

SUBLICENSE AGREEMENT

Super Awesome Gaming Alliance B.V.

ID: 168923

With its registered office at: Zuikertuintjeweg Z/N, Curaçao

(“Operator”)

on one part

and

VELUND INVESTMENT LTD

ID: HE 419468

With its registered office at: Grigori Afxentiou Leoforos 8, Elpa Court, Floor 2, Office 202, 6023 Larnaca, Cyprus

(“Distributor”)

on the second part

(jointly referred to as the **“Parties”** and separately as the **“Party”**)

RECITALS

- A.** Whereas the Operator is an exclusive owner of an online casino and desires to use the services of the Distributor to use the Licensed Software.
- B.** Whereas the Distributor is a legal entity which has acquired a licence to use the Licensed Software for purposes of distributing the Licensed Software to its operators or any other entities.
- C.** Whereas the Distributor desires to render certain Licensed Software services and grant to the Operator the right to make the Licensed Software accessible to End Users under the terms and conditions stipulated in this Agreement, and the Operator desires to obtain the same.
- D.** Whereas it is the express objective and intention of the Parties to this Agreement to achieve as high as possible degree of efficiency in their professional relationship, to their mutual benefit.

Now, therefore, in consideration of the mutual promises and covenants contained herein, the Parties agree as follows:

I. DEFINITIONS:

Insofar as the following terms and definitions are used under the Agreement, they shall have the following meaning, unless expressly stated otherwise. Where a singular form is used it shall also be used in plural if applicable and vice versa.

- 1.1. **“Affiliate”** means, in connection with a certain entity, a different entity that owns or controls, is owned or controlled by, or is under common control or ownership with aforementioned entity, where control is defined as the possession (directly or

indirectly) of the power to direct or cause the direction of the management and policies of another person, whether through the ownership of voting shares, partnership interests, representation on its board of directors or similar governing body or by contract, or otherwise. Specifically in case of the Operator, the term “Affiliate” shall also include entities trading under the same brand name or on the same website as the Operator.

- 1.2. “**Agreement**” means this agreement and all its Annexes (and any other annexes enclosed via amendments after the Effective Date) and appendices to this Agreement and any amendments thereto.
- 1.3. “**Bonus**” means costs spent by the Operator on wins of End Users arising from the Free Spins or on other forms of marketing or promotion of certain Provider’s Licensed Software.
- 1.4. “**Bonus Deduction**” means the amount of the Bonus which can be deducted from the GGR before calculation of the Licence Fee.
- 1.5. “**Commercial Launch Date**” means the day on which the Licensed Software is fully operational, free of bugs and malfunctions and first made available to operate for End Users of the Operator.
- 1.6. “**Effective Date**” means the day on which this Agreement is signed by both Parties.
- 1.7. “**End User**” means the Operator’s players who access the Licensed Software in order to play the games.
- 1.8. “**Free Spins**” means bonus free-round promotional play which allows End Users to use selected License Software for free with the possibility of winning real money. Free Spins may be defined by each relevant Provider differently (i.e. free rolls).
- 1.9. “**Gambling Licence**” means a licence provided by an appropriate authority of the jurisdiction where the remote gambling/gaming business is legal. The Gambling Licence ensures the legitimacy of an online casino business, as they involve regular assessments of the company's conduct.
- 1.10. “**Gross Gaming Revenue**” or also “**GGR**” means total End User bets less total End User wins. This does not include any bets and wins voided in accordance with the paragraph 5.8. of this Agreement.
- 1.11. “**Licence Fee**” means the amount payable by the Operator to the Distributor as specified in the Annex 1 to this Agreement.
- 1.12. “**Licensed Software**” means the gaming software which is developed by the Provider and distributed by the Distributor to the Operator. Further specification of the Licensed Software shall be provided to the Operator in a reasonable time after the Effective Date.
- 1.13. “**Provider**” means a developer of the Licensed Software listed in the Annex 2 to this Agreement.
- 1.14. “**Sublicense**” means the right to use the Licensed Software granted by the Distributor to the Operator in the scope and under the conditions stipulated in this Agreement.
- 1.15. “**Third Party**” means any party, person or entity which is not a party to this Agreement.

II. SUBJECT MATTER

- 2.1. The Distributor hereby grants the Operator the worldwide (without prejudice to the territorial requirements and exceptions given in this Agreement), non-sublicensable, non-exclusive Sublicense to use the Licensed Software within its online casino and to

make the Licensed Software available to End Users for real money playing, all under the conditions of this Agreement.

III. THE CONDITIONS AND SCOPE OF THE SUBLICENSE

- 3.1. The Licensed Software shall be used by the Operator solely for the purpose of operating online entertainment gaming through the internet in the range of all necessary proper and valid governmental Gambling Licence(s) for each jurisdiction where the online entertainment gaming is operated.
- 3.2. The Operator shall not transfer, assign or further sublicense the Sublicense or any rights arising under it to any Third Party. The Operator shall not share the access code / user account, provided to it by the Distributor, to any Third Party and shall not use it for websites other than those specified in the Annex 4 to this Agreement.
- 3.3. The Operator shall make the Licensed Software available to End Users only on the website(s) which are listed in the Annex 4 to this Agreement. The Operator shall ensure that all games provided within the Licensed Software shall remain available to End Users for playing at all times and with all of the provided functions and features, unless there is a technical or regulatory issue due to which a certain game cannot be used (malfunctions of the game, non-compliance of the game with a certain applicable regulation etc.). The Operator shall notify the Distributor of any such aforementioned issue without a delay.
 - 3.3.1. Specifically with regard to the Licensed Software of the Provider Amusnet/EGT Digital, the Operator is obligated to display and use also the bonus game Jackpot Cards and to present it on all its websites by a banner representing the current state and values of the game. The Operator shall also make all Amusnet's/EGT Digital's video slot games available to both mobile and desktop versions of its websites.
 - 3.3.2. Additionally, the Licensed Software of the Provider Livespins, the Operator shall integrate all available Livespins thumbnails in a separated category/section/slider/swimlane within the Operator's default casino lobby/page of the website(s) as instructed by the Distributor.
- 3.4. The Operator acknowledges that the amount and categories of Provider's games provided by the Distributor to the Operator within the Licensed Software in accordance with this Agreement may change at any time. The Distributor is entitled to unilaterally add new games and/or cease or suspend provision of certain games of any Provider at any time in its sole discretion without any further effect to other sections of the Agreement.

IV. LICENCE FEE AND DEPOSIT

- 4.1. In exchange for the Sublicense granted to it in this Agreement, the Operator shall pay to the Distributor the setup fee and monthly Licence Fee which are specified and defined in the Annex 1 to this Agreement.
- 4.2. The Operator is obligated to pay to the Distributor a deposit in the amount of EUR 5,000 (five thousand Euros) ("**Deposit**") within 7 days after the Effective Date. The Deposit is considered to be paid by the Operator at the moment of its crediting to the Distributor's bank account. The Distributor is entitled to unilaterally deduct any unpaid amounts, that are payable by the Operator to the Distributor in accordance with this Agreement, from the Deposit.

- 4.3. If the Operator fails to pay any amount, payable by the Operator to the Distributor in accordance with this Agreement, by the relevant due date at any point during the term of this Agreement, then regardless of whether the overdue amount is paid afterwards or not, the Distributor shall be entitled to raise the required amount of the Deposit up to the higher of: (i) two times the amount of the Licence Fee due for the month in which the Licence Fee payable by the Operator has been the highest; or (ii) EUR 10,000 (ten thousand Euros).
- 4.4. Should the Distributor raise the required amount of the Deposit in accordance with the clause above, the Operator must pay the additional amount (necessary to match the new required amount of Deposit to be held by the Distributor) within 30 days from the Distributor's request. The Deposit is considered to be paid by the Operator at the moment of its crediting to the Distributor's bank account. If the Operator fails to do that, the Distributor can block the Operator's access to the Licensed Software and/or terminate this Agreement.
- 4.5. The Deposit shall be held by the Distributor on its account during the whole term of this Agreement. After the Agreement is terminated for any reason, the Distributor is obligated to return the held Deposit reduced by any unpaid amounts, that are payable by the Operator to the Distributor in accordance with this Agreement, within 30 days following the termination of this Agreement. For avoidance of doubts, the Deposit held by the Distributor shall not bear any interest for the benefit of the Operator.

V. CALCULATION OF LICENCE FEE

- 5.1. The monthly Licence Fee is calculated as follows:
 - 5.1.1. Each month, the Distributor shall provide the Operator with a report and statement setting out its monthly Gross Gaming Revenue for the previous month and the respective monthly invoice.
 - 5.1.2. The Distributor shall calculate and determine the Licence Fee payment owed to the Distributor by the Operator in accordance with the Annex 1 to this Agreement. After receiving the monthly Licence Fee payment invoice from the Distributor, the Operator shall have ten (10) days to settle and pay such invoice. The Licence Fee is considered to be paid by the Operator at the moment of its crediting to the Distributor's bank account.
 - 5.1.3. The Distributor shall have the right, without prejudice to its other rights or remedies, to block the access of the Operator to the Licensed Software, if the Operator is in delay with payment of the monthly Licence Fee or any other amount payable in accordance with this Agreement within the stipulated deadline.
- 5.2. The Parties agree that in case of any dispute regarding the due amount, the backoffice data of the Distributor shall be the decisive basis for the calculation of the Licence Fee. The Parties agree to cooperate in good faith in cases that the backoffice data rise a reasonable doubt.
- 5.3. The Operator hereby acknowledges that the Licence Fee under this Agreement is strictly a net amount and is not inclusive of any foreign, state, value added tax, withholding, or other taxes, customs duties, similar tariffs and fees, or any other tax imposed or otherwise levied by any regulatory authority on the Operator's payment of the Licence Fee, on its activities or on the Distributor's provision of the Licensed Software to the Operator. The Parties agree that if any such tax, duty and/or fee occurs

and the Distributor is required by law to pay it, the Distributor shall be entitled to increase the Licence Fee by such tax, duty and/or fee.

- 5.4. The Licence Fee shall be calculated in Euros (EUR). When calculating the Licence Fee for a certain calendar month, the GGR generated in other currencies shall be converted into EUR using the relevant exchange rates effective as of 0:00 a.m. GMT of the first day of the following month, as published by xe.com.
- 5.5. The Operator shall maintain, in accordance with general accounting rules, principles and standards, complete and accurate books and records in respect of its use of the Sublicense.
- 5.6. The Operator acknowledges and agrees that it is responsible for payment of wins to End Users and for other payments which End Users are entitled to receive.
- 5.7. For the purpose of the Licence Fee, the GGR is calculated separately for each operated website and for each Provider (and for each category of the Provider's Licensed Software, if the Provider's Licensed Software is categorised in the Annex 1 of this Agreement (e.g. i) categorization into standard games and branded games, ii) categorization into live games, slots, bingo, etc., iii) categorization by territory or currency and others)). If the monthly GGR generated by a certain website on the Licensed Software of a specific Provider (or the category of the Provider's Licensed Software, if the Provider's Licensed Software is categorised in the Annex 1 of this Agreement) is negative, the Distributor is entitled to zero out such negative GGR for the purpose of calculating the Licence Fee.
- 5.8. If a bug or malfunction of the Licensed Software leads to a bet and/or win being voided by the Provider, the Distributor shall consider such bet and/or win as voided as well and shall not take the voided bet and/or win into account for the purpose of calculation of the GGR and of the Licence Fee. The course of Distributor's action described in this paragraph shall be based on how the affected bets/wins are treated by the Provider but shall be determined by the Distributor at its own discretion and may be changed from time to time. It is the Operator's responsibility to secure in its contracts with End Users (via terms & conditions or otherwise) its right to refuse paying out a win that occurred due to malfunction of the Licensed Software and that is voided by the Provider for that reason.
- 5.9. If the Operator wishes to pay any amount stipulated in this Agreement (Licence Fee, Deposit etc.) in a cryptocurrency, a processing fee of 1.5 % (one point five percent) of the original amount due shall be paid by the Operator to the Distributor in addition to the original amount. If the Operator wishes to receive any amount stipulated in this Agreement (Deposit etc.) in a cryptocurrency, the Distributor shall be entitled to a processing fee of 1.5 % (one point five percent) of the original amount due which the Distributor shall be entitled to deduct from the amount the Operator wishes to receive.
- 5.10. In case of the Licensed Software which allows the use of the Free Spins, the value of such Free Spins ("**Free Spin Bets**") and the value of wins arising from such Free Spins ("**Free Spin Wins**") shall be included by the Distributor in the calculation of the GGR (i.e. Free Spins Bets may or may not be added to the GGR and/or Free Spin Wins may or may not be deducted from the GGR) in the manner corresponding to the manner in which these values are treated during GGR calculation by the relevant Provider (towards the Distributor).
- 5.11. Further to the abovesaid, the Operator shall report to the Distributor any win which exceeds the below specified amount (this including a win generated in a different currency, whose value, after conversion using the relevant exchange rates effective in

the moment of the win generation, as published by xe.com, exceeds the threshold) and which occurs on the Licensed Software of below specified Providers. The Operator shall also not pay out any such win to the respective End User until the Distributor approves the given win. The Distributor shall provide feedback within a reasonable time to the Operator.

Provider	Threshold over which a win must be reported and approved
Booming Games	EUR 25,000
Concept Gaming	EUR 9,999
Ela Games	EUR 20,000
G.Games	EUR 50,000
Hacksaw Gaming	EUR 50,000
Pragmatic Play	EUR 50,000
Relax Gaming	EUR 25,000
REEVO	EUR 25,000
Ruby Play	EUR 10,000
Skywind	EUR 50,000
Zillion Games	EUR 50,000

VI. TECHNICAL SUPPORT

- 6.1. The Distributor shall provide the Operator with an API access to the Licensed Software and also shall provide an assistance during the whole integration process of the Licensed Software.
- 6.2. During the integration process, the Distributor shall determine an authorized employee, who shall provide assistance. To avoid any misunderstandings, the Distributor explicitly states that this contact is for purpose of assistance during the integration process only.
- 6.3. After the Commercial Launch Date, the Operator may seek support from the Distributor on the email address of account@slotegrator.com.
- 6.4. The Operator shall inform the Distributor in advance of any promotional campaigns (or other similar activities) which could significantly raise the End User traffic in the Licensed Software (daily amount of transactions etc.).
- 6.5. The Operator shall provide a 1st line of support to its End Users.
- 6.6. The Operator shall take measures to minimise the risk and impact of potential DDoS attacks or other similar actions which are taken by End Users or any other person and which may negatively impact functioning of the Operator's or Distributor's systems (collectively "**DDoS attack(s)**"). In case of a DDoS attack, the Distributor shall be entitled to suspend the Operator's access to the Licensed Software indefinitely without having to provide a prior notice thereof. In case of persisting or repeated DDoS attacks affecting the Distributor's systems, the Distributor shall be entitled to terminate this Agreement with immediate effect.

VII. UPDATES AND UPGRADES

- 7.1. The Operator acknowledges that during the term of this Agreement, the Provider may provide updates and upgrades to the Licensed Software at no additional cost.
- 7.2. Updates and upgrades to the Licensed Software shall be considered an integral part of the Licensed Software for the purposes of this Agreement.

VIII. WARRANTIES AND REPRESENTATIONS

- 8.1. The Operator warrants and represents as follows:
 - 8.1.1. That it has obtained all relevant Gambling Licences in relation to the Licensed Software in all jurisdictions in which it uses the Licensed Software and shall keep them current and valid for the entire duration of this Agreement and that it shall use the Licensed Software only in accordance with all applicable laws and regulations which apply to its activities.
 - 8.1.2. That it is duly authorised to execute and deliver this Agreement and to assume and perform its obligations hereunder and to carry out the transactions contemplated hereby and that this Agreement shall not conflict with any agreement (including without limitation, any restrictive employment agreement, covenant or understanding) by which it is bound.
 - 8.1.3. During the effectiveness of this Agreement and during six (6) months after the termination of this Agreement for any reason, it shall not (and shall ensure its Affiliates shall not) bypass the Distributor by (i) obtaining a license towards any gaming software of any of the Providers (brands) or otherwise obtaining access to said gaming software through other distribution channels, be it directly from the applicable Provider (or its Affiliate) or indirectly via other suppliers and/or distributors; or by (ii) approaching a Provider, its Affiliate or another supplier and/or distributor for the purposes described in point (i). In case of the breach of this clause, the Operator is obligated to immediately cease any further conduct, that breaches this clause, until the above-mentioned time period expires.
 - 8.1.4. That it shall not provide access to the Licensed Software to any End Users which have not entered into an agreement with the Operator (including by means of the Operator's standard terms and conditions) that extend the conditions of this Agreement concerning, among others, intellectual property and the prohibition of interference with the Licensed Software to such End Users. Nor shall the Operator allow access of End Users under the legal age established for the Licensed Software in a country whose law applies to the End User or End Users from jurisdictions where the use of the Licensed Software is not legal. A specific list of territories excluded by the various Providers is included in Annex 3.
 - 8.1.5. That it shall not, at any time during or after the term of this Agreement, infringe any of the intellectual property rights of the Distributor or any of the Providers.
 - 8.1.6. That during the effectiveness of this Agreement and also for a period of twelve (12) months after its termination for any reason, the Operator shall not (and shall ensure its Affiliates shall not), without the Distributor's prior written consent, either directly or indirectly, hire, employ, solicit, or contact for these aforementioned purposes any employee or other representative working for the Distributor (or for its Affiliate), or encourage such person to leave employment or other service for the Distributor or its Affiliate.

