

OPERATOR SOFTWARE LICENSE AGREEMENT

THIS AGREEMENT is been entered into

BETWEEN

GameDaddy LLC, a Gamedaddy incorporated in Georgia with registered number 406299991, whose registered office at Mikheil Gakhokidze 49, Samgori District, Tbilisi, in Georgia, hereinafter referred to as "Gamedaddy",

AND

Godbunny B.V., reg. no.157145, a company incorporated in Curaçao, having its registered address at Kaya Richard J. Beaujon Z/N, Willemstad, Curaçao P.O. Box 6248 (hereinafter referred to as the "Operator").

WHEREBY

Gamedaddy and the Operator are each individually referred to as a "**Party**" and collectively as "**Parties**".

1. Terms and Definitions

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

"Agreement" means this written Operator Software License Agreement including any appendix and/or amendments hereto;

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

"Confidential Information" means all information marked as confidential and/or proprietary or similar legend or which in all of the circumstances is clearly intended to be treated as confidential (whether disclosed in writing, verbally or by any other means and whether directly or indirectly) including, without limitation, the subject matter of this Agreement, data, technical and other information, know how, formulae, specifications, design rights, and any information relating to the Licensed Software or Software, Products, operations, processes, plans or intentions, product information, trade secrets, market opportunities and business affairs and any information expressly agreed to be Confidential Information in any other provision of this Agreement, which is not known and/or available in de public domain;

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

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

"Gaming License" means a permit issued by the relevant authority to the Operator to allow the Operator to deal, operate, carry on or conduct any gambling game, gaming device, race book or sports pool or any of the Products within the relevant Territory, wherever such license or permit is required by the legislator of that Territory;

"Gaming Services" means the services related to the Products described in Section 4 and Section 9.7;

"Gross Gaming Revenue" or "GGR" means an amount which is equal to the accepted bets less player winnings, less Voided and/or canceled bets and this also includes the details mentioned in article 9.6 below;

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

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

"Launch" means the first day the Gaming Services are public availability through the Website;

"Licensed Software" or "Software" means the Software as further described in Section 4 provided by Gamedaddy and unless otherwise mutually agreed between the Parties, any and all Software releases,

patches, updates and other deliverables belonging to Gamedaddy and supplied to the Operator under this Agreement and, subject to any other Clause in this Agreement, including any derivative forms of the Software resulting from enhancements, changes, additions or modifications made to the Software under the terms of this agreement;

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

"Products" means the Products as further described in Section 4 and Section 9.7 provided by Gamedaddy and unless otherwise mutually agreed between the Parties, any and all Product releases, patches, updates and other deliverables belonging to Gamedaddy and supplied to the Operator under this Agreement, including any derivative forms of the Products, any enhancements, changes, additions or modifications made to the Product under the terms of this agreement;

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

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

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

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

"Risk Management" means the relevant department of Gamedaddy responsible for the monitoring of Registered Players for the purpose of risk minimization and the prevention of fraud;

"Security Deposit" means the deposit made by the Operator to Gamedaddy into the deposit account in order to obtain the credit limit;

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

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

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

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

"Website" means one of the following Operator URL'(s) www.godbunny.me.

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

2. Background

Gamedaddy provides the Operator Licensed Software that can be utilized by the Operator for the purposes of offering e-gaming Products to its Registered Players. The Operator wishes to utilize the Software licensed by Gamedaddy for use through the Operator's Website, allowing the Operator to offer the Products to the Registered Players in the Territory. By virtue of this Agreement Gamedaddy grants to the Operator a non-exclusive license to use the Licensed Software subject to the terms and conditions of this Agreement. The Gaming Services provided under this Agreement support the Licensed Software, allowing the Registered Players to access the Products through the Operator's Website to play online games for real money within the Products. The Operator maintains and operates the Website and markets the Gaming Services provided under this Agreement to its present and future customers for the purpose of making such customers Registered Players, as well as maintaining any relevant Gaming Licenses. The Parties have agreed to enter into this Agreement for their mutual benefit and in accordance with the terms and conditions as described herein.

3. Exclusivity and Non-Solicitation

During the term of this Agreement, the Operator undertakes to refrain from providing, directly or indirectly, any and all services competing with the Gamedaddy Products. Furthermore, for the duration of this Agreement, the Operator shall not purchase, provide, use or operate services through its Website other than the Gaming Services provided by Gamedaddy. In the event that the Operator is in breach of this clause, Gamedaddy may terminate this agreement forthwith and without notice. The Operator shall, during the term of this Agreement and for a period of 2 (two) years thereafter, not recruit or request services from employees or service providers or agents of Gamedaddy, without the express prior written consent of Gamedaddy. In case of a breach of this obligation, the Operator shall pay Gamedaddy a fixed penalty fee of € 1.000.000 (one million Euro) for breach of this non-solicitation covenant. Moreover, Gamedaddy is entitled to terminate this Agreement unilaterally for such a material breach of this Agreement with immediate effect.

4. List of Products and revenue sharing charges

Gamedaddy shall provide to the Operator the interface(s) and maintain and develop the system(s) necessary to run Products and Gamedaddy Casino System may include third-party games mentioned hereunder:

Type	Vendor	GGR
Casino Game	1spin4win	13.0%
Casino Game	7 Mojos	10.0%
Casino Game	Amatic	13.0%
Casino Game	Atmosfera live	14.0%
Casino Game	August gaming	12.0%
Casino Game	BGAMING	12.0%
Casino Game	Belatra	12.0%
Casino Game	Bet2Tech	12.0%
Casino Game	Betsoft	12.0%
Casino Game	Betsolution	12.0%
Casino Game	Bfgames	11.0%
Casino Game	Bitville	12.0%
Casino Game	Blueprint	14.0%
Casino Game	Booming	12.0%
Casino Game	booongo	11.0%
Casino Game	BTX	12.0%
Casino Game	Casino Tech Gaming	12.0%
Casino Game	Concept Gaming	11.0%
Casino Game	EA Gaming	12.0%
Casino Game	Endorphina	14.0%
Casino Game	Eurasian	12.0%
Casino Game	Espresso Gaming	12.0%
Casino Game	EvoPlay	12.0%
Casino Game	Felix Gaming	14.0%
Casino Game	Fils	10.0%
Casino Game	Fugaso	12.0%
Casino Game	Gameart	12.0%
Casino Game	Gamefish Global	12.0%
Casino Game	Ganapati	12.0%
Casino Game	GMW	12.0%
Casino Game	Groove	12.0%



