member front-end and one for the admin back-end.
 - Website Logo, APP Logo, Banner, and content for static pages.
 - Public template number or materials for website cloning (e.g., URLs or screenshots).
 - Customer service information (phone, email, QQ, etc.).
 - Third-party payment information and merchant numbers.
 - Online customer service code.
 - Provide IP addresses for binding to the front-end whitelist.
 - Other information that needs to be configured.
3. Party A to design the front-end pages.
4. Party A delivers the website; Party B tests it and submits any modification requests to the contact person.

BUG	Broken images, functional errors	Before going live	Yes	Yes
Content Replacement	Modify text, change function order (must maintain existing template)			
Template Adjustment	- Adjust layout positions - Adjust colors - Replace images <i>Party B must provide images or reference website before making modifications</i>	As proposed by Party A (does not affect going live)	No	Yes
Function Modification	Add or modify functions		No	Function Modification

❖ The above content: Cannot modify functions or content shared across the entire system.

- **Template / Function Adjustments:**

- **Modification Time:** Scheduled according to Party A's request, but must not affect the official launch date.
- **Example:** If the website requires 3 days to go live and the layout modification takes 5 days, the website will go live first, and the layout changes will be applied 2 days later.

- **Template Adjustments:** Paid customized templates apply only to desktop versions; mobile versions require an additional fee.

5. Official website launch.

After going live, maintenance fees will be charged. Within 14 days from providing the live environment, Party A will handle modification requests from Party B for free; after 14 days, each submitted modification request will incur a fee of 150 USDT for Party B.

III. Important Notes After System Delivery

1. After the contract comes into effect, Party A will not refund any fees that have already been received.
2. Party A's right to take action under this clause is conditional upon:
 - a) Providing Party B with a detailed, written notice specifying the alleged unjustified withholding of player funds, including supporting evidence.
 - b) Granting Party B a 30-day cure period from receipt of such notice to investigate and rectify the situation. Action may only be taken if, after the cure period, Party B has failed to provide a substantive response or remedy, and Party A has obtained a final, binding arbitral award confirming the breach.
3. The restriction on sub-leasing is clarified to mean that Party B shall not sub-license the core platform software or backend access. This does not restrict Party B from engaging third-party marketing affiliates, payment processors, or other service providers in the ordinary course of operating its branded business, provided Party B remains primarily liable for its obligations under this Agreement.
4. During the period Party B rents Party A's system, if Party A's system experiences abnormal errors (excluding issues with third-party games) and Party B provides payment services to clients without being notified, Party A will bear certain responsibility toward Party B. Both parties shall negotiate and share the resulting losses. The maximum compensation amount is 30,000 USDT.
5. Party B must confirm the receiving bank information before each payment.
6. **Party A reserves the final interpretation rights of the contract's preferential conditions and all terms. If there are any questions regarding the above terms, please consult Party A's sales personnel.**
7. Party B is responsible for managing domain name expiration. Once the domain expires, Party A will not be liable for any resulting losses.
8. Party A shall provide a 15-day written notice of any overdue payment before posting any maintenance notice or suspending platform access.
If the overdue payment is the subject of a bona fide dispute notified in writing by Party B, Party A shall not suspend services while the dispute is being resolved through the Agreement's dispute resolution process.
9. In the event of termination for any reason, Party A shall retain the website and its associated data for a period of 90 days following termination to facilitate an orderly transition, subject to Party B's ongoing obligation to pay applicable fees during this transition period unless terminated for Party A's material breach.
10. Sports payouts will be adjusted based on match results. Any resulting additional gains or losses will be borne by Party

B.

11. For the Vietnam package website, the currency uses 1:1000 (K) units. Values in both the front-end and back-end are in K units. Operators must pay attention.
12. Party A may provide written recommendations for game placement to guide market trends. Party B retains the final discretion to accept or reject such recommendations for its platform.
13. Party B's right to disable new games launched by Party A is hereby confirmed as absolute, except for games that are integral to core platform functionality, which shall be identified in a separate schedule.

14. For new games launched by Party A, unless the game is listed at the top of the list, Party B has the right to disable the game.

IV. Renewal and Termination of Lease

1. Either party may terminate this Agreement for a material breach by the other party, provided that:
 - a) The non-breaching party provides written notice specifying the breach in detail.
 - b) The breaching party fails to cure the breach within 60 days of receiving such notice.
2. Party A's right to suspend services under Clause 8 of "Important Notes" is amended to require the 15-day written notice and cure period as specified above and shall not apply to fees under bona fide dispute.
3. Upon any termination, the parties shall cooperate in good faith for a period of 90 days to ensure business continuity, player communication, and regulatory compliance, including the data portability measures outlined above.

V. Contract Amendment

When one party changes their contact information, they shall immediately notify the other party of the updated contact details. If contract-related issues arise while the parties are unable to contact each other, the party that made the change shall bear the responsibility.