- 8.1.7. That it shall inform the Distributor, without unreasonable delay, if it becomes aware of any action or any threatened action in any jurisdiction against it or the Distributor relating to the Licensed Software.
- 8.1.8. That it shall inform the Distributor, without unreasonable delay, if it plans to make the Licensed Software available for End Users residing in, or making bets from countries where any additional requirements for the Distributor and/or the Licensed Software (such as, but not limited to, a B2B Gambling License, laboratories certifications, approvals granted by local authorities of such countries and others) are required. The Operator acknowledges and agrees that it shall not make the Licensed Software available for End Users residing in, or making bets from such countries until it is approved in writing by the Distributor.
- 8.1.9. That it shall inform the Distributor as soon as it becomes aware that any of the following events will occur, or, if not possible, then no later than within fifteen (15) days from occurrence of any of the following events: (i) any change in the ownership of its shares / share capital or of its ultimate beneficial owner (which is every natural person who ultimately owns and/or controls it); (ii) any change of its representative or of the way of its representing, i.e., acting on its behalf (e.g. a necessity of the signature of two directors instead of one); (iii) it becomes insolvent, bankrupt, dissolved or otherwise ceases to engage in its normal business operations.
- 8.1.10. That it shall comply with industrial standard practices (e.g. anti-money laundering rules, "Know Your Customer" policies, etc.) regarding registration and vetting the End Users before granting the access of the End Users to the Licensed Software.
- 8.1.11. That it shall maintain fraud control to ensure that chargeback and other fraudulent behavior is minimized. Operator's fraud control shall include, but is not limited to, limitation of deposits, obtaining verification details etc.
- 8.1.12. That it shall not (and shall ensure that End Users do not) use any methods which modify or hide an IP address of End Users or otherwise manipulate with an IP address of End Users, including, but not limited to virtual private network (VPN), proxy servers or other similar methods.
- 8.2. The Distributor warrants and represents as follows:
 - 8.2.1. That it holds all the necessary intellectual property rights and/or licences from the relevant right-holders in order to validly distribute the Licensed Software to the Operator.
 - 8.2.2. That it is duly authorised to execute and deliver this Agreement and to assume and perform its obligations hereunder and to carry out the transactions contemplated hereby and that this Agreement shall not conflict with any agreement (including without limitation, any restrictive employment agreement, covenant or understanding) by which it is bound.
 - 8.2.3. That it shall provide assistance and cooperation to the Operator within a reasonable time to fulfil the purpose of this Agreement.
- 8.3. The Parties agree and warrant to refrain from any act of commission or omission that infringes exclusive proprietary rights of the other. In the event that either Party becomes aware that a Third Party does or is about to improperly use the intellectual property or any part thereof or infringing upon any proprietary rights of the other

Party, it shall promptly notify the other Party of all facts known to it with regards to such improper and/or unlawful use.

- 8.4. The Operator is obligated to ensure reasonable response time to requests sent to its servers from the server of the Distributor. The average response time in the industry is around 0,2 second and if the responses from the Operator's servers take significantly longer, the Distributor cannot guarantee performance of the Licensed Software. The Distributor shall not be liable for any damages to the Operator or its End Users caused by inadequate response time as described herein.
- 8.5. In order to obtain access to a game default thumbnail, the Operator shall request a link from the Distributor that leads to the Distributor's source with the game thumbnail via the system call "Games request". The Operator shall download the game thumbnail from the Distributor's source and it shall store the thumbnail on the Operator's server for the entire duration of the Agreement. The Parties agree that the Operator shall make the game thumbnails available on its website(s) through the links leading to the Operator's server. Under no circumstances shall the Operator make the game thumbnails available on its website(s) through the links provided by the Distributor.
- 8.6. The Operator shall provide to the Distributor, based on its request, a "demo" player account for every website, on which it uses the Licensed Software, for testing and maintenance purposes.
- 8.7. The Operator shall provide to the Distributor any required documents or information necessary for due diligence process and any information necessary for providing access to the Licensed Software to the Operator. The Operator may be refused access to the Licensed Software until the Operator provides the required document or information to the Distributor.
- 8.8. The Operator is obligated to adhere to the following marketing rules:
 - 8.8.1. Any marketing, PR or other materials relating to the Licensed Software or trademarks of the relevant right holders that are published by the Operator must contain only information that is accurate and must not infringe rights of the Provider, Distributor or Third Parties.
 - 8.8.2. The Operator shall not publish any advertising, promotional or marketing materials which: encourage anyone to break the law; target individuals under the legal gambling age; are false or untruthful about the chances of winning or about the expected return to an individual; suggest that gambling is a form of a financial investment; suggest that skill can influence the games which are purely games of chance; exceed the limits of decency.
 - 8.8.3. Branding, advertising and promotion of any games that are marked as "Branded" may be based only on materials approved by the Distributor in advance.
 - 8.8.4. The Operator must comply with any reasonable marketing rules notified to it by the Distributor in regard to the Licensed Software.

IX. PROHIBITION OF INTERFERENCE WITH THE LICENSED SOFTWARE

- 9.1. The Sublicense granted under this Agreement shall be construed as strictly prohibiting the Operator and its End Users from engaging and or authorising any Third Party to engage on their behalf in any of the following activities:
 - 9.1.1. to use, license, distribute, modify or otherwise transfer the Licensed Software in any manner other than as explicitly allowed in this Agreement;

- 9.1.2. to remove any proprietary notices from the Licensed Software;
- 9.1.3. to encumber, transfer or assign the Licensed Software;
- 9.1.4. to alter, store, copy, keep, transfer, modify, adapt, translate, reverse engineer, reverse assemble, decompile, disassemble or otherwise attempt to derive the source code from the Licensed Software or create copyrightable or copyrighted material of the Licensed Software; or
- 9.1.5. to create derivative works based on the whole or on any part of the Licensed Software.

X. TERM AND TERMINATION

- 10.1. This Agreement shall come into effect on the Effective Date.
- 10.2. This Agreement shall be agreed for an indefinite period and shall continue to be valid and effective until terminated by either Party in accordance with conditions stipulated in this Agreement.
- 10.3. The Distributor shall have the right, without prejudice to its other rights or remedies, to terminate this Agreement by a written notice to the Operator. The notice period of termination of this Agreement is three (3) months and begins on the next day after the notice was delivered to the Operator.
- 10.4. The Operator shall have the right, without prejudice to its other rights or remedies, to terminate this Agreement by a written notice to the Distributor. The notice period of termination this Agreement is three (3) months and begins on the next day after the notice was delivered to the Distributor.
- 10.5. The Distributor shall have the right, without prejudice to its other rights or remedies, to terminate this Agreement immediately by a written notice to the Operator if the Operator:
 - 10.5.1. is in material breach of any of its obligations under this Agreement and either that breach is incapable of being cured or remains uncured for thirty (30) days after receiving a written notice of the breach; or
 - 10.5.2. becomes insolvent or is otherwise unable to pay debts in the ordinary course of business; or
 - 10.5.3. is in delay with payment of any amount payable under this Agreement in accordance with the Distributor's invoice for more than ten (10) days after receiving the Distributor's notice about such delay; or
 - 10.5.4. is dissolved or otherwise ceases to engage in its normal business operations and is unable to fulfil its obligations under this Agreement as a result; or
- 10.6. If the Operator:
 - 10.6.1. breaches the conditions of the Sublicense by using the Licensed Software contrary to the conditions stipulated in the section II., III. and IX. of this Agreement;
 - 10.6.2. is in delay with payment of any amount due in accordance with this Agreement for more than ten (10) days after receiving a Distributor's notice of the delay;
 - 10.6.3. breaches any of its warranties or obligations stipulated in the section VIII. and XII. of this Agreement;

then for each such breach and/or case of delay with payment of a certain amount, the Operator is obliged to pay the Distributor the below specified applicable contractual penalty within fourteen (14) days after receiving the Distributor's request for its payment. This clause 10.6. shall survive the termination

of this Agreement for as long as the relevant obligations triggering the contractual penalty are valid and effective. Payment of the contractual penalty is without prejudice to and does not affect the Distributor's right to compensation of any damage potentially caused by the event triggering the contractual penalty.

- a) In case of a breach of the clause 8.1.6. (non-solicitation towards employees/representatives of the Distributor), the contractual penalty shall amount to 12 times the relevant employee's/representative's gross monthly salary earned by him/her prior to the Operator's breach.
 - b) In all other stipulated cases, the contractual penalty shall amount to 2 x (two times) the amount of the Licence Fee due for the month in which the Licence Fee payable by the Operator has been the highest. However, the contractual penalty shall not be less than EUR 10,000 (ten thousand Euros).
- 10.7. The Operator takes into account and accepts that the Distributor might be for various reasons (termination of the agreement between the Provider and the Distributor, the Provider withdraws its consent with the supply etc.) legally forced by the Provider to stop supplying its Licensed Software or its part to the Operator. Should such case arise, the Distributor must notify the Operator without delay.
- 10.8. Termination of this Agreement for any or no reason shall be without prejudice to any rights that have accrued to the benefit of either Party prior to such termination. More specifically, any fees which are payable in accordance with this Agreement for the period before or after such termination shall remain to be payable and any fees that were paid in accordance with this Agreement before such termination shall not be reimbursed.
- 10.9. Any obligations in this Agreement which, by their nature, are meant to last beyond the term of this Agreement (including but not limited to confidentiality, intellectual property rights etc.) shall survive the termination of this Agreement for any reason. Termination is not an exclusive remedy and all other remedies shall be available to the Distributor whether or not the Agreement is terminated.

XI. INDEMNIFICATION

- 11.1. The Operator shall hold the Distributor harmless and indemnify the Distributor at the Operator's expense (including, but not limited to, reasonable attorneys' fees and other costs on representation by a law firm chosen by the Distributor and all related litigation costs and expenses) for any claims, damages, losses or expenses brought against or suffered or incurred by the Distributor, to the extent that such claim, damage, loss or expense has been caused by (i) an Operator's breach of any of its obligations, warranties or representations stipulated in this Agreement; (ii) an Operator's or its End User's or its Affiliate's breach of any applicable law or regulation; (iii) an Operator's or its End User's or its Affiliate's unlawful use of the Licensed Software that breaches this Agreement, relevant right-holder's intellectual property or other rights or any applicable law.
- 11.2. The Distributor shall hold the Operator harmless and indemnify the Operator at the Distributor's expense (including, but not limited to, reasonable attorneys' fees and other costs on representation by a law firm chosen by the Distributor and all related litigation costs and expenses) for any claims, damages, losses or expenses brought against or suffered or incurred by the Operator, to the extent that such claim, damage, loss or expense has been caused by (i) a Distributor's breach of any of its obligations, warranties or representations stipulated in this Agreement; (ii) an

Distributor's and its Affiliate's breach of any applicable law or regulation; (iii) a Distributor's or its Affiliate's unlawful use of the Licensed Software that breaches this Agreement, relevant right-holder's intellectual property or other rights or any applicable law.

XII. CONFIDENTIALITY AND NON – DISCLOSURE

- 12.1. Each Party is obliged not to disclose any information that would damage the good name of the other Party.
- 12.2. Each Party may come into contact with confidential information of the other Party or information intended for internal use by the other Party or other information constituting a trade secret of either Party in connection with this Agreement, the disclosure of which to any Third Party would be contrary to the interests of either Party. Both Parties agree to maintain confidentiality of all such information and any other information obtained in connection with activities under this Agreement, including information that shall detect any information relating to, inter alia, customers, know-how and working methods of either Party.
- 12.3. Each Party is obliged to maintain confidentiality of all facts that are contained in this Agreement or directly related to it or related to the other Party's business affairs of which it may become aware, unless such information has been disclosed to the public without breach of this Agreement.
- 12.4. A Party is not bound by these confidentiality obligations if the other Party agrees via a prior written consent to disclose such information, if such information is available to the public, if the Provider contractually requires the Distributor to disclose the information to the Provider, if public authorities require such information in the exercise of their powers or in other cases stipulated by law. If a public authority requires such information, the relevant Party is obliged to immediately notify the other Party before it provides such information so it may make a qualified objection against such procedure of the public authority if it so desires.
- 12.5. Each Party shall make maximum effort to protect confidential information from being leaked or lost due to an infringement of confidentiality, theft or infringement of confidentiality by Third Parties.
- 12.6. Each Party shall promptly report to the other any actual or suspected violation of the terms of this Agreement and shall take all reasonable steps to prevent, control or remedy such violations.

XIII. LIMITATION OF LIABILITY

- 13.1. The Operator is liable for any damages resulting from its breach of this Agreement. The right to a contractual penalty does not preclude the right of the Distributor to damages.
- 13.2. In no event shall the Distributor be liable for any incidental, indirect, special or consequential damages, or any damages whatsoever resulting from distribution of the Licensed Software.
- 13.3. The Distributor shall not be liable for any improper or illegal use of the Licensed Software by the Operator including, without limitation, its successors, assignees, Affiliates, licensees, officers, employees, agents, representatives or End Users. Specifically, in no event is the Distributor responsible for the Operator's obligations to any Third Parties.

- 13.4. Since the Licensed Software consists of products developed and maintained by Third Parties (Providers), the Distributor does not and cannot guarantee that the Licensed Software shall be free of bugs or technical malfunctions or that its operation shall be uninterrupted. The Distributor shall not be liable for any damage - either direct, indirect, incidental, consequential, special or other (including loss of profits and loss of business opportunities) - caused to the Operator due to such technical fault of the Licensed Software.

XIV. MISCELLANEOUS

- 14.1. All notices shall be in writing and given by personal delivery, certified mail, return receipt requested, by commercial overnight courier, by facsimile or by email, to the authorised representative at the recipient's address set forth on the first page of this Agreement or that is specified below or to such other address as either Party may specify by the written notice to the other. A notice shall be deemed given on (a) the date of personal delivery, (b) the third business day after mailing, or (c) the next business day after sending the email, facsimile, or after sending the notice via an overnight courier (unless the return receipt of the courier's record evidences a later delivery).

Distributor: account@slotegrator.com
Operator: claire@igatrust.com

- 14.2. This Agreement may be executed simultaneously in one or more counterparts, each of which shall be deemed an original, but all of which together shall constitute one and the same instrument.
- 14.3. In case that any provision of this Agreement becomes invalid or ineffective or if for any reason a court of competent jurisdiction finds any provision of this Agreement, or portion thereof, to be unenforceable, the other provisions of the Agreement are not affected and are still valid and effective. Such provisions of the Agreement shall be enforced to the maximum extent permissible so as to the intent of the Parties and the remainder of this Agreement shall remain in full force and effect.
- 14.4. This Agreement shall be governed and construed in accordance with the laws of Malta. Any litigation or other dispute resolution between the Parties relating to this Agreement shall take place in Malta. All disputes arising from the present Agreement and/or in connection with it shall be finally decided by the Malta Arbitration Centre.
- 14.5. The headings of the paragraphs of this Agreement are descriptive and for convenience of reference only, and shall in no way define, limit or describe the scope or intent of the provisions of this Agreement.
- 14.6. This Agreement shall insure to the benefit and be binding upon the Parties, their legal representatives, and successors and permitted assignees.
- 14.7. The Operator agrees that for the duration of the Agreement it gives the Distributor the general authorisation for the engagement of data processors and sub-processors as stipulated by Article 28 (2) of Regulation (EU) 2016/679 General Data Protection Regulation.
- 14.8. Both the Parties agree that they have each materially and fully participated in the negotiation and drafting of this Agreement and, if this Agreement ever should be the

- subject of interpretation by a court or arbitration, it shall not be construed or interpreted against either Party for the reason that it was drafted by only one Party.
- 14.9. Amendments may be made to this Agreement at any time with the consent of both the Parties. Any amendments made to this Agreement shall have no force or effect whatsoever unless made in writing and signed by each of the Parties hereto.
- 14.10. Terms of computer or software terminology which are not otherwise defined herein shall have the meanings normally attributed thereto in the computer or software industry, unless the context of the use of such terminology would suggest otherwise.
- 14.11. Neither Party shall assign or transfer its rights or obligations under this Agreement to a Third Party (including Affiliates) without the prior written consent of the other Party.
- 14.12. This Agreement with its all annexes supersedes all prior and contemporaneous understandings or agreements of the Parties on the subject matter of this Agreement.

Date 02 February 2026

On behalf of the **Distributor**

Date 02/02/26

On behalf of the **Operator**

DocuSigned by:

23DC19543D16444...



SIGNED

BY Volodymyr Riazhechkin

SIGNED BY Claire Godschalk

Annex 1

The monthly Licence Fee

Setup Fee

The Operator shall pay the Distributor a one-time, non-reimbursable setup fee amounting to **EUR 3.000** (three thousand Euros) within 7 days after the Effective Date.

Skin Fee - Evolution

The Operator shall pay the Distributor a one-time, non-reimbursable skin fee amounting to **EUR 500** (five hundred Euros) for each website within 7 days after the Effective Date and then for each new website within 7 days after the effective date of the amendment that adds such website.

Licence Fee

The Operator shall pay to the Distributor the monthly Licence Fee equal to the corresponding percentage of the Gross Gaming Revenue generated by the Operator from the Licensed Software of the respective Providers in the given month, in accordance with the specification below.

Providers with their Licensed Software/brands, further specified in brackets if applicable		Licence Fee and other fees
1x2 Network	1x2 Gaming - Slots	13%
1x2 Network	1x2 Gaming - Table Games, Scratch	11%
1x2 Network	Ad Lunam – Crash	12%
1x2 Network	Iron Dog Studio – Slots	12%
1x2 Network	Iron Dog Studio - Table Games	11%
1x2 Network	Prospect Gaming - Slots	12%
3Oaks	Slots (Standard)	12%
3Oaks	Slots (Branded)	14%
3Oaks	Slots (Standard) (for Ukraine)	13%
3Oaks	Slots (Branded) (for Ukraine)	15%
7Mojos		11%
Amarix		10%
Amatic		12%
Amigo Gaming		11%
Amusnet	If the generated GGR is below EUR 500,000 (including):	15,50%
Amusnet	If the generated GGR is above EUR 500,000	15%
Apollo Games		12%
Apparat Gaming		12%
AvatarUX		12%
Aviatrix		12%
Barbara Bang		11%
Belatra Games		12%
Bellot Games		12%
Beon		11%
BetGames	Live Dealers	13%

BetGames	Twain Sports	15%
BetGames	Crash	11%
BetGames	Slots	11%
Betradar	Minimum Monthly Fee	EUR 500
Betradar		12%
Betsoft		12%
Betsolutions	Betsolutions - Provably fair, Table Games (for the rest of the world)	10%
Betsolutions	Betsolutions - Provably fair, Table Games (for the territory of Turkey)	12%
Betsolutions	Charismatic Slots	10%
BF Games		11%
BGaming		12%
Big Time Gaming	Slots (Standard)	12%
Big Time Gaming	Slots (Branded)	15%
BigPot Gaming		11%
Blueprint	Slots	12%
Blueprint	Lucksome	12%
BoldPlay	For the GGR generated in the rest of the world	11%
BoldPlay	For the GGR generated in the territory of LATAM	12%
Booming Games		12%
Booongo	Slots (Standard)	12%
Booongo	Slots (Branded)	14%
Caleta Gaming		12%
Capecod		12%
Chilli Games		11%
Clawbuster		11%
Concept Gaming		10%
CT Interactive		12%
DLV		12%
Dragoonsoft		12%
DreamPlay		11%
EGT Digital	If the generated GGR is below EUR 500,000 (including):	15,50%
EGT Digital	If the generated GGR is above EUR 500,000	15%
Ela Games		12%
Elbet		11%
Endorphina	Slots, Dice	12%
Endorphina	Crash	9%
Enjoy Gaming	Prerecorded Roulette	12%
Enjoy Gaming	Live Dealer and Shows	14%
Enjoy Gaming	RNG games	12%
Enjoy Gaming	Premium Games fee on top of standard price in any category	2%
Espresso Games		11%
EURASIAN Gaming	Slots	12%
EURASIAN Gaming	Bingo	11%
Evolution	Live Dealers	15%
Evolution	RNG	12%