Casino Game	Habanero	11.0%
Casino Game	Hacksaw Gaming	12.0%
Casino Game	Helio Gaming	12.0%
Casino Game	Iconix	12.0%
Casino Game	Igrosoft	12.0%
Casino Game	Just Play	9.5%
Casino Game	KaGaming	10.0%
Casino Game	Kalamba	12.0%
Casino Game	Kingsmaker	12.0%
Casino Game	Kiron	14.0%
Casino Game	Konect	12.0%
Casino Game	Legaplay	12.0%
Casino Game	LIW	11.0%
Casino Game	Macaw	10.0%
Casino Game	Mancala	10.0%
Casino Game	Mascot Gaming	12.0%
Casino Game	Mplay	10.0%
Casino Game	MrSlotty	11.0%
Casino Game	Netent	15.0%
Casino Game	Nemesis	9.0%
Casino Game	Netgame	12.0%
Casino Game	Netgaming	11.0%
Casino Game	Njoy Gaming	12.0%
Casino Game	Nucleus	12.0%
Casino Game	OneTouch	11.0%
Casino Game	Only Play	12.0%
Casino Game	Oryx	12.0%
Casino Game	Platin Gaming	10.0%
Casino Game	Platipus	11.0%
Casino Game	Playpearls	11.0%
Casino Game	Playson	12.0%
Casino Game	PragmaticPlay	11.0%
Casino Game	Puurl	12.0%
Casino Game	Redrake	12.0%
Casino Game	Red Tiger	12.0%

Casino Game	Relax Gaming	11.0%
Casino Game	Religa	10.0%
Casino Game	Revolver	12.0%
Casino Game	Scout	12.0%
Casino Game	SES Gaming	12.0%
Casino Game	Slot Exchange	12.0%
Casino Game	Spade Gaming	11.0%
Casino Game	Sparkling	12.0%
Casino Game	Spinmatic	10.0%
Casino Game	Spinomenal	11.0%
Casino Game	Spribe	12.0%
Casino Game	Superspade Games	12.0%
Casino Game	Sur Games	12.0%
Casino Game	TGC	11.0%
Casino Game	Thunderkick	12.0%
Casino Game	Tom Horn	12.0%
Casino Game	Tuko-seka	12.0%
Casino Game	We are casino Slots	10.0%
Casino Game	Wirex	12.0%
Casino Game	Worldmatch	12.0%
Casino Game	Yggdrasil	14.0%
Casino Game	Zillion	12.0%
Live Casino	7 Mojos Live	12.0%
Live Casino	Absolute Live	12.0%
Live Casino	Awc/sexy live	12.0%
Live Casino	BetGames TV	12.0%
Live Casino	Evolution live	16.0%
Live Casino	Ezugi live	13.0%
Live Casino	Fazi	12.0%
Live Casino	Hollywood TV live	12.0%
Live Casino	Lucky Streak live	13.0%
Live Casino	Medialive live	12.0%
Live Casino	OneTouch Live	13.0%
Live Casino	Portomaso live	11.0%
Live Casino	PragmaticPlay Live	13.0%

Live Casino	Provision live	11.0%
Live Casino	Skywind	12.0%
Live Casino	Spearhead Studios live	12.0%
Live Casino	TV Bet live	12.0%
Live Casino	Vivo Gaming live	11.0%
Live Casino	XPG live	14.0%
Live Casino	Livegames tombola	13.0%
Lotto Games	Superlotto	14.0%
Video Bingo	CaletaGaming	12.0%
Video Bingo	Ortiz	12.0%
Video Bingo	Patagonia	12.0%
Video Bingo	RCT Gaming	10.0%
Video Bingo	Vibra Gaming	12.0%
Video Bingo	Wearecasino bingo	10.0%
Virtual Game	1x2	13.0%
Virtual Game	GlobalBet	12.0%
Virtual Game	Golden Race	12.0%
Virtual game	PragmaticPlay Virtual	13.0%
Virtual game	TTSOFT Virtuals	12.0%

Gamedaddy shall provide and enable all the relevant interfaces to the Operator and maintain, update and develop all the relevant programmes and system(s) necessary to run Products as provided hereunder (the "Licensed Software") which enables the Operator to:

- a. Allow Registered Players to make use of the Products as though these were integrated into branded Website,
- b. accept bets and perform Deposit and Withdrawal operations for Registered Players,
- c. offer odds,
- d. for the Operator to have access to financial and analytical reporting.

a. Platform fee

The Operator shall pay to Gamedaddy a monthly Platform Fee of 5% profit share on the monthly GGR

b. Technical support fee

The Operator shall pay to Gamedaddy a fixed monthly technical support Fee of €2,500 (two thousand five hundred euros) **WAIVED**

c. Set-up Fee, Security Deposit and Fixed Monthly Fees

The Operator shall pay to Gamedaddy a Set-up Fee of € 20.000 (twenty thousand euros) **WAIVED** The Set-up Fee shall be paid in full upon the signature of this Agreement.

The Operator shall pay to Gamedaddy a security deposit €10.000 (ten thousand euros), fully and immediately refundable after agreement termination.

The Operator shall pay to Gamedaddy an integration fee of €500 (five hundred euros) for each additional payment method upon the launch date of such method. The Operator shall pay to Gamedaddy a fixed monthly fee of €3,000 (three thousand euros) for Live Sports video streaming started upon the Launch date of this product and while this product is activated on the Website.