VI. Lease Terms

Both Party A and Party B, based on the principle of equality and mutual benefit, have agreed that Party A will lease the system services to Party B. After mutual consultation, both parties have reached the above contract terms and agree to jointly comply and execute them.

Lease Term: From 15 December 2025 until further notice.

VII. Effectiveness and Others

1. **Governing Law:** This Agreement shall be governed by, and construed in accordance with, the laws of England and Wales.
2. **Dispute Resolution:** Any dispute arising out of or in connection with this Agreement, including any question regarding its existence, validity, or termination, shall be referred to and finally resolved by arbitration under the Arbitration Rules of the London Court of International Arbitration (LCIA). The seat of arbitration shall be London, England. The language of the arbitration shall be English.
3. **No Unilateral Interpretation:** Notwithstanding any other provision in this Agreement, Party A does not retain any unilateral or final right to interpret the terms, conditions, or preferential clauses of this Agreement. All interpretations requiring mutual agreement shall be resolved in good faith between the parties or, failing that, through the dispute resolution mechanism outlined above.

VIII. Ownership, Access & Portability

1. Party B is and shall remain the sole data controller of all end-user data, including player information, transaction histories, betting records, and any data required for regulatory compliance ("Client Data"). Party A acts solely as a data processor on Party B's instructions.
2. Party B shall have full, real-time, and unrestricted administrative access to its Client Data through the platform's back-office tools and, upon reasonable request, via database access or API.
3. Upon termination or expiration of this Agreement for any reason, and subject to payment of all undisputed fees, Party A shall, at Party B's election and cost:
 - a) Provide a complete, structured, and machine-readable copy of all Client Data in an industry-standard format within 30 days.

- b) Facilitate and support the secure transfer of Client Data to a successor platform provider designated by Party B for a period not exceeding 60 days.
- 4. Party A shall cooperate with Party B to provide any data or reports necessary for Party B to meet its legal, regulatory, or financial audit obligations.

IX. Liability & Risk Allocation

- 1. Neither party's total aggregate liability arising out of or related to this Agreement, whether in contract, tort (including negligence), or otherwise, shall exceed the total fees paid by Party B to Party A in the 12 months immediately preceding the event giving rise to the claim.
- 2. The above limitation shall not apply to liability arising from:
 - a) Breach of confidentiality obligations.
 - b) Party B's obligation to pay undisputed fees.
 - c) Either party's indemnity obligations for third-party claims (e.g., intellectual property infringement).
 - d) Gross negligence, willful misconduct, or fraud.
- 3. In the event of abnormal errors in Party A's system (excluding third-party game issues) leading to verifiable financial loss for Party B, Party A's liability shall be subject to the cap in Section 1 above. The obligation to "share losses" is replaced by Party A's liability for proven direct losses up to the cap, subject to Party B's duty to mitigate damages.
- 4. Party B shall indemnify and hold Party A harmless against all claims, damages, and losses arising from Party B's operation of the platform, including marketing, player interactions, and financial settlements, provided Party A has not caused the claim through its gross negligence or breach of this Agreement.

Party A Company (Lessor): K36 Package Website

Party B Company (Lessee): Cyber Labs B.V.

Representative: K36

jackie

Representative Contact Information:

Finance Contact:

Finance Contact Information:

Signing Date: 15 Dec 2025

Representative: Director IGA Trust BV

C. Godschalk

Representative Contact Information:

Finance Contact:

Finance Contact Information:

Signing Date: 15 Dec 2025

(Note 1) Start Date for Maintenance Fees of the Live Environment:

- o The calculation begins from the confirmed website launch date, using the 1st or 15th of each month as the cutoff point.
- o The launch date is calculated based on which is closer to the 1st or 15th, as determined by Party A.
- o Example:

January 1	January 3	January 1 (full month)	January 1
January 1	January 18 (must go live within 14 days, so considered January 15 launch)	January 1 (full month)	January 1
January 1	January 12	January 15 (half month)	January 10

(Note 2) The start date for domain addition calculation is defined as follows:

Example: The site owner requests to add a domain on July 21 → Our company notifies that the setup is completed on July 24.

The billing cycle is based on the notification date, using the 1st or 15th of each month as the cutoff point. In this example, the billing period would be August 1 to August 31.

(Note 3) Example:

Fixed monthly fee: 3,000 USDT, with the commission rate determined according to the game’s revenue.

Game Revenue (VND(K))	50,000,000	-2,000,000	-3,000,000	45,000,000 (meets target)
Calculation Notes	9%	Negative revenue reset for the month	Negative revenue carried over to next month	Maintenance fee waived
Settlement Amount (VND(K))	4,500,000	0	0	0
Total (VND(K))	4,500,000 (CQ9) + 0 (MG Plus) + 0 (UG Sports) + 0 (Target met, maintenance fee waived) = 4,500,000			

* Note:

- Data generated from the live environment will start being included in the monthly billing.
- The above revenue share percentages for electronic games do not include cumulative jackpot winnings.