Evoplay	Evoplay - Slots, Instant Win, Crash	12%
Evoplay	Slotopia - Slots	12%
Excellent Reel		11%
Ezugi		12%
Fa Chai		11%
Fazi		12%
Fbastards	Slots, Instant Win, Arcade	11%
Fbastards	Crash	10%
Felix Gaming		11%
Formula Spin		11%
FUGASO		12%
Funky Games		11%
G.Games	Slots (Standard), Scratch, Bingo, Instant Win	12%
G.Games	Slots (Branded)	14%
GameArt	Slots (Standard)	12%
GameArt	Slots (Branded)	15%
GameArt	Slots (Branded Premium)	17%
Gamebeat		10%
Gaming Corps	Slots, Table Games, Mines, Crash	11%
Gaming Corps	Slots Premium	13%
Gamzix		11%
GoldenRace	Virtual Sports (for RoW except for Africa and South America)	12%
GoldenRace	For Africa	15%
GoldenRace	For South America	20%
Habanero	Slots, Table Games	12%
Hacksaw Gaming	Hacksaw Gaming - Slots, Table Games, Instant Win, Lottery	13%
Hacksaw Gaming	Backseat studio (Open RGS powered by Hacksaw) - Slots	13%
Hacksaw Gaming	Bullshark studio (Open RGS powered by Hacksaw) - Slots	13%
Hacksaw Gaming	Trusty studio (Open RGS powered by Hacksaw) - Slots	13%
Hacksaw Gaming	NowNow studio (Open RGS powered by Hacksaw) - Slots	13%
Hacksaw Gaming	Kitsune studio (Open RGS powered by Hacksaw) - Slots	13%
Hacksaw Gaming	Ace Roll studio (Open RGS powered by Hacksaw) - Slots	13%
High5		12%
HoGaming		11%
Hölle Games	Slots (Standard)	11%
Hölle Games	Slots (Premium)	12.50%
ICONIC21		11%
Igrosoft		12%
InOut	Crash, instant	12%
InOut	Slots	13%
JDB		11%

Jili Games		8%
KA Gaming		12%
Kajot Games		12%
Kalamba Games		12%
Live88	Live Dealers	13 %
Live88	High Stake fee	EUR 0.12 for each bet placed on a blackjack table with a minimum bet of EUR 50
Live88	Blackjack Growth fee	EUR 0.15 for each main bet placed on a blackjack growth table
Livespins		15%
Lotto Instant Win		12%
Macaw Gaming		10%
Mascot Gaming		10%
Mplay		11%
NetEnt	Slots (Standard)	15%
NetEnt	Table Games	12%
NetEnt	Slots (Branded, Gonzo and Starbursts)	18%
NetGame Entertainment	Slots Standard, Crash	12%
NetGame Entertainment	Slots Megaways	14%
Nolimit City		12%
Novomatic	Slots (Standard)	14%
Novomatic	Slots (Premium)	16%
Nucleus Gaming		11%
Olympic Studio		12%
OneTouch		12%
Onlyplay		11%
Orbital		11%
Penguin King		12%
Peter&Sons		12%
PG SOFT		10%
Platipus Gaming		12%
Play'n Go		12%
PlayHub		11%
Playson	Slots (Standard)	12%
Playson	Slots (Branded)	14%
Playson	Slots (Standard) for Ukraine	13%
Playson	Slots (Branded) for Ukraine	15%
Playtech	Live Dealer	14%
Playtech	High Stake Blackjack service fee	0,5 EUR for each bet of 50 EUR and above
PoggiPlay		11%
PopiPlay		11%
Pragmatic Play	Live Dealers (Standard)	14%
Pragmatic Play	Live Dealers (Branded)	17%
Pragmatic Play	Slots (Standard)	12%
Pragmatic Play	Slots (Branded)	15%
Pragmatic Play	Virtual Sports	12%
Push Gaming		14%
Quickspin		12%
Red Rake Gaming		12%

Red Tiger Gaming	Slots (Standard)	13%
Red Tiger Gaming	Table Games	12%
Red Tiger Gaming	Slots (Premium)	14%
REEVO		12%
Relax Gaming	Relax Gaming - Slots	12%
Relax Gaming	Relax Gaming - Table Games	5%
Relax Gaming	Silverbullet Content	12%
Revolver Gaming		12%
Rich88		11%
Rival Games		12%
RTG Slots		12%
Ruby Play		12%
SA Gaming		12%
Salsa		12%
Sexy Baccarat		12%
SimplePlay		11%
Skilrock		12%
Skywind		12%
Slotmill		11%
SmartBet		11%
Smartsoft Gaming		11%
Sneaky Slots		12%
Spadegaming		12%
Spearhead Studios		12%
Spinmatic		12%
Spinomenal		12%
Spinoro		11%
Spribe		13%
Super Spade Games		10%
Superlotto		11%
Swintt	Slots (Standard)	12%
Swintt	Slots (Branded)	14%
TaDa Gaming		11%
Tap-A-Roo		12%
Thunderkick		12%
Tom Horn Gaming		12%
TopSpin		12%
TPG		10%
Triple Cherry		12%
Turbo Games		11%
Vibra Gaming	Slots (Standard), Bingo, Table Games, Scratch	10%
Vibra Gaming	Slots (Premium)	12%
Vivo Gaming		12%
Voltent		12%
Winfinit		13%
XPG		12%
Yggdrasil		12%
Zeusplay		12%
Zillion Games		11%

GGR and Licence Fee calculation based on territory

The Parties hereby agree that the GGR generated on the Licensed Software of the certain Providers categorized in the territories and/or currencies as specified in table above (“**Selected Territory**”) shall be separated from the rest of the GGR generated on the Licensed Software of those Providers for the purpose of calculating Licence Fee. Therefore, on the separated GGR shall apply different Licence Fee rate(s) as set for that Selected Territory in the table above. For the avoidance of doubts, the Licence Fee rate(s) for the License Software of the Providers without any territory specification shall apply to whole GGR regardless of the territory/currency it was generated.

The Parties hereby agree that it is in sole discretion of the Distributor to decide which territory and/or currency shall be considered as Selected Territory and which territory and/or currency shall not be considered as Selected Territory when calculating the Licence Fee.

The Parties hereby agree that it is in sole discretion of the Distributor to decide whether the Licence Fee rate for particular territory of relevant Provider shall apply on (i) the GGR generated in the particular territory or (ii) the GGR generated in currency of particular territory or (iii) both the GGR generated in the particular territory and the GGR generated in currency of the particular territory.

Monthly minimum Payment – Betradar

From the month after the 1st real-money bet was made on the Licensed Software of the Provider Betradar by an End User, the Operator shall pay the monthly amount specified in table above as a monthly minimum payment for the Licensed Software of the Provider Betradar (“**Monthly Minimum Payment Betradar**”) which includes the Licence Fee for the Licensed Software of the Provider Betradar up to that amount and is payable based on the Distributor’s monthly invoice as specified in the Agreement. For avoidance of doubts the Distributor and the Operator confirm that the Monthly Minimum Payment Betradar is due even in case that the calculated value of the Licence Fee for the Licensed Software of the Provider Betradar is lower. This Monthly Minimum Payment Betradar does not cover/include any one-time or fixed monthly fees paid by the Operator for the Licensed Software of Provider Betradar. The Operator agrees that the Monthly Minimum Payment Betradar is not refundable under any circumstances.

Bonus Deduction and Free Spins

The Distributor shall deduct the Bonus Deduction from the GGR generated on the Licensed Software of the respective Provider (“**Bonus Deduction**”). The Licence Fee for the Licensed Software of these Providers shall therefore be calculated from the reduced GGR after the deduction of the Bonus Deduction.

The Bonus Deduction shall be applied in accordance with the following table:

Provider (Brand)	Maximum amount of cost to be deducted (% of GGR on the given brand)	Note
1x2 Network	Up to 10% of GGR	Bonus report and prior provider approval required.

Amarix	Up to 40% of GGR	For Free Spin tool usage only, where $GGR = \text{Real Money Bets} - \text{Real Money Wins} - \text{Bonus Deduction}$ (up to 40% of RM GGR). Free Spins are not included in GGR.
AvatarUX	Up to 10% of GGR	Bonus report required. Available for Free Spin tool usage as well, where $GGR = \text{Real Money Bets} - \text{Real Money Wins} - \text{Bonus Deduction}$ (up to 10 % of RM GGR) Free spins are not included in GGR.
Barbara Bang	Up to 10% of GGR	Bonus report and prior provider approval required. Available for Free Spins tool usage as well, where $GGR = \text{Real Money Bet} - \text{Real Money Wins} - \text{Bonus Deduction}$ (up to 10% of RM GGR) Free spins are not included in GGR.
Beon	Up to 15% of GGR	For Free Spin tool usage only, where $GGR = \text{Real Money Bets} - \text{Real Money Wins} - \text{Bonus Deduction}$ (up to 15% of RM GGR). Free Spins are not included in GGR.
Betsoft	Up to 15% of GGR	Bonus report required. Available for Free Spin tool usage as well, where $GGR = \text{Real Money Bets} - \text{Real Money Wins} - \text{Bonus Deduction}$ (up to 15 % of RM GGR) Free spins are not included in GGR.
BGaming	Up to 15% of GGR	For Free Spin tool usage only, where $GGR = \text{Real Money Bets} - \text{Real Money Wins} - \text{Bonus Deduction}$ (up to 15% of RM GGR). Free Spins are not included in GGR.
Booming Games	Up to 15% of GGR	Bonus report required.
Capecod	Up to 10% of GGR	Bonus report required by 5th day of the calendar month.
Chilli Games	Up to 10% of FS wins	For Free Spin tool usage only, where $GGR = \text{Real Money Bets} - \text{Real Money Wins} - 10\% \text{ of Free Spin Wins}$. Please note, that it is not Bonus Deduction calculated as % from RM GGR, it is sole 10% of

		Free Spin Wins. Free Spins are not included in GGR.
Concept Gaming	Up to 20% of GGR	Bonus report required.
CT Interactive	Up to 15% of GGR	For Free Spin tool usage only, where $GGR = \text{Real Money Bets} - \text{Real Money Wins} - \text{Bonus Deduction}$ (up to 15% of RM GGR). Free Spins are not included in GGR.
DreamPlay	Up to 10% of GGR	Bonus report and prior approval required.
Endorphina	Up to 20% of GGR	For Bonus Money tool usage only, where $GGR = \text{Real Money Bets} - \text{Real Money Wins} - \text{Bonus Deduction}$ (up to 20% of Total GGR) Bonus deduction is calculated from $((\text{RMbet} - \text{RMwin}) + (\text{Bonus bet} - \text{Bonus win}))$.
Enjoy Gaming	Up to 10% of GGR	Bonus report and prior provider approval required.
Espresso	Up to 20% of GGR	Bonus report required.
Eurasian Gaming	Up to 15% of GGR	Bonus report required. Applicable only for Slot games in non-Asian markets unregulated markets (.com only, not applicable for Bingo games and Asian countries).
Evolution	Up to 10% of GGR	Bonus report and prior provider approval required. Available for Free Voucher tool usage as well, where $GGR = \text{Real Money Bets} - \text{Real Money Wins} - \text{Bonus Deduction}$ (up to 10% of RM GGR) Free Vouchers are not included in GGR.
Evoplay	Up to 10% of GGR	For Free Spin tool usage only, where $GGR = \text{Real Money Bets} - \text{Real Money Wins} - \text{Bonus Deduction}$ (up to 10% of RM GGR). Free Spins are not included in GGR.
Gamzix	Up to 10% of GGR	Prior provider approval required. For Free Spin usage only, where $GGR = \text{Real Money Bets} - \text{Real Money Wins} - \text{Bonus Deduction}$ (up to 10% of RM GGR). Free spins are not included in GGR.
Kajot Games	Up to 10% of GGR	Bonus report and prior provider approval required.

NetGame Entertainment	Up to 10% of GGR	Prior provider approval required. For Free Spin tool usage only, where GGR = Real Money Bets – Real Money Wins - Bonus Deduction (up to 10% of RM GGR) Free Spins are not included in GGR.
OneTouch	Up to 10% of GGR	Bonus report and prior provider approval required.
OnlyPlay	Up to 15% of FS wins	For Free Spin tool usage only, where GGR = Real Money Bets - Real Money Wins - Bonus Deduction (up to 15% of FS wins). Free Spins are not included in GGR. Please note, that it is not Bonus Deduction calculated as % from RM GGR, it is solely 15% of Free Spin Wins.
Playson	Up to 15% of GGR	Bonus report required. Available for Free Spin tool usage as well, where GGR = Real Money Bets - Real Money Wins - Bonus Deduction (up to 15% of RM GGR). Free Spins are not included in GGR.
Poggi Play	Up to 10% of GGR	Bonus report required.
Popi Play	Up to 10% of GGR	Bonus report and prior provider approval required.
Relax Gaming	Up to 25% of GGR	For Free Spin tool usage only, where GGR= Real Money Bets – Real Money Wins - Bonus Deduction (up to 25% of RM GGR). Free Spins are not included in GGR.
Revolver Gaming	Up to 15% of GGR	Bonus report required.
Skywind	Up to 10% of GGR	Bonus report and prior provider approval required.
Spadegaming	Up to 10% of GGR	Bonus report required.
Spinmatic	Up to 15% of GGR	Bonus report required.
Spinoro	Up to 10% of GGR	Bonus report required.
Tom Horn Gaming	Up to 10% of GGR	Bonus report and prior provider approval required. For Free Spin tool usage only, where GGR = Real Money Bets - Real Money Wins - Bonus Deduction (up to 10% of RM GGR). Free Spins are not included in GGR.

Triple Cherry	Up to 20% of GGR	Bonus report required. Available for Free Spin tool usage as well, where GGR = All bets (excluding Free Spin if agreed in prior with provider) - All wins (including Free Spin wins) - Bonus Deduction (up to 20% of GGR).
VoltEnt	Up to 20% of GGR	Bonus report required. Available for Free Spin tool usage as well, where GGR = Real Money Bets - Real Money Wins - Bonus Deduction (up to 20% of RM GGR). Free Spins are not included in GGR.
Rest of the Provider	0% (no Bonuses shall be deducted)	

By the 1st of day of each month by 3.00 p.m. GMT at the latest, the Operator shall send the Distributor monthly report which shall specify the Bonus incurred by the Operator in the previous calendar month. The reports must contain the following info for each Bonus that is to be deducted: End User ID, type of Bonus awarded to the End User, Bonus amount given/incurred, date of providing the Bonus.

The Bonuses shall be deducted only insofar as they are proven by the above specified Operator's reports. If a certain Bonus is not proven by said report, it shall not be deducted from the GGR for the purpose of the Licence Fee.

The Operator acknowledges that the Bonus Deduction is conditional upon the respective Providers and their own conditions. If a certain Provider changes its conditions regarding Bonus Deduction (e.g. changes the types of deductible Bonuses or the maximum amount of Bonus Deduction; changes the scope of information which must be reported for the purpose of Bonus Deduction ect.), the Distributor may be forced to (and shall be entitled to) modify the conditions of the Bonus Deduction in the same manner for the Operator (without having to give a prior notice to the Operator) and calculate the Bonus Deduction accordingly.

The Operator hereby acknowledges that activating or deactivating Free Spins is solely in the Distributor's discretion.

Miscellaneous

The Licensed Software of Live Dealer Providers may contain an active function that allows End Users to pay "Tips" to live dealers while playing the Licensed Software (activating or deactivating Tips is solely in the Distributor's discretion). In such case the revenue of the Operator originated from Tips shall be charged by the Distributor to the Operator at a rate of 100%.

Annex 2

List of Providers

- 1x2 Network
- 3Oaks
- 7Mojos
- Amarix
- Amatic
- Amigo Gaming
- Amusnet
- Apollo Games
- Apparat Gaming
- AvatarUX
- Aviatrix
- Barbara Bang
- Belatra Games
- Bellot Games
- Beon
- BetGames
- Betradar
- Betsoft
- Betsolutions
- BF Games
- BGaming
- Big Time Gaming
- BigPot Gaming
- Blueprint
- BoldPlay
- Booming Games
- Booongo
- Caleta Gaming
- Capecod
- Chilli Games
- Clawbuster
- Concept Gaming
- CT Interactive
- DLV
- Dragoonsoft
- DreamPlay
- EGT Digital
- Ela Games
- Elbet
- Endorphina
- Enjoy Gaming
- Espresso Games
- EURASIAN Gaming
- Evolution
- Evoplay
- Excellent Reel

- Ezugi
- Fa Chai
- Fazi
- Fbastards
- Felix Gaming
- FormulaSpin
- FUGASO
- Funky Games
- G.Games
- GameArt
- GameBeat
- Gaming Corps
- Gamzix
- GoldenRace
- Habanero
- Hacksaw Gaming
- High5
- HoGaming
- Hölle Games
- ICONIC21
- Igrosoft
- InOut
- JDB
- Jili Games
- KA Gaming
- Kajot Games
- Kalamba Games
- Live88
- Livespins
- Lotto Instant Win
- Macaw Gaming
- Mascot Gaming
- Mplay
- NetEnt
- NetGame Entertainment
- Nolimit City
- Novomatic
- Nucleus Gaming
- Olympic Studio
- OneTouch
- Onlyplay
- Orbital
- Penguin King
- Peter&Sons
- PG SOFT
- Platipus Gaming
- Play'n Go
- PlayHub

- Playson
- Playtech
- PoggiPlay
- PopiPlay
- Pragmatic Play
- Push Gaming
- Quickspin
- Red Rake Gaming
- Red Tiger Gaming
- REEVO
- Relax Gaming
- Revolver Gaming
- Rich88
- Rival Games
- RTG Slots
- Ruby Play
- SA Gaming
- Salsa
- Sexy Baccarat
- SimplePlay
- Skilrock
- Skywind
- Slotmill
- SmartBet
- Smartsoft Gaming
- Sneaky Slots
- Spadegaming
- Spearhead Studios
- Spinmatic
- Spinomenal
- Spinoro
- Spribe
- Super Spade Games
- Superlotto
- Swintt
- TaDa Gaming
- Tap-A-Roo
- Thunderkick
- Tom Horn Gaming
- TopSpin
- TPG
- Triple Cherry
- Turbo Games
- Vibra Gaming
- Vivo Gaming
- Voltent
- Winfinity
- XPG

- Yggdrasil
- Zeusplay
- Zillion Games

Annex 3 Excluded Territories

In accordance with the clause 8.1.4. of this Agreement, the Licensed Software cannot be made available for End Users residing in, or making bets from, countries where such activity is illegal or otherwise not allowed.

The following table further outlines the specific territorial exemptions of the individual brands distributed under the Agreement. Please note that the below list should not be viewed as exhaustive as there may be other countries where online gambling is banned which are not specifically excluded by the Providers, yet under the Agreement the Licensed Software still cannot be made available in such territories. Please note that the below specified list of excluded territories may be unilaterally updated by the Distributor at any time.