The Operator shall pay to Gamedaddy an amount depending on the consumed traffic based on the consumption of Gigabytes per month, considering that one Gigabyte costs € 0,10 at the moment. The said price is subject to changes. The Traffic Consumption Fee shall be charged when the consumption per month is more than 10 (ten) TB (Terabyte).

d. DDoS protection service Fee

If the service requires, the Operator shall pay Gamedaddy a monthly Service Fee of €500 (five hundred euros) for a DDoS protection service, Hosting and B2B standard support (Monthly Service Fee). In case, when the Operator does not pay the Monthly Service Fee, Gamedaddy may without any prior notice, block and/or unable and/or freeze the Products made available through the Website of the Operator for an indefinite period.

e. Third Party Games and Services

Third party games and Products that are integrated into the system are subject to 5% profit share by Gamedaddy. There can also be an integration fee involved, which will be discussed and calculated with Gamedaddy's technical department according to the resources that the integration process requires.

f. Calculation of GGR

The Operator and Gamedaddy will settle balances with intervals given by the following settlement periods: Monthly, on the 1st of each month ("Settlement Periods"). Where GGR in respect of any calendar month (or part thereof) shall be zero or a negative figure, no GGR Share shall be due and payable and such negative figure shall not be carried forward to the following calendar month (or part thereof) and included in the calculation of, and thus reducing, the GGRs figure for such month. GGR does not include the Tips given by the Registered Players to Live Dealer during online games. Herewith the Parties agree that activities of accounts provided for testing purposes shall be included in calculation of GGR. Revenue share shall be paid out on GGR.

For the avoidance of any doubt the Products' GGR for each Settlement Period will be shared on the basis of the percentages indicated above. Revenue sharing percentages or fixed fees (if applicable) of the products, or parts thereof, provided by the third-party providers may be changed (including added or removed) from the third-party providers' side. In the event of any such changes, the Operator agrees not to make any claim or pretension against Gamedaddy. Third party games could be provided only in the event of confirmation by the third-party content provider. Any direct provider deals by Operator will be subject to an added charge of 5% of GGR.

g. Currency

Under this Agreement, any and all amounts payable by the Operator to Gamedaddy shall be made in Euros or in any other currency that may be specified by Gamedaddy and mutually agreed by the Parties.

h. Taxes and other Fees

Under this Agreement, any and all amounts due by the Operator to Gamedaddy are exclusive of any Value Added Tax that may be chargeable. Operator shall pay any Value Added Tax due under this Agreement on production of a valid Value Added Tax invoice by Gamedaddy, whenever applicable.

i. Invoicing

Gamedaddy shall be responsible for calculating the relevant revenues to be shared between the Operator's and Gamedaddy within the first 10 (ten) business days following a Settlement Period, whereby Gamedaddy will be producing and providing the necessary statements ("Statement") to the Operator with the calculation of any relevant revenues and the relevant sharing of GGR, and effectuating the sharing by invoicing and/or crediting any relevant amounts due. Gamedaddy shall issue an invoice to the Operator for any fees that are due as set out in the Statement and the Operator shall have 5 (five) working days from the invoice date to pay any such amounts or present a justified objection to the Gamedaddy. In the absence of any relevant objections to any such Statement, the Statement shall be final and binding and any relevant fees are then due and payable by the Operator within five days. For any late payment beyond the above-mentioned 5th day, Gamedaddy may suspend the provision of any relevant Gaming Services forthwith and the Operator shall pay to Gamedaddy a penalty interest of 0.1% of the payable amount for each day of late payment.+

j. Customization of the Product

The Operator will be able to make a selection for the customization and branding of the Software, which will include the Operator's look and feel. Gamedaddy will make suggestions based on the colors and existing Gamedaddy profile of the Operator. No additional set-up fee, apart from that specified in Clause 10.1 shall be payable for this level of customization.

k. Implementation

Integration between the Operator Website and the Products will require efforts from both Parties. The Parties will provide all the relevant know-how and resources as required to make the implementation proceed as smoothly and quickly as possible. Within a reasonable time following the effective date of this Agreement, the Operator shall deliver to Gamedaddy all materials including designs and/or graphics required by Gamedaddy for the implementation process.

l. Delivery

The Parties shall make all reasonable endeavors to make the Gaming Services available as soon as possible during a reasonable period of time upon the signature of this Agreement. Notwithstanding any other Clause in this Agreement, Gamedaddy shall not be liable and shall not be held responsible for any delay caused by any circumstances, which are beyond the control of Gamedaddy. Under this Clause any delays due to any other Party are considered to be beyond the control of Gamedaddy.

5. Licensing

a. Rights Granted by Gamedaddy

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

b. Retention of Rights

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

c. License Restrictions

The Operator shall not copy, modify, sublicense, distribute, transfer, reverse engineer or reverse compile the Licensed Software, nor shall the Operator prepare derivative works incorporating the Licensed Software. Neither the Operator nor its members, shareholders, directors, officers, employees, agents or representatives having had access to the Licensed Software or documentation may use the Licensed Software or documentation to design software with similar or competitive functionality. Additional software, which in the form of release updates or upgrades that may be made available to the Operator, shall be subject to the same terms and conditions of this Agreement. Gamedaddy grants no other rights than those expressly specified in this Agreement. In particular, no rights of ownership or any other rights than the right to use the Licensed Software under this Agreement are granted. Nothing in this Agreement shall prohibit Gamedaddy in any manner from using, developing, marketing, licensing, or otherwise disposing of the Licensed Software or concepts embodied therein with any other parties anywhere in the world.

d. Suggestions and Improvements

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

5.5 Operating license

Gamedaddy only provides a software license for the use and commercial exploitation of the software mentioned

herein. For the avoidance of any doubt Gamedaddy does not provide any Operator licenses. Only the appropriate authorities in the relevant territories may be able to provide an Operator License to the Operator. The Operator will at all times be solely responsible for obtaining the relevant and valid Gaming Licenses required to operate any software in the applicable territories.

6. Development, Updates, Upgrades, Maintenance and Support

a. Development

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

b. Updates and Upgrades

Gamedaddy shall be solely responsible for any and all updates of software, hardware and network connections to ensure the operation of the Products. Under normal circumstances, any updates will be made available to the Operator upon commercial release, at no additional charge. Upon any new release prior versions will be terminated and become unsupported. The Operator acknowledges that updates may not be scheduled according to the specific requirements of the Operator.

c. Maintenance

Gamedaddy shall be solely responsible for any and all maintenance of the Products. The Operator acknowledges that maintenance may not be scheduled according to the specific requirements of the Operator.

d. Support

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

7. Service Level Agreement

a. Disrupted Service

The Parties acknowledge that from time to time, as a result of hardware failure or supplier failures, the services provided under this Agreement by Gamedaddy (and by the Operator) can be temporarily disrupted. Operator acknowledges and accepts that neither Gamedaddy nor any of its members, shareholders, directors, officers, employees, agents or representatives will be liable to Operator for any direct, special, indirect, consequential, punitive or exemplary damages, or damages for loss of profits or savings, in connection with these temporary disruptions. Moreover, the Operator acknowledges that, in the case that the Gamedaddy operates (hosts) the Licensed Software, the ability of Gamedaddy to perform its obligations under this Agreement is subject to the applicable Government licensing laws and regulations. Neither Gamedaddy nor any of its members, shareholders, directors, officers, employees, agents or representatives will be liable to the Operator or shall be held liable for any damages of any kind that may result from changes in Government legislation or policy.

b. Service Levels

Without prejudice to Clause 7.1, Gamedaddy will make reasonable endeavors under normal industry standards to address any relevant issues and will comply with standard service levels.

c. Levels of assistance and support

The Parties hereby agree that, for the purposes of managing any problems, the levels of assistance are as specified below:

A. First and second level assistance

Operator is responsible for all first and second level customer support requests, as well as for monitoring, maintenance and assistance related to its Totem operation.

B. Third level assistance

Gamedaddy is responsible for third level assistance via the Helpdesk Specialist, which is provided during normal Gamedaddy business hours, i.e. 10:00 am until 7 PM UTC+4. Third-level support requests can be formulated via support ticket sent via Jira , email, or via Skype group chat 24/7 but will be handled during business hours the following day.

C. Description of the procedure for third level assistance requests

1. Operator creates a support ticket using the Jira system indicating the priority level (Very High, High, Normal, Low). Where possible Operator provides sufficient information to reproduce the problem, preferably through images, video recordings and descriptions.
2. The Operator can choose to communicate the problem via Skype group chat or email.
3. Gamedaddy attempts to reproduce the problem indicated in the support ticket and, if necessary, contact Operator for more information. Gamedaddy then proceeds to develop a solution that can correct the reported problem or problems.
4. Gamedaddy performs functional tests of the adopted fix and posts the new build.

D. Problem resolution times

Gamedaddy recognizes that the platform of Operator is critical to the activity carried out by the client and, therefore, that any downtime can result in financial losses. Gamedaddy is committed to always do their best to resolve the problems as quickly as possible and to provide an adequate frequency to the Operator of reports on the progress of problem resolution. Operator and Gamedaddy undertake to review resolution times and discuss further strategies to improve performance in good faith, where necessary.

8. ADVERTISING

The Operator shall bear all the relevant costs and expenses incurred in connection with the advertising, marketing and promotion of Products to Registered Players. The Operator shall observe the advertising guidelines set out below:

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

9. ID VERIFICATION AND FRAUD CONTROL

a. ID Verification

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

b. Fraud Control

The Operator shall be responsible for maintaining strict fraud control and ensuring that chargebacks and other fraudulent behavior is minimized. Gamedaddy is not responsible for the fraudulent actions of the Operator and its Affiliates players. On the detection of any fraudulent action the Operator shall notify Gamedaddy as soon as reasonably practicable and in any event within 24 (twenty-four) hours of such detection. On the detection of any fraudulent action Gamedaddy shall notify the Operator as soon as reasonably practicable and in any event within 24 (twenty-four) hours of such detection. If the fraudulent action is as result of the Operator's negligence and Gamedaddy bears financial losses as a result of such fraudulent action, the Operator shall reimburse Gamedaddy damage equal to 100% of the loss amount suffered by Gamedaddy as a result of fraudulent action within 14 (fourteen) calendar days of the loss being Calculation of Fees.

10. Confidentiality

10.1 During the term of this Agreement and for a period of 3 (three) years from the expiration or termination of this Agreement, a receiving Party shall:

- a. not disclose Confidential Information to any third party;
- b. restrict disclosure of Confidential Information to only those employees, agents or consultants of the

- receiving Party and affiliates, and as such only on a need to know basis, if any of the receiving Party who must be directly involved with the Confidential Information for the purposes of this Agreement and all of those people are bound to the confidentiality terms and conditions of this Agreement;
- c. not reverse engineer, decompile or disassemble any Confidential Information for source discovery or other purposes;
 - d. use the same degree of care as for its own information of like importance, but at least the care of a prudent businessman, in safeguarding against disclosure of Confidential Information; and
 - e. promptly notify the disclosing Party upon discovery of any unauthorized use and/or disclosure of any Confidential Information and take reasonable steps to regain possession of the Confidential Information and prevent further unauthorized actions and/or other breach of this Agreement.

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

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

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

11. Trademarks Use of Name

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

12. Term

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

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

13. Termination for Cause

a. By a Party

A Party may terminate this Agreement immediately, if:

- a. the other Party is in material breach and, in case of a breach which is capable of being cured, the Party in breach does not, within 30 (thirty) days following written notice of the breach, cease to be in breach;

- b. the other Party is declared bankrupt, enters into composition or reconstruction proceedings or liquidation or otherwise can be assumed to become or else an event occurs that gives well founded reason to assume that the other Party is not, or will no longer be, capable of fulfilling its obligations under this Agreement;
- c. it is required to cease the business relationship with the other Party and/or cease the performance of any obligation under this Agreement due to an order or advice of a governmental agency or regulatory body, with reference to the gaming law, to which a Party is subject.
- d. the operation of other Party has or threaten to have a negative effect on the business or on any of the brands of the other Party, thereby initiating price pressure on Gaming Services;
- e. if the other Party fails to pay any amount payable in accordance with this Agreement; or
- f. if the other Party is under legal prosecution for the content and aim of this Agreement provided that the Parties shall in such case use reasonable endeavors to find an acceptable alternative solution.