If a country is written next to a certain Provider in bold letters, it means that if the Operator proves that it holds a valid local Gambling Licence from that country (and if the Distributor confirms sufficiency of such licence), the Operator may use the games of the Provider, by which the country is written in bold letters, in the given country (i.e. the given country shall not be considered as banned in connection with the respective Provider).

Furthermore, the table below also outlines specific license requirements of individual Providers with regard to the Operators using their Licensed Software (i.e. countries whose Gambling Licence the Provider requires its Operators to have). The Operator may not be granted access to the given Provider's games, until the Operator submits the required Gambling Licence to the Distributor and until it is then confirmed by the Provider.

Provider	Expressly Banned Territories	License Required Territories	License Requirements
1x2 Network	Afghanistan, Algeria, Australia, Belarus, Cuba, Egypt, France, Haiti, Iran, Iraq, Israel, Laos, Libya, North Korea, Pakistan, Palestinian territory occupied, Philippines, Russia, Somalia, Syria	Canada, Greece, Italy, Sweden, UK, Netherlands, United States of America, Romania	Operator must hold any Gambling Licence
3Oaks	USA, France, Israel, Australia	Belarus, Georgia, Netherlands, Romania, UK, Ukraine	Operator must hold a valid gaming license for all markets that they are targeting
7Mojos	Bulgaria, Israel, USA,	N/A	N/A
Amarix	Czech Republic	N/A	N/A
Amatic	Afghanistan, Albania, Algeria, Angola, Antigua and Barbuda, Armenia, Australia, Austria, Cambodia, China, Cuba, Cyprus, Ecuador, Estonia, French Polynesia, France and Territories, Georgia, Guyana, Hong Kong, Indonesia, Iran, Iraq, Israel, Kuwait, Lao, Libya, Liechtenstein, Macao, Myanmar, Namibia, Netherlands Antilles, Nicaragua, North Korea, Pakistan, Panama,	Lebanon, Romania, UK, Mexico	Operator must hold any Gambling Licence

	Papua New Guinea, Philippines, Singapore, Slovakia, South Africa, South Korea, Sudan, Switzerland, Syria, Taiwan, Tunisia, Uganda, USA and Territories, Vietnam, Yemen, Zimbabwe,		
Amigo Gaming	USA, Australia, Italy, France, Spain, UAE, North Korea, Cuba, Iran, Syria	N/A	N/A
Amusnet	Afghanistan, Angola, Australia, Ontario (Canada), Hong Kong S.A.R., Iran, Iraq, Israel, Nicaragua, Norway, Singapore, Syria, Taiwan, United Kingdom, United States, (U.S Virgin Islands, United States Minor Outlying Islands, Guam, Puerto Rico, Northern Mariana Islands, American Samoa)	Bulgaria, Greece, Lithuania, Netherlands, Sweden	Curacao, Anjouan
Apollo Games	Algeria, Afghanistan, Armenia, Antigua & Barbuda, Bahrain, Bangladesh, Bhutan, Brunei, Cambodia, China, Cuba, Georgia, Guyana, Iran, Iraq, Israel, Kahnawake, Kazakhstan, Kuwait, Libya, Malaysia, Myanmar, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Poland, Qatar, Saudi Arabia, Sudan, Syria, Thailand, United States of America and its Territories, Vietnam, Yemen, Zimbabwe, Czech Republic, Slovakia	N/A	Operator must hold any Gambling Licence
Apparat Gaming	Australia, France, Germany, Philippines, USA	N/A	N/A
AvatarUX	North Korea, Iran, Mali, South Sudan, Central African Republic, Yemen, Guinea-Bissau, Libya, Eritrea, Lebanon, ISIL (Da'esh), Al-Qaida, and Taliban, Democratic Republic of the Congo, Sudan, Somalia, Iraq, Syria	N/A	N/A
Aviatrix	UK, USA	Sweden, Romania, Peru, Brazil, Canada	N/A
Barbara Bang	Afghanistan, Algeria, Australia, Aruba, Barbados, Burma, Bonaire, Botswana, Canada, Cuba, Cyprus, Curacao, Democratic Republic of Congo, Eritrea, Ethiopia, France and its dependent territories, Ghana, Guinea-Bissau, Guyana, Iran, Iraq, Jamaica, Jordan, Lebanon, Liberia, Libya, Mali, Malta, Myanmar (Burma), New Zealand, The Netherlands, Nicaragua, North Korea, Pakistan, Panama, Rwanda, Saba, Singapore, Somalia, State of Palestine, Statia, St. Maarten, St. Eustatius, Sudan, South Sudan, Syria, Tunisia, Uganda, United	Denmark, Finland, Ireland, Norway, Portugal, Sweden, Switzerland, Peru	N/A

	Kingdom, United States of America and its dependent territories, Venezuela, Yemen, Zimbabwe, Romania		
Belatra Games	N/A	Peru, Romania	N/A
Bellot Games	United States of America and Territories, China, Kazakhstan, Russia, North Korea, Cyprus, Vietnam, Thailand, Japan, Turkey, Singapore, Hong Kong, Canada, Malaysia, Indonesia, Israel, Poland	N/A	Operator must hold any Gambling Licence
Beon	N/A	N/A	N/A
BetGames	France, Poland, USA	UK	N/A
Betradar	Afghanistan; Alderney; America Samoa; Angola; Australia; Belgium; Bosnia and Herzegovina; Cambodia; Croatia; Czech Republic; Democratic People's Republic of Korea (dprk); Denmark; Dutch Caribbean including Curacao and Aruba; Ethiopia; Hungary; Iraq; Italy; Lao's People's Democratic Republic; Latvia; Lithuania; Romania; Singapore; Syrian Arab Republic; Uganda; UK; USA; Vanuatu; Yemen Canada, Austria, Bulgaria, Cyprus, Estonia, France, Germany, Greece, Ireland, Luxembourg, Malta, Netherlands, Poland, Portugal, Slovakia, Slovenia, Spain, Sweden. The Operator must not accept any End Users from any other country/state that deem gambling illegal or where the Operator may be required to hold a valid Gambling License in order to operate there.	N/A	N/A
Betsoft	N/A	N/A	N/A
Betsolutions	USA	N/A	Licence in the country where the Operator is registered
BF Games	Afghanistan, Algeria, American Samoa, Bahrain, China, Cook Islands, Cuba, Eritrea, French Polynesia, Hong Kong, India, Indonesia, Iran (Islamic Republic of), Iraq, Israel, Jordan, Kuwait, Lao People's Democratic Republic, Libya, Luxembourg, Macao, Malaysia, Marshall Islands, Mauritania, Monaco, Morocco, New Caledonia, North Korea (Democratic People's Republic of), Northern Mariana Islands, Oman, Pakistan, Poland, Puerto Rico, Qatar, Russian Federation, Saint Barthélemy, Saudi Arabia, Singapore, Somalia, South	Angola, Argentina, Australia, Austria, Bahamas, Bangladesh, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Canada, Colombia, Côte d'Ivoire, Croatia, Cyprus, Czech Republic, Denmark, Dominican Republic, Estonia, Finland, France, French Guiana, Georgia, Germany, Greece, Guadeloupe, Hungary, Italy, Latvia, Lithuania, Luxembourg, Malta, Martinique,	Operator must hold any Gambling Licence

	Korea, Republic of, Sudan, Syrian Arab Republic, Taiwan, Province of China, Thailand, Tunisia, Turkey, United Arab Emirates, Uruguay, Uzbekistan, USA and its territories, Virgin Islands (U.S.), Wallis and Futuna, Yemen	Mayotte, Mexico, Montenegro, Myanmar, Nauru, Netherlands, Nigeria, North Macedonia, Norway, Ontario - Canada province, Panama, Philippines, Poland, Portugal, Réunion, Romania, Rwanda, Saint Martin (French), Saint Pierre and Miquelon, Serbia, Slovakia, South Africa, Spain, Sweden, Switzerland, Tanzania, United Republic of, Ukraine, United Kingdom of Great Britain and Northern Ireland, United States Minor Outlying Islands, United States of America, Venezuela (Bolivarian Republic of), Zimbabwe	
BGaming	N/A	N/A	N/A
Big Time Gaming	Australia, Canada, Cuba, Iran, Latvia, North Korea, Syria, South Africa, South Sudan, Sudan, Taiwan, Ukraine, United States, Venezuela, Afghanistan, Alderney, America Samoa, Angola, Australia, Belgium, Bosnia And Herzegovina, Cambodia, Croatia, Czech Republic, Democratic People's Republic Of Korea (Dprk), Denmark, Dutch Caribbean Including Curacao And Aruba, Ethiopia, Hungary, Iraq, Islamic Republic Of Iran, Italy, Lao's People's Democratic Republic, Lithuania, Romania, Singapore, Turkey, Uganda, United Kingdom, Vanuatu, Yemen	N/A	N/A
BigPot Gaming	Algeria, Angola, Bolivia, Bulgaria, Burkina Faso, Cameroon, Côte d'Ivoire, Democratic Republic of the Congo, Haiti, Kenya, Lao PDR, Lebanon, Monaco, Mozambique, Namibia, Nepal, Nigeria, South Africa, South Sudan, Syria, Venezuela, Vietnam, Virgin Islands (UK), Yemen, USA	N/A	N/A
Blueprint	Austria (AT), Canada (CA), Colombia (CO), Cuba (CU), Hong Kong (HK), Iran (IR), Israel (IL), Korea Kuwait, (KW), Myanmar (MM), Netherland (NL), Portugal (PT), South Sudan (SS), Sudan (SD) Switzerland (CH),	N/A	N/A

	Afghanistan; Alderney; America Samoa; Angola; Australia; Belgium; Bosnia and Herzegovina; Cambodia; Croatia; Czech Republic; Democratic People's Republic of Korea (Dprk); Denmark; Dutch Caribbean Including Curacao and Aruba; Estonia; Ethiopia; France, Hungary; Iraq; Italy; Lao's People's Democratic Republic; Latvia; Lithuania; Philippines; Romania; Singapore; Spain, Syrian Arab Republic; Sweden; Uganda; United Kingdom; USA; Vanuatu; Yemen, Malta		
BoldPlay	Australia, Cyprus, France, Israel, North Korea, Philippines, Belarus, Russia, Afghanistan, Iran, Iraq, Pakistan, USA (excluding New Jersey, Michigan, West Virginia, Pennsylvania)	Bahamas, Belgium, Bulgaria, Denmark, Gibraltar, Great Britain, Isle of Man, Italy, Lithuania, Malta, Portugal, Romania, Serbia, Spain, Sweden	Operator must hold a valid Gambling License for all markets where are required
Booming Games	Afghanistan, Algeria, Burundi, Cayman Islands, Central African Republic, Congo DR, Crimea and Sevastopol, Cuba, Cyprus, Eritrea, Guinea Bissau, Guinea, Haiti, Hong Kong, Iran, Iraq, Israel, Jamaica, Jordan, Kuwait, Lebanon, Libya, Luxembourg, Macau, Maldives, Mauritania, Monaco, Morocco, Myanmar, Nicaragua, North Korea, Oman, Pakistan, Qatar, Saudi Arabia, Somalia, South Sudan, Sudan, Syria, United Arab Emirates, Uzbekistan, Vatican City, Venezuela, Yemen, Zimbabwe	Australia, Austria, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Canada, Colombia, Croatia, Czech Republic, Denmark, Estonia, France, Georgia, Germany, Gibraltar, Greece, Guernsey, Hungary, Italy, Jersey, Latvia, Lithuania, Malta, Montenegro, Netherlands, Nigeria, Peru, Portugal, Romania, Serbia, Slovakia, South Africa, Spain, Sweden, Switzerland, United Kingdom, United States of America and all territories and possessions, including U.S. Virgin Islands, U.S. Minor Outlying Islands, Guam, Puerto Rico, Marianas Islands, American Samoa	Operator must hold any Gambling Licence
Booongo	USA, Israel, Ukraine, Germany	N/A	N/A
Caleta Gaming	Australia, Iran, Iraq, North Korea, Syria, UK and USA	Peru, Brazil	N/A
Capecod	Italy, Germany, Austria, Australia, Poland, UK, USA, Switzerland	N/A	Operator must hold any Gambling Licence
Chilli Games	Afghanistan, Belarus, China, Curacao, France, Iraq, Netherlands, Russia, USA	N/A	Operator must hold a valid gaming license

			for all markets that they are targeting
Clawbuster	N/A	N/A	N/A
Concept Gaming	USA, Canada. The Operator further agrees to indemnify the Distributor and to hold it harmless against all third party claims, damages, losses, liabilities, suits and legal expenses arising out of or in connection with the Operator's use of the Licensed Software in Russia, Kazakhstan, Vietnam, Thailand, China, Israel, Japan, Cyprus	N/A	N/A
CT Interactive	USA, Canada. The Operator further agrees to indemnify the Distributor and to hold it harmless against all third party claims, damages, losses, liabilities, suits and legal expenses arising out of or in connection with the Operator's use of the Licensed Software in Russia, Kazakhstan, Vietnam, Thailand, China, Israel, Japan, Cyprus	Peru	N/A
DLV	Australia, Belgium, Cayman Islands, Curacao, France, Hong Kong, SAR, Iran, Iraq, Ireland, Israel, Italy, Japan, Myanmar, Netherlands, North Korea, Poland, Saudi Arabia, Singapore, Syria, Turkey, USA, Vatican City, Latvia, UK	N/A	N/A
Dragoonsoft	Taiwan, Afghanistan; Alderney; America Samoa; Angola; Australia; Belgium; Bosnia and Herzegovina; Cambodia; Croatia; Czech Republic; Democratic People's Republic Of Korea (Dprk); Denmark; Dutch Caribbean including Curacao and Aruba; Estonia; Ethiopia; France, Hungary; Iraq; Italy; Lao's People's Democratic Republic; Latvia; Lithuania; Philippines; Romania; Singapore; Spain, Syrian Arab Republic; Sweden; Uganda; United Kingdom; USA; Vanuatu; Yemen, Malta	N/A	N/A
DreamPlay	N/A	N/A	N/A
EGT Digital	Austria, Argentina, Poland, Slovenia, Romania, Greece, Bosnia and Herzegovina, Sweden, Denmark, Netherlands, Spain, Italy, Panama, Croatia, Peru, Brazil	Hungary, Belgium	Curacao, Anjouan
Ela Games	Cuba, Cyprus, Iran, Israel, North Korea, Romania, Sweden, Syria, USA, Venezuela	N/A	Operator must hold any Gambling Licence

Elbet	N/A	N/A	N/A
Endorphina	Australia, France	Denmark, Greece, Sweden, Romania, Peru	N/A
Enjoy Gaming	Afghanistan, Alderney, Algeria, American Samoa, Angola, Aruba, Australia, Bahamas, Bahrain, Belgium, Bulgaria, Bosnia & Herzegovina, Botswana, Cambodia, China, Croatia, Cuba, Curacao, Czech Republic, Denmark, Eritrea, Estonia, Ethiopia, France, Ghana, Greece, Guam, Hong Kong, Hungary, Indonesia, Iran, Iraq, Israel, Italy, Jordan, Kuwait, Laos, Latvia, Libya, Lithuania, Malaysia, Marshall Islands, Martinique, Mauritania, Mauritius, Morocco, New Caledonia, Norfolk Island, Korea, Oman, Pakistan, Portugal, Qatar, Romania, Rwanda, Saudi Arabia, Singapore, Slovakia, Slovenia, Somalia, South Sudan, Spain, Sri Lanka, Sudan, Syria, Sweden, Taiwan, Tunisia, Turkey, Trinidad and Tobago, UAE, Uganda, United Kingdom, the United States and its dependencies and territories including but not limited to American Samoa, Guam, Marshall Islands, North Mariana Islands, Puerto Rico and the Virgin Islands, Wallis and Fortuna, Vanuatu and Yemen	N/A	N/A
Espresso Games	Colombia, Italy, Spain	France, USA	N/A
EURASIAN Gaming	Austria, Australia, Aruba, Bonaire, Brazil, Curacao, France, The Netherlands, Saba, Statia, St. Maarten, Singapore, Spain, the United Kingdom, China, Vietnam and Taiwan, the USA and its territories	Peru	N/A
Evolution	Australia, Cuba, Iran, Myanmar (Burma), North Korea, South Sudan, Sudan, Syria, Taiwan, Crimea. In addition to the above listed generally prohibited countries which apply to the below specified Licensed Software as well: Licensed Software Monopoly LIVE & Monopoly Big Baller is additionally prohibited in following countries: Afghanistan, Algeria, American Samoa, Andorra, Antigua and Barbuda, Argentina, Australia Azerbaijan, Bahrain, Bangladesh, Barbados, Belarus, Bhutan, Bolivia, Botswana, Brunei Darussalam, Burundi, Cambodia, China, Chile,	Afghanistan, Albania, Barbados, Burkina Faso, Cameroon, Cayman Islands, Croatia, Democratic Republic Congo, Gibraltar, Haiti, Jamaica, Jordan, Mali, Mozambique, Nigeria, Panama, Philippines, Senegal, South Africa, Tanzania, Turkey, Trinidad & Tobago, Uganda, United Arab Emirates, Vanuatu, Venezuela, Vietnam, Yemen, Zimbabwe, Austria, Argentina, Armenia,	Operator must hold any Gambling Licence