b. Termination due to Change in Ownership

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

14. Consequences and Rights and Obligations on Termination

a. Payment Obligations

In the event of expiry and/or termination of this Agreement for any reason, neither Party shall be released from the obligation to make payment of any amounts accrued up to the date of expiry and/or the effective date of termination. Upon expiry or termination of this Agreement a final balancing shall be made between the Parties, payable within 5 (five) days from the invoice date.

b. Cease of Use of Software

At the effective date of expiry or termination of this Agreement for any reason, the Operator shall immediately remove and cease any and all use of the Licensed Software. Upon termination, the Registered Players will no longer be able to access their accounts. The Parties shall promptly return or destroy, as determined by the originally providing Party, any materials and Confidential Information provided by a Party to the other Party under or in connection with this Agreement. An officer of each Party shall confirm that all of the proprietary material relating to the Licensed Software, any related documentation or proprietary information has been returned to the relevant Party or destroyed, by signing a bilateral act of return and/or destruction of materials relating to the Licensed Software.

c. Survival

It is clearly understood and agreed by both parties that in case of expiry or termination, the provisions of the Sections 3 and 11 shall survive the termination of this Agreement.

15. Representations and Warranties

a. By the Operator

The Operator represents and warrants that:

- a. it is a duly incorporated legal entity and formally registered company;
- b. it has and will throughout the term of this Agreement continue to hold and comply with any permit and/or license requirements necessary to carry out its business;
- c. it shall comply with all of the relevant laws and regulations, including, but not limited to, those that are applicable to the Gaming Services and to the processing of Registered Player data, including any personal data;
- d. it has the sole and exclusive rights to the Operator's trademarks;
- e. the Website of the Operator shall not contain, either directly or indirectly either, through links or otherwise, any libelous, defamatory, obscene, slanderous or offensive content; and

- f. it is responsible for the content of the Website, including but not limited to type of games, data etc.

b. By Gamedaddy

Gamedaddy represents and warrants that:

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

Gamedaddy shall not be responsible and/or held liable for any disturbances the Licensed Software may cause to any other software when used together and/or otherwise. Gamedaddy makes no representation and/or guarantee that the use of the Licensed Software or any of the Products for purposes of gambling, as that term is commonly understood in trade and industry, is legal in any jurisdiction.

16. Players Registration and Customer Information

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

Gamedaddy may refuse to register a player as a Registered Player due to his place or residence or jurisdiction or for any other valid reason, including but not limited to the circumstance where a player is already a registered player on the Gamedaddy platform through other Operators. Gamedaddy shall inform the Operator of any such players that are refused registration by the Gamedaddy Risk Management team.

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

17. Limitations of Liability

For the avoidance of any doubt, it is agreed by and between the Parties hereto that:

- a. Gamedaddy shall have no liability for any period of temporary downtime of the Products, which is caused by or resulting from:
 - i. A failure of any servers and/or related equipment and/or hardware used by Gamedaddy to fulfill its obligations hereunder through no fault and/or negligence on the part of Gamedaddy.
 - ii. A failure or disruption of internet services not resulting through fault or negligence on the part of Gamedaddy.
 - iii. Any other technical service outage not occasioned through fault or negligence on the part of Gamedaddy.
- b. Nothing in this Agreement shall exclude and/or limit either Party's liability for death and/or personal injury caused by such Party's negligence or for fraud or fraudulent misrepresentation or any liability in tort.
- c. Neither party shall in any circumstances be liable for any loss of use, revenue and/or profit to business, contracts, revenues or anticipated savings, any increase in operating costs or any other financial or economic loss or any special, punitive, indirect or consequential loss or damage whatsoever whether suffered by both Parties or by any third party.
- d. Gamedaddy shall not be liable for the loss of service and/or any loss of availability of any Third-Party Games.
- e. Gamedaddy shall not be liable for any loss of revenue for any disruption in service and/or availability of any games.

18. Government Legislation

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

regulations.

19. Independent Parties

The Parties to this Agreement are both independent companies and/or Parties. No Operatorship or joint venture is created and/or intended with the signing of this Agreement, nor any principal-agent and/or employer-employee relationship. Neither Party has, nor shall attempt to assert, the authority to make commitments for or to bind the other Party in any manner whatsoever.

20. Incorporation and Amendments

This Agreement constitutes the entire understanding and agreement between the Parties with respect to the subject matter hereof, and the Parties agree that this Agreement expressly supersedes any and all prior agreements and/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 a document which is entered in writing and then duly signed and executed by both of the Parties hereto.

21. Notices

Notices herein shall be delivered and effective as follows: every notice required or contemplated by this Agreement to be given by a Party shall be in writing and in the English language and may be given by hand delivery, by overnight commercial courier delivery service or express mail, by fax, or by certified mail return receipt requested, and shall be deemed delivered on the date of hand delivery; the next business day after delivery to an overnight commercial courier service or to national postal service for express mail for delivery on the next business day; the date of transmission of the fax, if an electronic transmission report is obtained and retained, showing that all pages have been successfully transmitted; or 7 (seven) days after mailing by certified mail return receipt requested; addressed to the Party for whom it is intended, at the address as follows:

If to Gamedaddy:

Gamedaddy LLC

Attn: Eduard de Haas

Email: ed@gamedaddy.com

If to Operator:

Godbunny B.V.

Attn: Gouloud Mercedes Hammoud f/obo
Guardian Corporation Curacao B.V.

Email: info@g-force-corporate-services.com
and copy to admin@godbunny.com

A Party may change its address for any notices by giving a formal written notice to the other Party of the relevant changes as set out in this Section 21.

22. Assignment

Neither Party may assign or transfer this Agreement, in whole or in part, without the other Party's prior written consent.

23. Construction

- a. Any provision of this Agreement which is prohibited or unenforceable shall be ineffective only to the extent of prohibition or unenforceability without invalidating the remaining provisions hereof, and shall be deemed amended or replaced with a provision that is valid, legal and enforceable and that achieves, to the maximum extent possible, the original objectives and contractual intent of the Parties as reflected in the offending provision.
- b. In case any provision of this Agreement is deemed ineffective and/or invalid, then both of the Parties hereto are obligated to replace this relevant Section and/or provision in good faith at the earliest opportunity available.

24. Force Majeure

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



- b. The Party claiming to be prevented, hindered and/or delayed in the performance of any of its obligations under this Agreement by reason of Force Majeure shall use reasonable commercial endeavors to mitigate against the consequences of the relevant Force Majeure event involved.
- c. If a Party is prevented, hindered or delayed from performance of its obligations for a continuous period in excess of 3 (three) months, then any Party to this Agreement may terminate this Agreement forthwith on serving of a formal written notice to the Party that is as such prevented, hindered and/or delayed, in which case no Party shall have any liability and/or obligation under this Agreement.

25. Counterparts

This Agreement has been duly executed in 2 (two) copies in English, one for each Party having the same force and effect. For the avoidance of any doubt, signed scanned copies and/or electronic copies of this Agreement are considered legally binding between the Parties hereto and this Agreement may be executed in counterparts, and facsimile signatures are acceptable as original signatures, until original signatures are obtained.

26. Governing Law and Jurisdiction

This Agreement shall be governed by and construed under the laws of the United Kingdom. Any disputes and/or litigation in relation to the existence, validity, interpretation and/or termination of this Agreement shall be subject to the exclusive jurisdiction of the Courts of London. Notwithstanding the above, in the event of any dispute, the Parties shall meet and seek an amicable resolution before resorting to any judicial process and/or litigation.

27. Signing

Having carefully read, understood and considered the contents of this Agreement, and all of the Appendices and Schedules hereto, the Parties below confirm their acceptance of the terms and conditions of this Agreement by signing below, upon which the Agreement becomes effective, valid and legally binding.

As agreed,

For and on behalf of

Gamedaddy:
GameDaddy LLC



Authorized Signatory
Name: Eduard de Haas

Date: 23.01.2023

For and on behalf of

The Operator:
Godbunny B.V.



Authorized Signatory
Name: Gouloud Mercedes Hammoud
Director for and on behalf of G-Force Corporate Services B.V.
Director for and on behalf of Guardian Corporation Curacao B.V.
Date: 23.01.2023

Appendix 1

RESTRICTED TERRITORIES

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

Afghanistan, Antigua and Barbuda, Australia, Belgium, Bulgaria, Cayman Islands, Croatia, Cuba, Czech Republic, Denmark, France, French Guiana, French Polynesia, French Southern Territories, Guadeloupe, Germany, Greece, Hong Kong SAR, Hungary, Iran, Iraq, Ireland, Israel, Italy, Japan, Kahnawake, Libya, Macau, Malta, Martinique, Mayotte Myanmar, Netherlands, Netherlands Antilles, North Korea, Poland, Portugal, Réunion, Russia, Saudi Arabia, Serbia, Singapore, Slovenia, South Africa, Spain, Sudan, Sweden, Switzerland, Syria, The Philippines, Turkey, Uganda, United Kingdom, United States, Vatican City, Yemen.

Gamedaddy may by written notice to the Operator add any relevant territories and/or jurisdictions to and/or delete any relevant territories and/or jurisdictions from this Appendix 1 of restricted territories in the event of any relevant changes in the relevant laws of such jurisdiction.

For the avoidance of the doubt, it is agreed between the Parties to this Agreement, that any written notice in relation to the status of any relevant territories and/or jurisdiction will become effective immediately.

As agreed,

For and on behalf of

Gamedaddy LLC

SIGNED: 

NAME: Eduard de Haas

TITLE: Managing Director

DATE: 23.01.2023

For and on behalf of

Godbunny B.V.

SIGNED: 

NAME: Gouloud Mercedes Hammoud
Director for and on behalf of G-Force Corporate Services B.V.
Director for and on behalf of Guardian Corporation Curacao B.V.

TITLE: Corporate Director

DATE: 23.01.2023

Appendix 2

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

BACKGROUND

It is acknowledged by the Parties that the General Data Protection Regulation, under the Data Protection Act 2018, hereinafter referred to as “GDPR”, came into force on 25 May 2018 (**GDPR Date**).

The Parties agree to this Appendix 2 (together with any relevant attached schedules) superseding, replacing or varying (as appropriate) all of the relevant aspects of the Agreement relating to data protection and/or any other specific matters set out below with effect from the GDPR Date defined above.

DEFINITIONS

- “**Gamedaddy**”: means Gamedaddy.
“**Controller**”: has the meaning set out in Article 4 of the GDPR.
“**Data Subject**”: an individual who is the subject of Personal Data.
“**GDPR**”: means the General Data Protection Regulation (EU) 2016/679.
“**Personal Data**”: has the meaning set out in Article 4 of the GDPR and relates only to personal data, or any part of such personal data, of which the Gamedaddy is the Data Controller and in relation to which the Processor is providing services under this agreement.
“**Processing and process**”: have the meaning set out in Article 4 of the GDPR.
“**Processor**”: has the meaning set out in Article 4 of the GDPR.
“**Recipient**”: has the meaning set out in Article 4 of the GDPR.