	Christmas Island, Cocos Islands, Cook Islands, Congo, Cuba, Cyprus, Ecuador, Egypt, El Salvador, Eritrea, Fiji, France, French Polynesia, Guam, Guatemala, Haiti, Hong Kong, Iceland, India (states of Sikkim, Nagaland, Telangana), Indonesia, Iran, Iraq, Israel, Japan, Jordan, Kazakhstan, Kuwait, Kyrgyzstan, Laos, Lebanon, Lesotho, Liechtenstein, Macau, Macedonia, Malaysia, Mali, Mauritius, Moldova, Monaco, Mongolia, Morocco, Myanmar, Nauru, Nepal, Nicaragua, Niue, Northern Mariana Islands, Oman, Pakistan, Palestinian Territory, Qatar, Russian Federation, Saudi Arabia, Singapore, Somalia, South Africa, South Korea, South Sudan, Sudan, Suriname, Syria, Taiwan, Tajikistan, Thailand, Timor-Leste, Trinidad & Tobago, Tunisia, Turkey, Turkmenistan, Uganda, Ukraine, United Arab Emirates, US & Outlying Territories, Uruguay, Uzbekistan, Venezuela, Vietnam, Virgin Islands, British, Yemen, Zimbabwe, United States. Restricted unless Operator serves the state monopoly: Aland, Canada, Poland, Argentina (if operator serving the state-controlled national lottery)	Alderney, Bahamas, Belgium, Bosna and Herzegovina, Botswana, Brazil, Bulgaria, Canada, Chile, Colombia, Costa Rica, Croatia, Curacao, Cyprus, Czech Republic, Denmark, Dominican Republic, Ecuador, Eswatini, Estonia, Finland, France, Georgia, Germany, Gibraltar, Ghana, Greece, Hungary, Ireland, Isle of Man, Italy, Jamaica, Latvia, Lesotho, Lithuania, Malta, Mexico, Namibia, Norway, Nigeria, Nicaragua, Netherlands, Panama, Paraguay, Peru, Philippines, Portugal, Poland, Romania, Rwanda, Serbia, Slovakia, South Africa, Surinam, Spain, Sweden, Switzerland, Tanzania, Ukraine, United Kingdom, USA, Uganda, Venezuela.Licensed Software Monopoly LIVE & Monopoly Big Baller is additionally prohibited in following countries:Alderney, Argentina (only Misiones, Tucuman, Rio Negro), Armenia, Belgium, Belize, Bosnia Herzegovina, Bulgaria, Colombia, Comoros (Anjouan only), Costa Rica, Croatia, Curacao, Czech Republic, Denmark, Dominica, Dominican Republic, Estonia, French Guiana, French Southern Territories, Georgia, Ghana, Gibraltar, Greece, Grenada, Hungary, Isle of Man, Italy, Jamaica, Jersey, Latvia, Lithuania, Malta, Mexico, Montenegro, Netherlands, Panama, Papua New Guinea, Philippines, Portugal, Romania, Saint Kitts&	
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Evoplay	Afghanistan, Australia, Aruba, Bonaire, Canada, Cuba, Curacao, Eritrea, Ethiopia, France, Iran, Iraq, Israel, Jordan, Libya, North Korea, Pakistan, Peru, Philippines, Rwanda, Saba, Singapore, Somalia, State of Palestine, Statia, St. Maarten, Sudan, South Sudan, Syria, The Netherlands, Tunisia, USA and its dependent territories, United Kingdom, Yemen	Bosnia	N/A
Excellent Reel	United Kingdom, Malta, Sweden, Spain, Italy, France, Greece, Romania, Denmark, Belgium, Portugal, Colombia, Netherlands, Germany, Lithuania, Latvia, Croatia, Switzerland, Mexico, South Africa, USA, Canada, Australia, Brazil, Argentina, Peru, Chile, Uruguay	N/A	N/A
Ezugi	Australia, Canada (Alberta, British Columbia, Manitoba, Ontario, Quebec), Crimea, Cuba, Israel, Iran, Myanmar, North Korea, Sudan, South Sudan, Sweden, Syria, Taiwan.	Bulgaria, Colombia, Hungary, Italy, Latvia, Lithuania, Netherlands, New Jersey (US), Romania, Spain, South Africa, United Kingdom	Operator must hold a valid gaming license for all markets that they are targeting
Fa Chai	Australia, Hong Kong, Iran, North Korea, Russia, Singapore, Taiwan, United States	N/A	N/A
Fazi	USA, Australia, Lithuania, Belgium	Columbia, Peru	Operator must hold any Gambling Licence
Fbastards	Afghanistan, Burundi, Bolivia, Democratic Republic of Cong, Cuba, Iraq, North Korea, Lebanon, Libya, Myanmar, Nicaragua, Somalia, Sudan, South Sudan, Syria, Yemen, Zimbabwe and corresponding currencies, USA and its territories	Australia, the Netherlands	N/A
Felix Gaming	Afghanistan, Albania, Algeria, Angola, Aruba, Bahamas, Bonaire, Botswana, Cambodia, Curaçao, Ecuador, Ethiopia, Ghana, Guyana, Hong Kong, Iran, Iraq, Israel, Kuwait, Laos, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Saba, Singapore, Sri Lanka, St. Eustatius, St. Marten, Sudan, Syria, Taiwan, The Netherlands, Trinidad And Tobago, Tunisia,	Belgium, Bulgaria, Czech Republic, Denmark, Estonia, France, Latvia, Lithuania, Mexico, Portugal, Romania, Serbia, Sweden, Switzerland, The United Kingdom	Operator must hold any Gambling Licence

	Uganda, Yemen, Zimbabwe, The USA and its territories, Spain		
FormulaSpin	Aruba, Bahrain, Bhutan, Bonaire, Brunei, Cambodia, China, Curacao, Indonesia, Japan, Jordan, Kuwait, Laos, Lebanon, Malaysia, Maldives, Myanmar, Nepal, North Korea, Oman, Philippines, Qatar, Saint Martin, Singapore, South Korea, Sri Lanka, State of Palestine, Thailand, Timor-Leste, United Arab Emirates, United States of America, Vietnam	N/A	N/A
FUGASO	USA, UK	N/A	Operator must hold a valid gaming license for all markets that they are targeting
Funky Games	Taiwan, Singapore	N/A	N/A
G.Games	Canada, USA	N/A	Operator must hold any Gambling Licence
GameArt	France, Portugal, Sweden, Denmark, Estonia, Cyprus, Israel, UK, Hong Kong, Australia, New Zealand, USA, Netherlands. For the following Licensed Software of the Provider GameArt - Dragon King, Wild Dolphin, Venetia, Lady Luck, Wolf Quest, Explosive Reels, Gold of Ra, Dancing Lion, Phoenix Princess, Fortune Panda, Magic Unicorn, Ancient Gong, Power Dragon, Jumpin Pot, African Sunset, is additionally restricted in: USA, American Samoa, Australia, Brunei, Cambodia, China, Hong Kong, India, Indonesia, Japan, North Korea, South Korea, Laos, Macau, Malaysia, Mongolia, Burma, New Zealand, Papua New Guinea, Philippines, Singapore, Sri Lanka, Taiwan, Thailand, Timor, Vietnam	Romania, Georgia, Switzerland, Spain, Colombia, Italy, Lithuania, Estonia, Bulgaria, Netherlands, Belarus, Slovakia, Croatia, Malta	Operator must hold any Gambling Licence
GameBeat	Curacao, Israel, Iran, USA	N/A	N/A
Gaming Corps	Australia (AU), Afghanistan (AF), Antigua and Barbuda (AG), Cuba (CU), Democratic People's Republic of Korea (KP), French Polynesia (PF), Iran (IR), Iraq (IQ), Israel (IL), Liechtenstein (LI), Macau (MO), Netherlands Antilles (AN), Sudan (SD), Syria (SY), United States (US),	Greece, Sweden	Operator must hold a valid gaming license for all markets that they are targeting
Gamzix	Aruba, Bonaire, Curacao, France, Netherlands, UK, Saint Martin, USA	N/A	Operator must hold a valid gaming license for all markets

			that they are targeting
GoldenRace	Afghanistan, Antigua and Barbuda, Belgium, Cuba, Cyprus, Denmark, Italy, France and its territories, Hong Kong, Iran, Iraq, Israel, Kahnawake, Libya, Macau, Netherlands Antilles, North Korea, Spain, Sudan, Syria, the Philippines, Turkey, USA	UK, Peru	N/A
Habanero	Australia, Canada, Central African Republic, Cuba, Curacao, Cyprus, Democratic Republic of Congo, Eritrea, France, Guinea-Bissau, Iran, Iraq, Lebanon, Libya, Mali, North Korea, Republic of the Congo, Singapore, Somalia, South Sudan, Sudan, Syria, Taiwan, United States, Yemen	Argentina, Belarus, Brazil, Bulgaria, Colombia, Croatia, Denmark, Estonia, Georgia, Gibraltar, Greece, Germany, Isle of Man, Italy, Latvia, Lithuania, Malta, Panama, Philippines, Portugal, Romania, South Africa, Spain, Sweden, The Netherlands, The United Kingdom	Operator must hold any Gambling Licence
Hacksaw Gaming	Iran, North Korea, Syria, Cuba, Sudan, Australia, Crimea, France, Russia and any jurisdiction prohibiting online gaming by law. Any jurisdictions listed as blacklisted jurisdictions (or “call for action” or having similar meaning) on the international sanctions list by the Financial Action Task Force, the Financial Intelligence Analysis Unit and/or the Malta Financial Services Authority	USA, Spain, Canada, UK, Greece, Sweden, Romania, Peru, Malta	Operator must hold a valid gaming license for all markets that they are targeting
High5	Algeria, Afghanistan, Antigua & Barbuda, Belarus, Australia, China, Cuba, Guyana, Iran, Iraq, Israel, Hong Kong, Kuwait, Libya, Myanmar, North Korea, Pakistan, Panama, Singapore, Papua New Guinea, Sudan, Syria, Taiwan, The Philippines, Yemen, Zimbabwe, Russia	Armenia, Belgium, Canada (only British Columbia, Ontario, Quebec), Colombia, Denmark, Estonia, France and its Territories, Georgia, Germany, Greece, Italy, Latvia, Lithuania, Mexico, Montenegro, Peru, Republic of Serbia, Romania, Spain, Sweden, The Netherlands including the special municipalities of Bonaire, St Eustatius and Saba, United States of America (only Connecticut, Delaware, New Jersey, Michigan, Nevada, Pennsylvania, West Virginia), United Kingdom	N/A

HoGaming	USA, China, Hong Kong, Macao, South Korea, North Korea, France, UK	N/A	N/A
Hölle Games	Canada, United States, Australia, Denmark, Lithuania, France, UK	Netherlands, Sweden, Greece	N/A
ICONIC21	Democratic People`s Republic of Korea, Iran, Myanmar, Syria, UK, Ukraine, Romania, Russian Federation, US and all jurisdictions with weak measures to combat money laundering and terrorist financing (AML/CFT) in accordance with the FATF Public Statements	N/A	N/A
Igrosoft	N/A	N/A	N/A
InOut	Canada, USA, Curacao, Afghanistan, Antigua and Barbuda, Cuba, Iran, Iraq, Israel, Libya, Macau, Netherlands Antilles, Republic of Serbia, Sudan, Syria, Bonaire, Aruba, Sint Eustatius, St Maarten, Saba, France	N/A	N/A
JDB	Austria, Australia, Aruba, Bonaire, Curacao, France, The Netherlands, Saba, Statia, St. Maarten, Singapore, Spain, the United Kingdom, the USA and any other jurisdiction that the Central Government of Curacao deems online gambling illegal	N/A	N/A
Jili Games	Taiwan, Hong Kong, Macau, China, Canada, Singapore	N/A	N/A
KA Gaming	Taiwan	N/A	N/A
Kajot Games	United States of America and Territories, China, Kazakhstan, Russia, North Korea, Cyprus, Vietnam, Thailand, Japan, Turkey, Singapore, Hong Kong, Canada, Malaysia, Indonesia, Israel, Poland	N/A	Operator must hold any Gambling Licence
Kalamba Games	Australia, France, Iran, Libya, North Korea (Democratic People's Republic of Korea), Syria, UK, USA	Netherlands, Romania, Sweden	N/A
Live88	Australia, United States, United Kingdom, Iran	N/A	N/A
Livespins	Afghanistan, Albania, Alderney, Algeria, American Samoa (US), Angola, Antigua and Barbuda, Armenia, Aruba (NL), Austria, Bahamas, Bahrain, Barbados, Belarus, Belgium, Benin, Bhutan, Bonaire (NL), Bosnia, Brunei, Burkina Faso, Bulgaria, Burundi, Cambodia, Cape Verde, Cayman Islands, Central African Republic, China, Colombia, Congo, Cook Islands, Cote d'Ivoire, Croatia, Curacao, Cyprus, Czech Republic, Denmark, Donetsk Region, Egypt, Ethiopia, Eritrea, Estonia, France,	N/A	Operator must hold any Gambling Licence

	French Guyana (.FR), French Polynesia, French Southern Territories, Georgia, Germany, Ghana, Gibraltar, Greece, Greenland (.DK), Guadeloupe (.FR), Guam (US), Guinea, Guinea Bissau, Guyana, Haiti, Holy See (Vatican City), Hong Kong, Hungary, Indonesia, Iraq, Isle of Man, Israel, Italy, Jamaica, Japan, Jersey, Jordan, Kahnawake, Kenya, Kherson (Ukraine), Kuwait, Laos, Latvia, Lebanon, Libya, Lithuania, Luhansk Region, Macau, Malaysia, Maldives, Mali, Malta, Marianas Islands (US), Marshall Islands, Martinique (.FR), Mauritania, Mauritius, Mayotte, Mexico, Morocco, Mozambique, Nepal, Netherlands, Netherland Antilles, Nigeria, Nicaragua, Occupied Palestinian Territory, Oman, Pakistan, Palestine, Panama, Papa New Guinea, Philippines, Poland, Portugal, Puerto Rico (US), Qatar, Reunion (.FR), Romania, Russia, Saba (NL), Saint Barthelemy (.FR), Saint Eustatius (NL), Saint Martin (.FR), Saint Pierre and Miquelon (.FR), Saudi Arabia, Senegal, Serbia, Sierra Leone, Sri Lanka, Singapore, Slovakia, Somalia, South Africa, South Korea, Spain, Sweden, Switzerland, Syrian Arab Republic, Thailand, Timor Leste (East Timor), Trinidad & Tobago, Tunisia, Turkey, Uganda, United Arab Emirates, United Kingdom, US Minor Outlying Islands, USA, Uruguay, Uzbekistan, Vanuatu, Virgin Islands (U.S.), Vietnam, Western Sahara, Yemen, Zimbabwe		
Lotto Instant Win	N/A	N/A	N/A
Macaw Gaming	Aruba, Bonaire, Curaçao, The Netherlands, Saba, Statia, St. Maarten, Singapore, USA	N/A	N/A
Mascot Gaming	N/A	Brazil, Peru	Operator must hold a valid Gambling License for all markets where are required
Mplay	USA, France, Italy, UK, Spain, Netherlands	N/A	N/A
NetEnt	Cuba, Iran, South Sudan, Sudan, Taiwan, Ukraine, Crimea, Venezuela, Afghanistan; Alderney; America Samoa; Angola; Australia;	Barbados, Burkina Faso, Cayman Islands, Haiti, Jamaica, Jordan, Mali, Morocco, Myanmar,	N/A

	Belgium; Bosnia And Herzegovina; Cambodia; Croatia; Czech Republic; Democratic People's Republic Of Korea (Dprk); Denmark; Dutch Caribbean Including Curacao And Aruba; Estonia; Ethiopia; France, Hungary; Iraq; Italy; Lao's People's Democratic Republic; Latvia; Lithuania; Philippines; Romania; Singapore; Spain, Syrian Arab Republic; Sweden; Uganda; United Kingdom; USA; Vanuatu; Yemen, Malta	Nicaragua, Senegal, Turkey, Zimbabwe Albania, Algeria, Bahamas, Botswana, Ecuador, Ethiopia, Ghana, Guyana, Hong Kong, Iran, Israel, Kuwait, Namibia, Pakistan, Panama	
NetGame Entertainment	USA, UK, Curacao, Netherlands	N/A	N/A
Nolimit City	Australia, Cuba, Iran, Myanmar (Burma), North Korea, South Sudan, Sudan, Syria, Taiwan, Crimea. Restricted currencies: AFN (Afghan Afghani), BIF (Burundian franc), BOB (Bolivian boliviano), CDF (Congolese franc), CUP (Cuban Peso), IQD (Iraqi dinar), IRR (Iranian rial), KPW (North Korean Won), LBP (Lebanese Pound), LYD (Libyan dinar), MMK (Myanmar Kyat), NIO (Nicaraguan Córdoba), SOS (Somali shilling), SDG (Sudanese pound), SSP (South Sudanese pound), SYP (Syrian Pound), YER (Yemeni Rial), ZMK/ZMW (Zambian Kwacha)	Afghanistan, Albania, Barbados, Burkina Faso, Cameroon, Cayman Islands, Croatia, Democratic Republic Congo, Gibraltar, Haiti, Jamaica, Jordan, Mali, Mozambique, , Nigeria, Panama, Philippines, Senegal, South Africa, Tanzania, Turkey, Trinidad & Tobago, Uganda, United Arab Emirates, Vanuatu, Venezuela, Vietnam, Yemen, Zimbabwe, Austria, Argentina, Armenia, Alderney, Bahamas, Belgium, Bosna and Herzegovina, Botswana, Brazil, Bulgaria, Canada, Chile, Colombia, Costa Rica, Croatia, Curacao, Cyprus, Czech Republic, Denmark, Dominican Republic, Ecuador, Eswatini, Estonia, Finland, France, Georgia, Germany, Gibraltar, Ghana, Greece, Hungary, Ireland, Isle of Man, Italy, Jamaica, Latvia, Lesotho, Lithuania, Malta, Mexico, Namibia, Norway, Nigeria, Nicaragua, Netherlands, Panama, Paraguay, Peru, Philippines, Portugal, Poland, Romania, Rwanda, Serbia, Slovakia, South Africa, Surinam, Spain, Sweden, Switzerland,	Operator must hold a valid Gambling License for all markets that they are targeting

		Tanzania, Ukraine, United Kingdom, USA, Uganda, Venezuela	
Novomatic	Australia, Austria, Canada, Estonia, Ireland, Romania, Switzerland, USA	N/A	N/A
Nucleus Gaming	N/A	N/A	N/A
Olympic Studio	Israel, USA	Romania	N/A
OneTouch	Australia, United States, United Kingdom, Iran	N/A	N/A
Onlyplay	Curacao, Guam, Kingdom of Netherlands., Puerto Rico, Republic of Belarus, Republic of Cyprus, Republic of Lithuania, Republic of South Africa, and the United States Virgin Islands, the Northern Mariana Islands, USA and American Samoa	N/A	N/A
Orbital	The Islamic Emirate of Afghanistan, The Republic of Albania, Barbados, The Commonwealth of the Bahamas, The Republic of Botswana, The Republic of Ghana, Gibraltar, Commonwealth of Dominica, The Republic of Iraq, Republic of Vanuatu, The Republic of Zimbabwe, The Turks and Caicos Islands, Jamaica, The Republic of Yemen, The Islamic Republic of Iran, The Cayman Islands, The Kingdom of Cambodia, The Republic of Colombia, The Democratic People's Republic of Korea, The Republic of Mauritius, The Republic of the Union of Myanmar, The Federal Republic of Nigeria, The Republic of Nicaragua, The Islamic Republic of Pakistan, The Republic of Panama, The Seychelles, St. Vincent and the Grenadines, The Syrian Arabic Republic, The Republic of Tajikistan, The Republic of Uganda	N/A	N/A
Penguin King	USA, UK, Bulgaria, Afghanistan, Albania, Australia, Barbados, Burkina Faso, Cambodia, Cayman Islands, Haiti, Hong Kong, Iran, Iraq, Israel, Jamaica, Jordan, Mali, Morocco, Myanmar, Nicaragua, North Korea, Pakistan, Panama, Philippines, Senegal, Singapore, South Sudan, Syria, Taiwan, Tunisia, Uganda, Yemen	N/A	N/A
Peter&Sons	Sweden, Denmark, Spain, Portugal, United Kingdom, Greece, United States, Germany	N/A	N/A
PG SOFT	Australia, Malaysia, Singapore, Taiwan, United States, Israel, Iran,	N/A	N/A

	North Korea, United Arab Emirates, United Kingdom		
Platipus Gaming	Israel, USA	Romania	N/A
Play'n Go	Allowed only in following countries: Armenia, Azerbaijan, Bahrain, Bangladesh, Bhutan, Brunei, China, Cyprus, East Timor, Indonesia, Israel, Japan, Jordan, Kazakhstan, Kyrgyzstan, Lebanon, Malaysia, The Maldives, Mongolia, Myanmar, Nepal, Oman, Pakistan, Palestine, Qatar, South Korea, South Ossetia, Sri Lanka, Taiwan, Tajikistan, Thailand, Turkmenistan, Uzbekistan, Vietnam	N/A	N/A
PlayHub	N/A	N/A	N/A
Playson	USA, Israel, Australia, France	Canada, Romania, UK, Lithuania, Netherlands, Greece, Georgia, Italy, Netherlands, Peru, Sweden, Ukraine, UK	Operator must hold any Gambling Licence
Playtech	Afghanistan, Angola, Azerbaijan, Bangladesh, Belarus, Benin, Botswana, Burkina Faso, Burundi, Cambodia, Cameroon, Cape Verde, Central African Republic, Chad, Congo, Democratic Republic of Congo, Cote d'Ivoire, Cuba, Cyprus, Guinea, Eritrea, Ethiopia, Ghana, Haiti, Hong Kong, Iran, Iraq, Israel, Jamaica, Kazakhstan, Kenya, North Korea, Latvia, Lebanon, Liberia, Libya, Macau, Madagascar, Maldives, Mali, Mauritius, Mongolia, Mozambique, Myanmar, Nicaragua, Pakistan, Philippines, Russia, Sierra Leone, Singapore, Somalia, Sri Lanka, Sudan, Syria Arab Republic, Tajikistan, Trinidad and Tobago, Turkey, Uganda, USA and its territories, Uzbekistan, Vanuatu, Venezuela, Vietnam, Yemen, Zimbabwe	Argentina, Australia, Austria, Belgium, Buenos Aires, Brazil, Bulgaria, Canada, Colombia, Curacao, Czech Republic, Denmark, Estonia, France, Germany, Gibraltar, Greece, Guernsey, Isle of Man, Italy, Latvia, Lithuania, Malta, Mexico, Netherlands, Panama, Peru, Poland, Portugal, Romania, Slovakia, South Africa, Spain, Sweden, Switzerland, Ukraine, UK.	N/A
PoggiPlay	USA, Netherlands, Dutch Caribbean (Curacao, Bonaire, Aruba, St. Maarten, Saba), France, UK, Israel, North Korea, Iran, Australia, UAE, Gibraltar	N/A	N/A
PopiPlay	Aruba, Bonaire, St. Maarten, St. Eustatius, Curacao, Dutch Caribbean, Saba, Spain, UK, US, The Netherlands, Australia, France	N/A	N/A
Pragmatic Play	Australia, France, India, Iran, Israel, North Korea, Myanmar, Singapore, Taiwan, UAE, USA, Syria. For Licensed Software of Pragmatic Play - Peaky Blinders	Argentina, Bahamas, Belgium, Brazil, Bulgaria, Colombia, Canada, Denmark, Germany, Gibraltar,	N/A

	shall additionally apply the following restricted territories: Belgium, Hong Kong, Sudan, Syria, Turkey, UK, Netherlands, Russia	Great Britain, Greece, Italy, Lebanon, Lithuania, Malta, Netherlands, Peru, Philippines, Portugal, Romania, Serbia, South Africa, Spain, Sweden, Switzerland, Ukraine	
Push Gaming	Afghanistan, Albania, American Samoa, Angola, Australia, Bahamas, Barbados, Bosnia and Herzegovina, Botswana, Burkina Faso, Cambodia, Cayman Islands, China, Cuba, Egypt, Eritrea, Ethiopia, France, French Guiana, French Polynesia, French Southern Territories, Guadeloupe, Guam, Holy See - Vatican City, Hong Kong, Iran, Iraq, Israel, Jamaica, Japan, Kuwait, Laos, Macao, Malaysia, Marshall Islands, Mauritius, Morocco, Myanmar, Nicaragua, Nigeria, North Korea, Pakistan, Panama, Poland, Puerto Rico, Qatar, Russia, Saudi Arabia, Senegal, Singapore, South Africa, Sudan, Syria, Taiwan, Turkey, UAE, Uganda, US Minor Outlying Islands, US Virgin Islands, USA, Vanuatu, Yemen, Zimbabwe, Estonia, Denmark, Germany, Greece, Italy, Latvia, Netherlands, Ontario, Canada	Alderney, Belgium, Croatia, Denmark, Dutch Caribbean Including Curacao and Aruba, Hungary, Italy, Lao's People's Democratic Republic, Lithuania, Romania, United Kingdom	N/A
Quickspin	Argentina, Australia, Belarus, Cyprus, Hong Kong, Israel, Macau, Philippines, Singapore, Ukraine, USA and Its Territories, Afghanistan; Alderney; America Samoa; Angola; Belgium; Bosnia And Herzegovina; Cambodia; Croatia; Czech Republic; Democratic People's Republic Of Korea (Dprk); Denmark; Dutch Caribbean Including Curacao And Aruba; Estonia; Ethiopia; France, Hungary; Iraq; Italy; Laos People's Democratic Republic; Latvia; Lithuania; Romania; Spain, Syrian Arab Republic; Sweden; Uganda; United Kingdom; USA; Vanuatu; Yemen, Malta, Russia, Mexico	N/A	N/A
Red Rake Gaming	Belarus, France, Denmark, Israel, Australia, South Africa, Indonesia, Turkey	UK, USA and its territories, Canada, Greece, Portugal, Spain, Italy, Romania, Belgium, Netherlands, Peru, Poland, Czech Republic, Lithuania, Croatia, Estonia, Latvia	Spanish or Curacao

Red Tiger Gaming	Afghanistan, Alderney, American Samoa, Angola, Australia, Belgium, Bosnia and Herzegovina, Cambodia, Croatia, Czech Republic, Cuba, Crimea, Democratic People's Republic Of Korea, Denmark, Dutch Caribbean including Curacao and Aruba, Estonia, Ethiopia, France, Hungary, Iran, Iraq, Italy, Lao's People's Democratic Republic, Latvia, Lithuania, Philippines, Romania, Taiwan, Singapore, Spain, Syrian Arab Republic, Sweden, South Sudan, Sudan, Uganda, United Kingdom, USA, Ukraine, Vanuatu, Venezuela, Yemen, Malta	Albania, Algeria, Bahamas, Botswana, Bulgaria, Ecuador, Ghana, Guyana, Hong Kong, Israel, Kuwait, Namibia, Nicaragua, Pakistan, Panama, Trinidad and Tobago, Tunisia, Zimbabwe	N/A
REEVO	United States, Afghanistan, Antigua and Barbuda, Cuba, Cyprus, Iran, Iraq, Israel, Libya, Sudan, Syria, UK	N/A	Operator must hold a valid Gambling License for all markets that they are targeting
Relax Gaming	Afghanistan, Albania, Australia, Burkina Faso, Cameroon, Cambodia, Cayman Islands, Central Africa Republic, China, Crimea, Cuba, Democratic Republic Congo, Haiti, Hong Kong, India, Iran, Iraq, Israel, Lebanon, Libya, Mali, Monaco, Mozambique, Myanmar, Namibia, Nigeria, North Korea, Panama, Portugal, Saudi Arabia, Senegal, Singapore, Somalia, South Korea, South Sudan, Sudan, Syria, Taiwan, Tanzania, The Philippines, Turkey, UAE, Vanuatu, Vatican, Venezuela, Vietnam, Yemen, Zimbabwe. Silver Bullet content is additionally restricted in: Cyprus, Egypt, Ghana, Indonesia, Malaysia, Nigeria, Oman, South Korea, Thailand, Türkiye, United Arab Emirates, Vietnam. Silverback Games content is additionally restricted in: Albania, Angola, Azerbaijan, Bahrain, Bangladesh, Barbados, Belarus, Benin, Brunei Darussalam, Bulgaria, Burkina Faso, Burundi, Cabo Verde, Cambodia, Cameroon, Canada, Central African Republic, Comoros, Cook Islands, Côte d'Ivoire, Cuba, Cyprus, Czechia, Djibouti, Egypt, Eritrea, Ethiopia, Faroe Islands, Finland, Gambia,	Armenia, Belgium, Canada, Colombia, Denmark, Estonia, France and its Territories, Georgia, Germany, Italy, Latvia, Lithuania, Mexico, Netherlands (including Bonaire, St Eustatius, and Saba), Peru, Romania, Serbia, Spain, Sweden, Switzerland, USA, United Kingdom	Operator must hold any Gambling Licence

	Ghana, Greece, Greenland, Grenada, India, Indonesia, Japan, Kazakhstan, Kenya, Korea Republic, Kyrgyzstan, Lao People's Democratic Republic, Lebanon, Liberia, Liechtenstein, Macao, Malaysia, Mali, Marshall Islands, Mauritania, Moldova, Monaco, Mongolia, Morocco, Namibia, Nauru, Nicaragua, Niger, Nigeria, Norway, Oman, Palau, Palestine, Poland, Portugal, Puerto Rico, Qatar, Russian Federation, Rwanda, Samoa, Sao Tome and Principe, Saudi Arabia, Sierra Leone, Solomon Islands, Somalia, South Africa, South Korea, Sri Lanka, Suriname, Sweden, Switzerland, Tajikistan, Tanzania, the United Republic of Thailand, Togo, Tonga, Trinidad and Tobago, Tunisia, Türkiye, Turkmenistan, Uganda, Ukraine, United Arab Emirates, United States Minor Outlying Islands, United States of America, Uzbekistan, Vanuatu, Viet Nam, Virgin Islands, Zambia		
Revolver Gaming	Afghanistan, Albania, Algeria, Angola, Australia, Belgium, Bulgaria, Czech Republic, Colombia, Denmark, Ecuador, France and its territories, Guyana, Hong Kong, Iran, Iraq, Israel, Italy, Lithuania, North Korea, Poland, Portugal, Puerto Rico, Romania, Saudi Arabia, Singapore, Spain, USA, Vatican City	Philippines, UK	N/A
Rich88	Singapore, Taiwan	N/A	N/A
Rival Games	N/A	N/A	N/A
RTG Slots	Philippines, France, Italy, USA, Australia, South Africa,	N/A	N/A
Ruby Play	Australia, Canada (Ontario) France, Great Britain (UK), Greece, Iran, Israel, Lithuania, USA and its territories, South Africa, Mexico, Poland	Romania	N/A
SA Gaming	South Korea, China, Macau, Hongkong	N/A	N/A
Salsa	Aruba, Bonaire, Curaçao, France, Netherlands, Saba, Singapore, Statia, St. Maarten, the United States, Israel, Hong Kong, Cyprus, Cuba, and Turkey	N/A	Operator must hold a valid Gambling License for all markets that they are targeting
Sexy Baccarat	Taiwan	N/A	N/A
SimplePlay	South Korea, China, Macau, Hong Kong	N/A	N/A
Skilrock	N/A	N/A	N/A

Skywind	Afghanistan, Australia, Austria, Belarus, Cuba, Cyprus, France and its territories (including French Guiana, French Polynesia, French Southern Territories, Martinique, Guadeloupe, Reunion, Mayotte), Hong Kong, Iran, Iraq, Israel, Macau, North Korea, Singapore, Syrian Arab Republic, Turkey, USA and its territories (including United States Minor Outlying Islands). Alderney, Antigua, Curaçao, Gibraltar, Kahnawake, Malta, Philippines, Panama.	Argentina (Buenos Aires Province and City), Belgium, Brazil, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, Greece, Georgia, Germany, Isle of Man, Italy, Latvia, Lithuania, Malta, Mexico, Ontario (Canada), Panama, Paraguay, Peru, Poland, Portugal, Romania, Serbia, Slovenia, South Africa, Spain, Sweden, Switzerland, The Netherlands, United Kingdom, Ukraine	Operator must hold any Gambling Licence
Slotmill	Australia	Argentina, Belgium, Brazil, Canada (Ontario), Colombia, Curaçao, Denmark, France, Greece, India, Italy, Latvia, Lithuania, Mexico, Netherlands, Peru, Portugal, Romania, South Africa, Spain, Sweden, Switzerland, United Kingdom of Great Britain and Northern Ireland, United States of America	Operator must hold any Gambling Licence
SmartBet	N/A	N/A	N/A
Smartsoft Gaming	Georgia, Gibraltar, Greece, Portugal	Peru	N/A
Sneaky Slots	N/A	N/A	N/A
Spadegaming	Taiwan, Philippines	N/A	N/A
Spearhead Studios	Crimea Region Of Ukraine, Cuba, Iran, Afghanistan; Alderney; America Samoa; Angola; Australia; Belgium; Bosnia And Herzegovina; Cambodia; Croatia; Czech Republic; Democratic People's Republic Of Korea (Dprk); Denmark; Dutch Caribbean Including Curacao And Aruba; Estonia; Ethiopia; France, Hungary; Iraq; Italy; Laos People's Democratic Republic; Latvia; Lithuania; Philippines; Romania; Singapore; Spain, Syrian Arab Republic; Sweden; Uganda; United Kingdom; USA; Vanuatu; Yemen, Malta	Georgia, Gibraltar, Greece, Netherlands, South Africa, Ukraine	N/A
Spinmatic	Syria, Libya, USA and its territories, North Korea, Turkey, Iraq, UK, Iran, Sudan, Afghanistan, Macau, Philippines, Canada, Maldives, US and North Korea	Peru	N/A

Spinomenal	Afghanistan, Ethiopia, Guyana, Iran, Iraq, Pakistan, Palestinian territory, Sri Lanka, Syria, Trinidad and Tobago, Uganda, Vanuatu, Yemen, USA, Israel, Australia,	UK	Operator must hold any Gambling Licence
Spinoro	USA, UK, Australia, Cambodia, Cayman Islands, Cuba, Curacao, Dutch West Indies, Haiti, Iran, Iraq, Israel, Jamaica, Jordan, Lithuania, Mali, Malta, Myanmar, Netherlands, Nicaragua, North Korea, Pakistan, Philippines, Saudi Arabia, Spain, South Sudan, Syria, China	N/A	Curacao, Kahnawake, Anjouan and Tobique
Spribe	Russia as well as the jurisdictions where the promotions, marketing or offering of online gambling is expressly prohibited or otherwise unlawful	Peru, Canada	Operator must hold any Gambling Licence
Super Spade Games	USA, Georgia	N/A	N/A
Superlotto	Lithuania, Latvia, Czech Republic, Slovakia, South Africa	N/A	N/A
Swintt	UK, Netherlands, Ontario, USA, Taiwan, Philippines, Hong Kong, Singapore	N/A	Operator must hold any Gambling Licence
TaDa Gaming	China, Hong Kong, Macao, Taiwan, Thailand, Malaysia, Philippines, Bangladesh, Vietnam, Singapore, India, Indonesia, Japan, South Korea	N/A	N/A
Tap-A-Roo	N/A	N/A	N/A
Thunderkick	The Operator / The Reseller and its Operators must not accept End Users who are located / have IP address / have a geographic address (specified by the End User during registration or specified as the End User's payment address connected with the End User's payment method) in any of the following territories: The United States and its dependencies and overseas territories (Guam, Northern Mariana Islands, Puerto Rico, Virgin Islands), France and its dependencies and overseas (French Guiana, French Polynesia, Guadeloupe, Martinique, Mayotte, New Caledonia, Reunion, St. Barthélemy, St.Martin, St.Pierre&Miquelon, Wallis&Futuna), Australia, Iran, Libya, Myanmar, People's Republic of Korea (North Korea), Sudan, Zimbabwe, Syria, Venezuela, Hong Kong, Canada	Denmark, Spain, Portugal, Italy, Belgium, Romania, Czech Republic, Sweden, UK, Nigeria, Netherlands, Estonia, Lithuania, Ukraine	Curacao, Malta, UK or other valid EEA Licence

Tom Horn Gaming	Israel, USA	UK, Romania	Curacao, Malta, Costa Rica or United Kingdom
TopSpin	USA	N/A	Operator must hold any Gambling Licence
TPG	N/A	N/A	N/A
Triple Cherry	Afghanistan, Algeria, Angola, Antigua & Barbuda, Cambodia, China, Cuba, Cyprus, Guyana, Hong Kong, Indonesia, Iraq, Kahnawake, Kuwait, Libya, Macau, Myanmar, Namibia, Netherlands Antilles, North Korea, Pakistan, Papua New Guinea, Sudan, Syria, Uganda, United States of America and its Territories	N/A	N/A
Turbo Games	Afghanistan, Bhutan, Cuba, Cyprus, Iran, Iraq, Libya, North Korea, Syria, United Kingdom, USA, The Netherlands, Curacao, France, Pakistan, Israel, Mauritania	N/A	Operator must hold a valid Gambling License for all markets that they are targeting
Vibra Gaming	United States, France, Israel, Hong Kong and China	N/A	N/A
Vivo Gaming	Israel, Iran, USA, Syria, Costa Rica, Uruguay, Iraq	N/A	N/A
Voltent	Afghanistan, Armenia, Antigua and Barbuda, Aruba, Australia, Bulgaria, Canada (Ontario, Quebec) China, Cuba, Cyprus, France and its territories, Hong Kong, Iran, Iraq, Japan, Kahnawake, Libya, Macau, Malaysia, the former Netherlands Antilles, Poland, Republic of Serbia, Singapore, Sudan, Sweden, Syria, the Philippines, Turkey	Belgium, Denmark, Italy, Latvia, Lithuania, Netherlands, Portugal, Spain, Switzerland, USA, UK	Operator must hold any Gambling Licence
Winfinity	Greece, Albania, Afghanistan, Bahrain, Bosnia and Herzegovina, Cuba, Iran, Israel, Jamaica, Jordan, Mali, Myanmar, Haiti, North Korea, Panama, Saudi Arabia, Senegal, Sudan, Syria, United Arab Emirates, USA, Venezuela, Zimbabwe, Crimea, India	N/A	Operator must hold any Gambling Licence
XPG	Bulgaria, Israel, United States of America, North Macedonia	N/A	N/A
Yggdrasil	Albania, Algeria, Antigua And Barbuda, Austria, Bahamas, Barbados, Belarus, Benin, Botswana, Bulgaria, Burkina, Burundi, Cape Verde, Cayman Islands, Central African Republic, Congo, Cote d'Ivoire, Cuba, Cyprus, Egypt, Eritrea, French Guiana, Georgia, Germany, Ghana,	N/A	N/A