OPERATIVE CLAUSES

1. Obligations of the Processor

- 1.1 The Gamedaddy and the Processor (together referred to as the “Parties” or “Party”), acknowledge that for the purposes of the GDPR, Gamedaddy is the Data Controller and the Operator is the Processor of any relevant Personal Data.
- 1.2 The Processor shall process the Personal Data only to the extent, and in such a manner, as is necessary for the purposes specified in Schedule 1 of this Addendum and in accordance with the instructions of Gamedaddy from time to time and shall not process any relevant Personal Data for any other purpose. The Processor will keep a record of any processing of any relevant Personal Data it carries out on behalf of the Gamedaddy.
- 1.3 Both Parties shall comply with Article 5 of GDPR and agree that Personal Data shall be:
- (a) processed lawfully, fairly and in a transparent manner in relation to individuals;
 - (b) collected for specified, explicit and legitimate purposes and not further processed in a manner that is incompatible with those purposes; further processing for archiving purposes in the public interest, scientific or historical research purposes or statistical purposes shall not be considered to be incompatible with the initial purposes;
 - (c) adequate, relevant and limited to what is necessary in relation to the purposes for which they are processed;
 - (d) accurate and, where necessary, kept up to date; every reasonable step must be taken to ensure that any relevant Personal Data that are inaccurate, having regard to the purposes for which they are processed, are erased or rectified without delay;
 - (e) kept in a form which permits identification of the relevant Data Subjects involved for no longer than is necessary for the purposes for which the Personal Data are processed; any relevant Personal Data may be stored for longer periods insofar as the Personal Data will be processed solely for archiving purposes in the public interest, scientific or historical research purposes or statistical purposes subject to implementation of the appropriate technical and organizational measures required by the GDPR in order to safeguard the rights and freedoms of individuals;
 - (f) processed in a manner that ensures appropriate security of the Personal Data, including protection against unauthorized or unlawful processing and against accidental loss, destruction or damage, using appropriate technical or organizational measures.
- 1.4 Both Parties shall promptly comply with any request to supply, amend, transfer or delete the relevant Personal Data (and to procure that any Recipient also does so).

- 1.5 The Processor shall only collect any relevant Personal Data on behalf of Gamedaddy in the form and to the extent required by Gamedaddy and providing the Data Subject with a data protection notice informing the Data Subject of the identity of the Controller, the identity of any data protection representative it may have appointed, the purposes or purposes for which their Personal Data will be processed and any other information which is necessary having regard to the specific circumstances in which the data is, or is to be, processed to enable processing in respect of the data subject to be fair. The Processor shall not collect or modify or alter the required data in any way without the prior written consent of Gamedaddy.
- 1.6 If the Processor receives any complaint, notice or communication (including a notice of failure of an information security audit) which relates directly or indirectly to the processing of the Personal Data or to either party's compliance with the GDPR and/or any of the relevant data protection principles set out therein, it shall immediately notify Gamedaddy and it shall provide full cooperation and assistance in relation to any such complaint, notice or communication.
- 1.7 At the request of Gamedaddy, the Processor shall promptly provide to the Operator a copy of all the relevant Personal Data held by it in the format and on the media reasonably specified by Gamedaddy.
- 1.8 The Processor shall not transfer any relevant Personal Data outside the European Economic Area without the prior written consent of the Gamedaddy.
- 1.9 The Processor shall promptly inform Gamedaddy if any relevant Personal Data is lost or destroyed or becomes damaged, corrupted, or unusable. The Processor will restore such Personal Data involved at its own expense.
- 1.10 The Processor as expressly permitted in the Agreement, shall keep all data concerning Gamedaddy, Administrators and End-Users which is gathered or created in the course of the performance of this Agreement (Confidential Information) confidential and will not disclose the same to any third party.
- 1.11 The Processor may disclose Personal Data and Confidential Information in the following circumstances:
 - a. Where the disclosure is to a professional advisor in circumstances where they owe a duty of confidence
 - b. Where the disclosure is required in compliance with any statutory law

2. Processor's Obligations

- 2.1 The Processor shall ensure that access to the Gamedaddy's Personal Data and Confidential Information is limited to:
 - a. those employees who need access to the Personal Data to meet the Processor's obligations under this Addendum;
 - b. To third party contractors where it is reasonably necessary or advantageous for the performance of this agreement,
 - c. provided that any recipient shall be bound to keep such data confidential under equivalent terms to those contained in this Agreement and not to use it for any other purpose; and
 - d. in the case of any access by any employee, such part or parts of the Personal Data as is strictly necessary for performance of that employee's duties.
- 2.2 The Processor shall ensure that all of the parties listed above:
 - a. are informed of the confidential nature of the Personal Data;
 - b. have undertaken training in the laws relating to handling personal data; and
 - c. are aware of both the Processor's duties and their personal duties and obligations under such laws and this Addendum.
- 2.3 The Processor shall take reasonable steps to ensure the reliability of any of the Processor's employees, group companies and third parties who have access to the Personal Data.

3. Rights of the Data Subject

- 3.1 Gamedaddy shall notify the Processor, within 2 working days, if it receives a request from a Data Subject for access to that person's Personal Data.
- 3.2 The Processor shall provide full cooperation and assistance in relation to any request made by a Data Subject to have access to that person's Personal Data.
- 3.3 The Processor shall not disclose the Personal Data to any Data Subject or to a third party other than at the request of Gamedaddy or as provided for in this Addendum.

4. Warranties

- The Processor warrants that:
- 4.1 it will process the Personal Data in compliance with all of the relevant applicable laws, enactments, regulations, orders, standards and other similar instruments; and it will take appropriate technical and organizational measures against the unauthorized or unlawful processing of Personal Data and against the accidental loss or destruction of, or damage to, personal data to ensure compliance with the sixth data protection principle including, but not limited to,



the security measures set out in Schedule 2.

- 4.2 The Processor shall notify Gamedaddy immediately if it becomes aware of:
- a. any unauthorized or unlawful processing, loss of, damage to or destruction of the Personal Data;
 - b. any advance in technology and methods of working which mean a revision of the security measures set out in Schedule 2.

5. Appointment of subcontractors or third parties

- 5.1 The Processor may authorize any third party or subcontractor to process the Personal Data.
- 5.2 The Processor may only authorize a third party (**subcontractor**) to process the Personal Data:
- a. subject to the Gamedaddy's prior written consent where the Processor has supplied the Gamedaddy with full details of such subcontractor;
 - b. provided that the subcontractor's contract is on terms which are substantially the same as those set out in this Addendum; and
 - c. provided that the subcontractor's contract terminates automatically on termination of this Addendum for any reason.

As agreed,

For and on behalf of

Gamedaddy LLC

SIGNED: 

NAME: Eduard de Haas

TITLE: Director

DATE: 23.01.2023

For and on behalf of

Godbunny B.V.