	Gibraltar, Greece, Greenland, Guadeloupe, Guam, Guinea, Haiti, Holy See (Vatican City), Iran, Isle Of Man, Israel, Jamaica, Jersey, Jordan, Kenya, Kuwait, Lebanon, Libya, Madagascar, Mali, Marshall Islands, Martinique, Mauritius, Morocco, Mozambique, Myanmar, Nicaragua, Nigeria, Occupied Palestinian Territory, Pakistan, Panama, Poland, Portugal, Puerto Rico, Qatar, Réunion, Saint Barthélémy, Saint Martin, Saint Pierre and Miquelon, Senegal, Sierra Leone, Slovakia, Somalia, South Africa, South Sudan, Sri Lanka, Sudan, Switzerland, Taiwan, Netherlands, Trinidad and Tobago, Tunisia, Turkey, Ukraine, US Minor Outlying Islands, Venezuela, Virgin Islands (U.S.), Western Sahara, Zimbabwe, Afghanistan; Alderney; America Samoa; Angola; Australia; Belgium; Bosnia and Herzegovina; Cambodia; Croatia; Czech Republic; Democratic People's Republic Of Korea (Dprk); Denmark; Dutch Caribbean Including Curacao and Aruba; Estonia; Ethiopia; France, Hungary; Iraq; Italy; Lao's People's Democratic Republic; Latvia; Lithuania; Philippines; Romania; Singapore; Spain, Syrian Arab Republic; Sweden; Uganda; United Kingdom; USA; Vanuatu; Yemen, Malta		
Zeusplay	France	N/A	N/A
Zillion Games	Israel, Iran, USA	N/A	Operator must hold a valid Gambling License for all markets that they are targeting

Annex 4

Websites of the Operator

The Operator shall make the Licensed Software available to the End Users on the following websites:

- power.win

Annex 5

Specific Conditions Applying to Evolution

The following regulation shall apply to the Operator's use of the Licensed Software of the Provider "Evolution" ("EG") in addition to the conditions specified in the rest of this Agreement:

I. SPECIFIC CONDITIONS AND OBLIGATIONS

- 1.1. All marketing and promotion of the Licensed Software of EG, conducted by the Operator, must be socially responsible and compliant with any applicable laws or regulations.
- 1.2. The Operator shall not use the Licensed Software of EG in any manner which could adversely affect the name, image or reputation of EG or the Distributor or which could endanger any licenses, permits or approvals held by EG.
- 1.3. The Operator shall not provide access to the Licensed Software of EG to any End User who has not accepted Operator's End User terms and conditions (or other similar form of legally binding conditions) which must include the following:
 - 1.3.1. End Users acknowledge and agree that their sole recourse in relation to any complaint, dispute or claim related in any manner to the use of the Licensed Software of EG is to the Operator alone;
 - 1.3.2. End Users agree to use the Licensed Software of EG only for the playing of the given games in accordance with the Operator's terms and conditions and the terms and conditions applicable to each given game (to be provided by the Distributor, if there are any);
 - 1.3.3. End Users agree not to reverse engineer or decompile any of the Licensed Software of EG, modify, remove or obscure any proprietary notices placed on the Licensed Software of EG, copy the Licensed Software of EG by any means for any purpose whatsoever, attempt to derive source code or other confidential information from the Licensed Software of EG or use the Licensed Software of EG for any purpose other than playing the games or in any way that could adversely affect EG's name, image or reputation; and
 - 1.3.4. EG may enjoy and enforce for its own and its Affiliate's benefit the benefit of the Operator's End User terms and conditions for the purpose of enforcing directly against End Users the restrictions set out in paragraph 1.3.3. above and the Operator shall ensure that there are no restrictions or limitations on Third Party rights and/or enforcement contained in any Operator's End User terms and conditions that might adversely affect EG's right to enforce the same as envisaged herein.
- 1.4. The Operator shall ensure that all gambling, placing of bets by End Users, withdrawals and/or payments made from the Operator to End Users ("**Gambling Transactions**") is made only in a FIAT Currency. For the purposes of this Agreement, the term FIAT Currency shall mean any currency lacking intrinsic value that is declared legal tender by a government agency and which is not a cryptocurrency/virtual currency, such as for example Bitcoin (a "**FIAT Currency**").
- 1.5. The Operator is allowed to accept deposits and payments in non-FIAT Currencies, provided that any such deposits and/or payments made by End Users to the Operator in non-FIAT Currencies are converted into a FIAT Currency prior to any Gambling Transactions being initiated.

- 1.6. The Operator shall implement and maintain all system operation requirements of EG (IT architecture, functionality specifications, performance standards etc.) which the Distributor may provide to the Operator from time to time.
- 1.7. The Distributor may request the Operator to provide any due diligence information (or other information) requested by the EG. The Operator is obligated to inform the Distributor about any future material change to such provided information.

II. SPECIAL GAMES OF EG

- 2.1. There are certain EG's games that are subject to the below specified additional conditions and that are listed in the table at the end of this section II. ("**EG Special Games**"). The EG Special Games are games ultimately owned by a Third Party right holder specified by the given game in the table ("**Right Holder**"). The Distributor is entitled to cancel provision of any EG Special Game at any time.
- 2.2. The Operator shall pay to the Distributor an additional monthly fee for these EG Special Games ("**EG Special Games Fee**") which is payable by the Operator on top of the standard Licence Fee specified in the Annex 1 to this Agreement. The relevant EG Special Games Fee rates are listed in the table at the end of this section II. The rate of the EG Special Games Fee may be unilaterally changed by the Distributor at any time (if EG changes its relevant license fee for these games payable to EG by the Distributor) based on a written notice sent to the Operator.
- 2.3. Except as otherwise provided in this Annex, the EG Special Games Fee shall be invoiced and paid under the same payment terms and conditions as the Licence Fee (period for payment of the Distributor's invoices, consequences of Operator's delay with payment etc.).
- 2.4. The EG Special Games Fee shall be calculated for each of the EG Special Games separately. The GGR on one of the EG Special Games shall not be set off against the GGR on any other game.
- 2.5. The Distributor may provide any information or document provided by the Operator to the Distributor in connection with this Agreement (due diligence documents etc.), to EG or to a relevant Right Holder. Such disclosure is not considered to be a breach of confidentiality.
- 2.6. The Operator's use of trademarks, logos and/or trade names associated with the EG Special Games shall be accompanied by the appropriate trademark or service-mark symbol (either "™", "®" or "SM") as directed by EG or by the Distributor from time to time and in order to avoid confusion to the public, a legend specifying that such trademarks, logos and/or names are trademarks or service marks of the applicable right holder in sufficient proximity to the EG Special Games; (ii) nor the Operator shall use any trademarks, logos and/or trade names associated with the EG Special Games in any manner that shall create a composite mark with any trademark or logo of the Distributor and/or EG or any trademark, logo or trade name of any other person.
- 2.7. All advertising, marketing and promotional materials relating to the EG Special Games must be submitted by the Operator to the Distributor for approval prior to their use. No sales, marketing, advertising, promotional or other material for the EG Special Games may contain anything that: (a) promotes pornographic material or is lewd, profane, obscene, unlawful or; (b) is defamatory, libellous, discriminatory or constitutes "hate speech"; (c) is in breach of any applicable laws or regulation of any applicable public authority; or (d) relates to products or services that directly compete with the products or services of EG or the relevant Right Holder.

- 2.8. The Operator is obligated to comply with such policies, procedures, guidelines and instructions relating to the IP rights of the relevant Third Parties, as provided by the Distributor from time to time.
- 2.9. The Operator acknowledges and agrees that EG and/or Right Holder are sole and exclusive owners of all intellectual property rights, title and interest in the EG Special Games.

EG Special Game	EG Special Games Fee (calculated on a per EG Special Game basis)	Right Holder
Casino Hold'Em	1.2 % GGR from this game	Chi Fat Au-Yeung
2 Hand Hold'Em	1.2 % GGR from this game	Chi Fat Au-Yeung
Dragonara Dual Play Roulette	3.6 % GGR from this game	Dragonara Interactive Limited and Evolution Malta Limited
5+1	3.6 % GGR from this game	Evolution
Speed Roulette	3.6 % GGR from this game	Evolution
Dream Catcher	No EG Special Games Fee	Evolution
Lightning Roulette	3.6 % GGR from this game	Evolution
Super Sic Bo	No EG Special Games Fee	Evolution
Side Bet City	No EG Special Games Fee	Evolution
Infinite Blackjack	3.6 % GGR from side bets (no EG Special Games Fee for main bets)	Evolution
Lightning Dice	3.6 % GGR from this game	Evolution
Monopoly Live	6 % GGR from this game	Hasbro, Inc. (sublicensed by Scientific Games (Gibraltar) Limited)
21+3	3.6 % GGR from this game	Progressive Games Partners LLC
Perfect Pairs for Blackjack	3.6 % GGR from this game	Progressive Games Partners LLC
Perfect Pairs for Baccarat	3.6 % GGR from this game	Progressive Games Partners LLC
Caribbean Stud Poker	3.6 % GGR from this game	Progressive Games Partners LLC
Double Ball Roulette	3.6 % GGR from this game	Progressive Games Partners LLC
Texas Hold'em Bonus Poker	3.6 % GGR from this game	Progressive Games Partners LLC

Bucharest Dual Play Roulette	3.6 % GGR from this game	S.C. Development Services System and Evolution
Ultimate Texas Hold'Em®	3.6 % GGR from this game	Scientific Games (Gibraltar) Limited
Three Card Poker®, with 6 card bonus	3.6 % GGR from this game	Scientific Games (Gibraltar) Limited
Free Bet Blackjack®	3.6 % GGR from this game	Scientific Games (Gibraltar) Limited
High Stakes Tables (i.e. tables with a minimum bet of EUR 50 or any other amount as decided by EG and/or notified by the Distributor from time to time)	EUR 0,50 (fifty cents) per bet placed on a High Stake Table	N/A
Blackjack Classic Tables	EUR 0,15 (fifteen cents) per main bet (initial bet, split and double). There is no additional fee for side bets or bet behind	N/A
Blackjack VIP	EUR 0,50 (fifty cents) per bet placed on a Blackjack VIP	N/A
Blackjack Classic Table in Spanish language	EUR 0,70 (seventy cents) per main bet (initial bet, split and double). There is no additional fee for side bets or bet behind	N/A
Blackjack Classic Table in Portuguese language	EUR 0,70 (seventy cents) per main bet (initial bet, split and double). There is no additional fee for side bets or bet behind	N/A
Blackjack Classic Table/Speed Classic in Turkish language	EUR 0,70 (seventy cents) per main bet (initial bet, split and double). There is no additional fee for side bets or bet behind	N/A
Craps	No EG Special Games Fee	N/A
Crazy Time	3.6 % GGR from this game	N/A
Mega Ball	3.6 % GGR from this game	N/A
Power Blackjack	No EG Special Games Fee	N/A
Instant Roulette	No EG Special Games Fee	N/A

Lightning Baccarat	3.6 % GGR from this game	N/A
RNG First Person Craps	No EG Special Games Fee	N/A
RNG First Person Mega Ball	No EG Special Games Fee	N/A
RNG First Person Top Card	No EG Special Games Fee	N/A
RNG First Person Baccarat	No EG Special Games Fee	N/A
RNG First Person Dragon Tiger	No EG Special Games Fee	N/A
RNG Roulette	No EG Special Games Fee	N/A
RNG Blackjack	No EG Special Games Fee	N/A
RNG Lightning Roulette	No EG Special Games Fee	N/A
RNG Dreamcatcher	No EG Special Games Fee	N/A
DEAL OR NO DEAL LIVE	3.6 % GGR from this game	ENDEMOL SHINE IP B.V.
RNG First Person Deal or No Deal	3.6 % GGR from this game	ENDEMOL SHINE IP B.V.
XXXtreme Lightning Roulette	3.6 % GGR from this game	Evolution
Bac Bo	No EG Special Games Fee	Evolution
Peek Baccarat	No EG Special Games Fee	Evolution
Super Andar Bahar	No EG Special Games Fee	Evolution
Teen Patti	No EG Special Games Fee	Evolution
Crazy Coin Flip	3.6 % GGR from this game	Evolution
Gold Bar Roulette	No EG Special Games Fee	Evolution
Monopoly Big Baller	6 % GGR from this game	Hasbro, Inc.

In addition to the excluded territories specified in the Annex 3 to this Agreement, the game Monopoly Live shall not be used by the Operator in (i.e. may not accept End Users from) Austria and Germany (excluding Schleswig-Holstein).

In addition to the Excluded Territories specified for the Licensed Software of the Provider EG in the Annex 3 to this Agreement and other Prohibited Territories as defined in paragraph 3.1. of this Annex below, the game DEAL OR NO DEAL LIVE must not be used by the Operator in (i.e. may not accept End Users from) France, Hong Kong, Iran, North Korea, Singapore, Sudan, Syria, Turkey, the United States of America.

Any reference to a Right Holder specified above shall include also its assignors and accessors from time to time.

III. SPECIFIC CONDITIONS AND OBLIGATIONS FOR PROVIDING ENDEMOL LICENSED GAMES

- 3.1. In this section III. of this Annex to the Agreement and only for the purposes of this section III. or the amendments and supplements to the Agreement contemplated by this section III. the following capitalized terms shall have the following meanings:
- “Action”** means any and all Third Party legal actions, suits, or administrative or regulatory proceedings;
- “Copyright Notice”**: means
 “DEAL OR NO DEAL © 2003 Endemol Shine IP B.V.”;
 “Deal or No Deal Live Project © 2017 Endemol Shine IP B.V.”
 (or any other Copyright Notice related to a new Endemol Licensed Game provided in the future);
- “Endemol Licensed Games”** means DEAL OR NO DEAL LIVE and any other games and/or side bets owned by the Right Holder which the Parties agree (based on a written amendment signed by both Parties) should be added to paragraph 2.9 of this Annex to the Agreement and which shall be subject to terms and conditions of this Annex and of the Agreement from such date;
- “Licensed IP”** means the respective Right Holder’s intellectual property rights related to the Endemol Licensed Games;
- “Marketing Requirements”** means such policies, procedures, guidelines and similar relating to Licensed IP as provided by the Distributor to the Operator from time to time (email sufficing);
- “Marks”** means the trademarks, logos and trade names to be used under this section III. by both Parties, including both physical and electronic versions;
- “Prohibited Territories”** means:
- (a) the Excluded Territories specified for the Licensed Software of the Provider EG in the Annex 3 to this Agreement and additional territories excluded specifically for the game DEAL OR NO DEAL LIVE in paragraph 2.9. of the Annex to the Agreement and any other jurisdiction or territory in respect of which it is illegal for the Operator to provide remote gaming to residents; or
 - (b) any jurisdiction or territory in respect of which the Operator requires a gaming license or similar authorization to provide remote gaming to residents and the Operator does not hold, or continue to hold, such gaming license or authorization; or
 - (c) any jurisdiction or territory that is notified in writing to the Operator from time to time by Distributor with reasonable notice, but at its sole and absolute discretion, as being excluded from the scope of the rights granted to the Operator under this Annex in relation to providing Endemol Licensed Games,

the Parties agreeing and acknowledging that such notice may be on a game by game basis;

“Right Holder” means ENDEMOL SHINE IP B.V., owning Licensed IP (including but not limited to those set forth in Copyright Notice and Trade Mark Notice);

“Territory” means the world excluding any Prohibited Territory; and

“Trade Mark Notice”:

“DEAL OR NO DEAL is a registered trademark of Endemol Shine IP B.V. used under license from Endemol Shine UK Limited”

(or any other Trade Mark Notice related to a new Endemol Licensed Game provided in the future).

- 3.2. In relation to providing the Endemol Licensed Games and notwithstanding general conditions and obligations according to the Agreement and other specific ones according to its Annex, the Operator further agrees, warrants, represents and undertakes that:
 - 3.2.1. it has the right to enter into and perform this section III. of the Annex to the Agreement and has not entered into and shall not enter into any arrangement or understanding or do any act which might in any way conflict with or shall conflict with its obligations under this section III.;
 - 3.2.2. it shall comply with all applicable laws, regulations and codes which might apply to it when performing its obligations and exercising its rights under this section III. (including without limitation, data protection, anti-money laundering, anti-bribery and anti-corruption and sanctions laws and laws and regulations in relation to creation, provision, operation, exploitation and marketing of the Endemol Licensed Games);
 - 3.2.3. it is not entitled to sub-license any of the Endemol Licensed Games without Distributor’s prior written approval;
 - 3.2.4. it holds all necessary approvals, authorizations, certifications, governmental licenses and permits required for performing its rights and obligations under this section III. (together the **“Required Authority Approvals”**) and that it at all times shall comply with any official laws, rules, regulations, guidelines, codes of practice, standards and any other relevant instructions issued for such Required Authority Approvals in its performance of its rights and obligations under this Annex;
 - 3.2.5. it shall not be entitled to exploit or operate, market or promote the Endemol Licensed Games (i) on any portable wireless device (whether now known or subsequently developed) including without limitation handheld computers/video game systems or digital electronic equipment including but not limited to, personal digital assistants, mobile phones or pagers, which are capable of wireless sending and/or receiving voice and/or audio and/or data and/or video communication, and of storage of information or data and (ii) using WAP portals of mobile phone operators licensed to operate in the Territory or any other non-internet based data delivery system or non-direct means of accessing the internet. For the avoidance of doubt, nothing in this paragraph shall restrict or prevent End Users from, within the Territory and subject to the other terms of this Amendment, accessing the Endemol Licensed Games via Operator’s websites or applications (including native applications) for smartphones, using an internet enabled mobile, smartphone or tablet;