SIGNED: 

NAME: Gouloud Mercedes Hammoud
Director for and on behalf of G-Force Corporate Services B.V.
Director for and on behalf of Guardian Corporation Curacao B.V.

TITLE: Corporate Director

DATE: 23.01.2023

Appendix 3

Purposes for which the Processor may process the Personal Data

Definitions GDPR for the Operator Software License Agreement:

1.1 Performing the Agreement

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

- Birthday Date
- Email address
- Phone number
- Address

1.2 To provide services to/from the Gamedaddy

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

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

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

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

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

As agreed,

For and on behalf of

Gamedaddy LLC

SIGNED: 

NAME: Eduard de Haas

TITLE: Director

DATE: 23.01.2023

For and on behalf of

Godbunny B.V.

SIGNED: 

NAME: Gouloud Mercedes Hammoud
Director for and on behalf of G-Force Corporate Services B.V.
Director for and on behalf of Guardian Corporation Curacao B.V.

TITLE: Corporate Director

DATE: 23.01.2023

Appendix 4

Evolution Licensed Games

The Parties agree that the Gamedaddy will charge and the Operator shall pay the below mentioned fees for the following licensed games of the Evolution product.

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

Blackjack Growth Package	A fee of € twelve cents (€0,12) per <i>main</i> bet placed by a User on any of the Blackjack Classic Tables	
2 Hand Casino Hold'Em	One percent (1%) of the Gross Gaming Revenues generated by 2 Hand Casino Hold'Em	
Sic Bo	No additional fee, i.e. the standard commission of the Gross Gaming Revenues as set out in the Agreement	
Side Bet City	No additional fee, i.e. the standard commission of the Gross Gaming Revenues as set out in the Agreement	
Lightning Dice	Three percent (3%) of the Gross Gaming Revenues generated by Lightning Dice	
Monopoly Live	Five percent (5%) of the Gross Gaming Revenues generated by Monopoly Live	License is subject to the conditions set out in Annex A and Annex B
Free Bet Blackjack®	Three percent (3%) of the Gross Gaming Revenues generated by Free Bet Blackjack®	License is subject to the conditions set out in Annex A
RnG Roulette	fifteen per cent (15%) of the Gross Gaming Revenues generated by the Operator from the relevant RNG Game	
RnG Blackjack		
RnG Dreamcatcher		
RnG Lightning Roulette		

ANNEX A

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

ANNEX B

1. Paragraph 2 of Annex A above shall apply to the game Monopoly Live. In addition, the following jurisdictions are excluded from the license grant of Monopoly Live:
 - (a) Austria; and
 - (b) Germany (excluding Schleswig-Holstein).
2. The Operator undertakes to comply with such policies, procedures, guidelines and similar relating to the Right Holder's Intellectual Property Rights as provided by Evolution from time to time (email suffices).

As agreed,

For and on behalf of

Gamedaddy LLC

SIGNED: 

NAME: Eduard de Haas

TITLE: Director

DATE: 23.01.2023

For and on behalf of

Godbunny B.V.

SIGNED: 

NAME: Gouloud Mercedes Hammoud
 Director for and on behalf of G-Force Corporate Services B.V.
 Director for and on behalf of Guardian Corporation Curacao B.V.

TITLE: Corporate Director

DATE: 23.01.2023

Appendix 5

Marketing and PR services

1. General conditions

Gamedaddy provides the Operator full package of Marketing and PR services for better promotion of the Products. The package contains various marketing and PR activities, which shall include:

- 1.1 Marketing offers for certain periods of time for the Operator;
- 1.2 Banner designing service;
- 1.3 Affiliates/Agents services detailed description offer with presentation;
- 1.4 Promo code/bonus creation services, including:
 - a. Free spins;
 - b. Direct Promo codes;
 - c. Cash-back;
- 1.5 Games releases' information;
- 1.6 Bonus games;
- 1.7 Jackpot offers: Sportsbook and Casino Suite;
- 1.8 Tournament creation;
- 1.9 Supporting materials/manuals for the Operator (tournament rules' descriptions, bonus rules, etc.);
- 1.10 Analytical reports on a monthly basis (all other types of reports and plans can be discussed additionally);

2. Financial

- 2.1 This full package of Marketing and PR services are not charged by Gamedaddy with any extra payments, but may include a certain marketing budget, covered fully by the Operator. This budget is not covered by real money, but only by bonus points, promo codes, free-spins, extra games, etc. and cannot be more than € 1.000 (one thousand) per month.
- 2.2 If the Operator wants to make cash prizes for its players, it should be discussed additionally with Gamedaddy.
- 2.3 In some cases, the marketing budget of a certain promo-activity mentioned above may be covered fully or partially by Gamedaddy or the third-party providers whose products are used for this promotion.
- 2.4 This type of marketing budget may be also increased by the Operator at any time by means of communication mentioned in the clause 3 of this Appendix to Gamedaddy, but not later than 2 days before the launch date of the promotion.

3. Relationship coordination

- 3.1 Each party shall appoint a specific representative dedicated to the coordination of the management and operation of the arrangements mentioned in this document. As at the Effective Date of this Appendix the representatives of each party are as follows:
- 3.2 Gamedaddy's representative's details are as follows:
Name Eduard de Haas Email Address ed@gamedaddy.com
- 3.3 Operator's representative's details are as follows:
Name ARDA ESENTURK Email Address hawkworks@outlook.com
- 3.4 Either party may change its representative at any time by notice to the other party in writing.

4. Operator's consent

The Operator gives its consent and agrees that all of the marketing and promo-activity mentioned in this Appendix can be implemented by the Gamedaddy on the Website and/or land-based betting shop of the Operator and no additional confirmation by Operator's side shall be needed in the future.

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For and on behalf of Gamedaddy



Authorized Signatory
Name: Eduard de Haas

TITLE: Director
DATE: 23.01.2023

For and on behalf of Godbunny B.V.



Authorized Signatory
Name: Gouloud Mercedes Hammoud
Director for and on behalf of G-Force Corporate Services B.V.
Director for and on behalf of Guardian Corporation Curacao B.V.

TITLE: Corporate Director
DATE: 23.01.2023