- 3.2.6. the use of the Licensed IP by the Operator in advertising, marketing and promotional materials (including without limitation the proposed media) shall be subject to Distributor's prior approval. In the event that the Distributor does not respond on the approval request, the proposed use shall be deemed rejected. If the Operator revises the approved material, it must submit the new version of such material for Distributor's approval before use;
- 3.2.7. (a) the Operator's use of Marks associated with the Endemol Licensed Games shall be accompanied by the appropriate Trade Mark Notice and Copyright Notice; (b) the Operator shall not use any Marks associated with the Endemol Licensed Games in any manner likely to prejudice their legal protection or validity; and (c) the Operator's Marks shall be kept entirely separate from Right Holder's Marks and shall not be used in any manner which could lead to confusion as to the ownership of the Right Holder's Marks;
- 3.2.8. it shall at all times comply with all Marketing Requirements for any advertisement, marketing and/or offering of the Endemol Licensed Games;
- 3.2.9. (a) if the Operator's use of any of the Licensed IP, or if any material bearing such Licensed IP, is not in accordance with the Agreement (including this section III.), the Operator shall promptly remedy such deficiencies upon receipt of written notice of such deficiencies from the Distributor; (b) nothing herein shall grant to the Operator any right, title or interest in the Licensed IP or the Marks associated with the Endemol Licensed Games, except as otherwise explicitly stipulated in this Annex; and (c) that any goodwill resulting from the Operator's use of the Marks associated with the Endemol Licensed Games shall inure solely to the relevant Right Holder and the Distributor may, at any time, request a confirmatory assignment of that goodwill and the Operator shall execute and return such assignment within five (5) Business Days of such request;
- 3.2.10. any warranty and/or indemnity by EG related to any intellectual property right associated with the Endemol Licensed Games licensed under this Agreement is limited to (exploitation in) the Territory;
- 3.2.11. it shall not make any use of the name likeness photograph or other image of Noel Edmonds (or any other presenter of any localized programme based on and/or incorporating the Licensed IP) either in the Endemol Licensed Games or in the marketing or promotion therefor or in any other way connected to the Endemol Licensed Games. The Operator acknowledges that no rights are hereby granted to the Operator in the name likeness photograph or other image of Noel Edmonds (or any other presenter of any localized programme based on and/or incorporating the Licensed IP) and permission to include the same in the Endemol Licensed Games and/or marketing or promotion therefor shall be subject to separate negotiation and agreement;
- 3.2.12. it shall not install, use or copy any of the Endemol Licensed Games (or any part of such games) except as specifically permitted in this section III. and as strictly necessary for its use of the Endemol Licensed Games in accordance with this Annex and with the Agreement;
- 3.2.13. it shall not (a) make any translations, adaptations, variations or modifications of the Endemol Licensed Games, (b) merger of all or part of the Endemol Licensed Games into any other computer software or documentation; (c) create derivative works based upon all or part of the Endemol Licensed Games; or (d) to the maximum extent permitted by law, disassemble, decompile, reverse

- engineer or decode of the Endemol Licensed Games in any manner for any reason;
- 3.2.14. it shall not modify or remove any legal notices on the Endemol Licensed Games;
 - 3.2.15. it shall not operate or market (or authorize the operation or marketing) of the Endemol Licensed Games, solicit custom or accept monies in relation to the Endemol Licensed Games from customers or proposed End Users who are situated in the Prohibited Territories. Where the Operator becomes aware that it has received monies from such persons situated in such territories it shall forthwith return such monies and under no circumstances shall the Gross Gaming Revenues from the Endemol Licensed Games include monies received from such persons situated in such Prohibited Territories;
 - 3.2.16. it shall put in place industry standard measures on each its website offering any Endemol Licensed Game to establish the age, address and location of the End Users wishing to play such Endemol Licensed Game and that such safeguard shall remain throughout the term of the Agreement. The Operator shall provide the Distributor with such information as the Distributor may reasonably request from time to time to evidence the same including without limitation providing the URL of any relevant Operator's website (subject always to its compliance with regulatory requirements that would prevent the Operator from doing so);
 - 3.2.17. it shall not engage in any activity, practice or conduct which would constitute an offence under applicable law; it shall have and shall maintain in place throughout the term of this Agreement its own policies and procedures under applicable law to ensure compliance with this section III. and shall enforce them where appropriate;
 - 3.2.18. it shall not do nor fail to do any act nor publish any statement or authorize the same which may bring Endemol or the Licensed IP into disrepute or which is in any way disparaging of or derogatory to the same;
 - 3.2.19. it shall not arrange, authorize or make any publicity of any Endemol Licensed Game without Distributor's express prior written approval of the same, except as otherwise expressly permitted in this section III. and in the Agreement;
 - 3.2.20. the Distributor may provide, when reasonably requested, a Right Holder access to any documents and other information (including the Agreement and any Due Diligence Information) relating to the Operator's use of the Endemol Licensed Games and give the Right Holder a warranty that any due diligence information provided, to the best of Operator's knowledge, is true and accurate in all material respects;
 - 3.2.21. the Operator shall: (a) give the Distributor prompt written notice of any Third Party legal action, suits or administrative or regulatory proceeding in respect of any Endemol Licensed Game for which indemnification is sought (provided, however, that any failure to give such notice shall not waive any rights of the applicable indemnities or obligations of the indemnitor except to the extent that the indemnitor is actually prejudiced thereby); and (b) permit the Distributor, EG, Endemol or such party that they appoint to control and direct the defence and settlement of any such Action provided, however that: (i) they shall not enter into any settlement agreement that would result in any admission by the Operator or any payment by the Operator, or that does not include a release of all covered claims pending against the Operator; and (ii) the Operator may at its election participate in the defence of such Action through separate counsel at its

own expense; and (c) provide the Distributor, EG, Endemol or such party that they appoint to control and direct the defence all reasonable assistance (at the expense of such party) in connection with the defence or settlement of any such Action;

- 3.2.22. it shall cease to provide, offer, market and exploit the Endemol Licensed Games or any part thereof in any territory, immediately upon receipt of notice from the Distributor (or at such other time as the notice specifies if the Distributor is so requested by EG or a Right Holder) and upon such notice the rights granted to exploit the relevant Endemol Licensed Games shall immediately be terminated;
- 3.2.23. the Distributor may terminate this section III. (and the provision of Endemol Licensed Games under the Annex to the Agreement) immediately upon written notice to the Operator if (i) the Operator takes any action, fails to take any action, or is the subject of any claim, suit, action or proceeding which the Distributor reasonably believes may result in, or has resulted in, jeopardy or risk to EG's or any Right Holder's existing, pending or future gaming licenses, approvals or permits, or (ii) if the Distributor otherwise reasonably believes that its arrangement with the Operator may result in, or has resulted in, jeopardy or risk to any of EG's or the relevant Right Holder's existing, pending or future gaming licenses, approvals, or permits or (iii) if subsequent to the execution of this section III. the Right Holder cancels, withdraws, denies or, otherwise, refuses the Operator's right to offer the Endemol Licensed Games (such approval being in the Right Holder's sole discretion) for any reason whatsoever;
- 3.2.24. the Distributor may terminate or suspend this section III. (and the provision of all or some of the Endemol Licensed Games under this Annex) if the agreement between EG and a Right Holder regarding the Endemol Licensed Games is wholly or partly terminated or suspended;
- 3.2.25. if this section III. is terminated or suspended, the Operator shall immediately stop any use of the Marks associated with the Endemol Licensed Games.

Annex 6

Specific Conditions Applying to Skywind Games

The following regulation shall apply to the Operator's use of the Licensed Software of the Provider Skywind (“**Skywind**”) in addition to the conditions specified in the rest of this Agreement:

I. SKYWIND GAMES SUB-LICENSE

- 1.1. The Operator shall ensure that the Licensed Software of Skywind is used only in accordance with their applicable specifications that were provided to it by the Distributor.
- 1.2. The Operator shall not, at any time during or after the term of this Annex, disparage, discredit or denigrate Skywind, its trademarks, trade names or the Licensed Software of Skywind.
- 1.3. The Operator undertakes that in performing its respective obligations under this Annex, it shall comply and shall ensure that each of its respective subcontractors shall comply with all applicable laws, statutes, regulations and codes from time to time in force relating to the prevention of slavery and human trafficking.
- 1.4. In the performance of its obligations under this Annex, the Operator (including its officers, directors, employees and sub-contractors) shall comply with all applicable laws, statutes, regulations and codes relating to anti-bribery and anti-corruption.
- 1.5. The Operator warrants as follows (and for the purposes of this section, "Associated Person" shall mean any person (including an officer, director, employee, consultant or sub-contractor) who performs services for or on behalf of the Operator):
 - a) it shall not engage in any activity, practice or conduct which would constitute an offence under any anti-corruption law or regulation; and
 - b) no Associated Person is either a government official or is owned or controlled, directly or indirectly, by any government or government official.
- 1.6. The Operator shall notify the Distributor immediately if at any time any of the warranties it gives in this section cease to be true and correct.
- 1.7. The Operator shall at the request of the Distributor execute any document and do anything reasonably necessary to implement this Annex and use all reasonable endeavours to procure that a Third Party executes any deed or document and does anything reasonably necessary to implement this Annex.
- 1.8. Save as required by law, existing contractual obligations or any applicable regulatory authority or government body to which either Party is subject (wherever situated), including stock exchange regulations and guidelines, no Party shall make any public announcement, issue any press release or make any form of statement to the public about this Annex or any ancillary matter without the prior written consent of the other Party, which shall not be unreasonably withheld or delayed.

II. OPERATOR’S WARRANTIES IN RELATION TO SKYWIND GAMES

- 2.1. The Operator warrants, represents and undertakes to Distributor that:
 - 2.1.1. any corporate and other due diligence/probity material it has supplied to the Distributor is true and accurate and shall remain so during the term of this Annex. Where any such information changes, the Operator shall promptly inform Distributor, in any event, within five (5) business days;

- 2.1.2. it undertakes not to contract or otherwise be involved with any End User with an IP address registered in any of the Excluded Territories specified with regard to Skywind in the Annex 3 to this Agreement (as such may be from time to time), not to accept or make any payment from or to such End User, and not make the Licensed Software of Skywind available to End Users located in such Excluded Territories;
- 2.1.3. it acknowledges and accepts that it has no right of action against Skywind in connection with the Licensed Software of Skywind and any action it may wish to bring shall be against the Distributor as its contracting counterparty;
- 2.1.4. it shall promptly deliver to the Distributor any claim or demand received by the Operator from any Third Party which is related to the Licensed Software of Skywind (“**Communication**”) and shall coordinate with the Distributor any response to the Communication and not respond to any Communication without the Distributor’s prior consent;
- 2.1.5. it has sufficient and appropriate measures in place to protect children and the vulnerable and all in accordance with all applicable laws;
- 2.1.6. it shall promptly bring to the attention of the Distributor any information it shall have regarding the improper or wrongful use of the any of the Licensed Software of Skywind and/or Skywind’s name, logo or other intellectual property rights, or any information which is or may be material to the support of the Licensed Software of Skywind; and
- 2.1.7. any objects of intellectual property rights provided to the Distributor and/or Skywind by the Operator (i) do not infringe a copyright, trademark, patent, trade secret, privacy, publicity, or other proprietary or personal rights of any third party, (ii) are not defamatory, obscene, racist, materially inaccurate, nor are so violent, sexual or abusive in nature as to be reasonably likely to cause offence, or otherwise be in breach of any applicable law, regulation or code of conduct or result in Skywind or the Distributor being in breach of the foregoing, and/or (iii) do not contain any computer viruses, logic bombs, trojan horses and/or any other items of software which may disrupt the proper operation of any of the Licensed Software of Skywind, and/or (iv) do not violate nor their operation in the manner specified in this Annex constitutes a violation and/or breach of any applicable laws.

III. INTELLECTUAL PROPERTY, LIABILITIES AND INDEMNIFICATION

- 3.1. The Operator hereby acknowledges and agrees that Skywind owns solely and exclusively, or is duly licensed to use, any and all right, title and interest in and to the Licensed Software of Skywind, as well as any other modification, enhancement, adaptation, translation or other change of or addition to the Licensed Software of Skywind, even if developed by Skywind based on ideas, suggestions, specifications, demands or proposals by the Operator, End Users of the Operator, or any other third party (including Operators’ partners, affiliates or contractors). The Operator irrevocably assigns to Skywind, and shall procure an identical assignment from any End

- Users, all right, title, and interest it has so far as they relate to copyright in software or other intellectual property rights.
- 3.2. The Operator agrees that it shall execute any and all assignments or other documents, which are necessary to give effect to this section III.
 - 3.3. The Operator shall notify the Distributor promptly after the assertion of any claim, demand, complaint or other action by a third party or occurrence of any event which may give rise to indemnification under this Annex/Agreement. The Distributor or Skywind shall be entitled to assume the defence against such action or claim, in which case the Operator shall provide the Distributor or Skywind with reasonable access to its records and personnel relating thereto during business hours, and shall otherwise cooperate with the Distributor or Skywind in the defence or settlement thereof. Whether or not the Distributor or Skywind has assumed the defence as aforesaid, none of the Operator or the Distributor or Skywind shall settle or compromise any such action or claim without the prior written consent of the other party, in the event such compromise or settlement involves any admission of guilt or is otherwise detrimental to the goodshall of the other party. If the Distributor or Skywind has assumed the defence as aforesaid, the Operator shall in any event not settle or compromise any such action or claim, without the prior written consent of the Distributor or Skywind.
 - 3.4. Neither Distributor nor Skywind shall indemnify the Operator if the Operator alters the Licensed Software of Skywind or uses them outside the scope of the permitted use or if the Operator uses a version of the Licensed Software of Skywind which has been superseded, if the infringement claim could have been avoided by using an unaltered current version of the Licensed Software of Skywind which was provided to the Operator. Neither Distributor nor Skywind shall indemnify the Operator to the extent that a Third Party claim is based upon any information, design, specification, instruction, software, data, and/or the Licensed Software of Skywind as applicable not furnished by Distributor or Skywind. Neither Distributor nor Skywind shall indemnify the Operator to the extent that a Third Party claim is based upon the combination of the Licensed Software of Skywind with any products, hardware or services not provided by the Distributor or Skywind, provided that the Licensed Software of Skywind, standing alone, would not otherwise give rise to the third party claim.
 - 3.5. This section states each Party's sole and exclusive remedy and the other Party's entire liability in respect of any third party claim to the exclusion of all other remedies whether in contract, tort or otherwise.
 - 3.6. The maximum aggregate liability of the Distributor or Skywind in relation to a claim against the Operator that the use of any of the Licensed Software of Skywind, conducted by the Operator in compliance with this Annex/Agreement and with all applicable laws, infringes intellectual property rights of any third party shall be limited to five hundred thousand US dollars (USD 500,000).
 - 3.7. For avoidance of doubts, the Parties confirm that the Operator's GGR shall not take into account expenses incurred by the Operator in connection with rebates/Bonuses on the Licensed Software of Skywind. This means that amounts allotted by the Operator to End Users in direct connection with the wagering activities of such End Users, where the conversion or withdrawal of such amounts may be subject to fulfilment of conditions but which ultimately results in cash being made available for the End-User to withdraw, shall not be deducted from the Operator's GGR.

IV. EFFECT OF TERMINATION

- 4.1. Promptly upon expiry or termination of this Annex, for any reason whatsoever, the Operator shall cease all use of the Licensed Software of Skywind and shall destroy all copies of the Licensed Software of Skywind in its possession or control and provide Distributor with a certificate signed by an officer of the Operator attesting thereto.
- 4.2. The obligations under clause 1.2. and sections II., III. and IV. shall survive the expiration or termination of this Annex for any reason, without limitation of time.
- 4.3. Confidentiality provisions already existing between the Parties shall, in relation to this Annex, continue in force after the expiry or termination of this Annex, whatever the reason for termination, for 10 years.

V. PROGRESSIVE JACKPOT GAMES NETWORK SERVICES

- 5.1. For the purpose of this section, the following terms shall have the following meaning:

"Progressive Balance" means the balance of the Progressive Deposit less the Progressive Contribution less the Seed Contribution.

"Progressive Contribution" means the percentage rate of the contribution required by each of the Progressive Jackpot Games multiplied by the total sums wagered in each such game by End Users as may be amended from time to time by Distributor.

"Progressive Deposit" means the funds transferred by the Operator to enable End Users to participate in the Progressive Jackpot Games.

"Progressive Jackpot Games" means Licensed Software of Skywind, which is connected to and contribute a percentage of wagers to a collective jackpot which accumulates Progressive Contributions and Seed Contributions through numerous wagers played in each game by End Users distributed across multiple online gambling systems, which participate in the shared progressive jackpot network and which the Operator has elected to offer to End Users.

"Progressive Seed Contribution" means the Seed Amount less the Seed Contribution for each Progressive Jackpot Game.

"Progressive Winnings" means the sums End Users are validly entitled to receive upon winning a Progressive Jackpot Game.

"Seed Amount" means the amount required to restart a particular Progressive Jackpot Game following the Progressive Jackpot being won in respect of that Progressive Jackpot Game.

"Seed Contribution" means the percentage rate of the contribution required by each of the Progressive Jackpot Games to fund the Seed Amount multiplied by the total sums wagered in such game by End Users as may be amended from time to time by Distributor.
- 5.2. End Users shall be entitled to participate in the Progressive Jackpot Games of Skywind as long as the Progressive Balance is a positive number amount and is in excess of its marginal Progressive Contribution (for example only, if the Progressive Balance indicates 3 and the last player's Progressive Contribution is 4, then the remainder is a negative amount and the Operator must top up the Progressive Balance in order for this transaction to be executed). Such top up amount shall be as reasonably advised by Distributor taking into account historical and expected play of the Progressive Jackpot Games by the End Users. The Operator shall monitor its level of progressive spending on an ongoing basis to ensure that the Progressive Balance amount shall not fall below

- zero (or below other threshold determined for this purpose by the Distributor in its discretion).
- 5.3. The Operator shall transfer to the Distributor the initial Progressive Deposit in an amount of EUR 5,000 (five thousand Euros), which shall be paid before any Progressive Jackpot Game is made available to the Operator. Should the Progressive Balance equal to zero or a negative amount, then the Distributor shall be entitled, but not obligated to immediately suspend and/or terminate all End Users from participating in the Progressive Jackpot Games.
 - 5.4. Skywind shall monitor at all times the Progressive Balance as per End Users' proportionate participation in the Progressive Jackpot Games and shall further supervise and manage the ongoing operation of the online progressive jackpot network and its Progressive Jackpot within such network.
 - 5.5. The Operator undertakes that it shall be responsible to pay, in a single lump sum payment (i.e., not in instalments or under any other form of payment scheme), the Progressive Winnings to any of the End Users who shall be entitled to receive such payment upon winning ("**Relevant Jackpot Winnings**"):
 - 5.5.1. in respect of Relevant Jackpot Winnings of more than EUR 50,000 immediately after the Distributor transfers the Relevant Jackpot Winnings to the Operator;
 - 5.5.2. in respect of Relevant Jackpot Winnings of less than EUR 50,000 without unreasonable delay after the Relevant Jackpot Winnings occurs (without waiting on receipt of the Relevant Jackpot Winning from the Distributor).
 - 5.6. The Distributor undertakes that:
 - 5.6.1. in respect of Relevant Jackpot Winnings of more than EUR 50,000, it shall transfer to the Operator the Relevant Jackpot Winnings no later than 20 days following the completion of the verification exercise by Skywind that such sums are due;
 - 5.6.2. in respect of Relevant Jackpot Winnings of less than EUR 50,000, it shall pay the Relevant Jackpot Winnings to the Operator by the end of the calendar month which follows immediately after the month in which the Relevant Jackpot Winnings occurred.
 - 5.7. The Distributor, at its sole discretion, can increase amounts stipulated in the clause 5.6. (and its subsections) above together with a respective increase of the amounts stipulated in clause 5.5. Any such increase shall be notified to Operator in writing (e-mail suffices) 5 days in advance and if Operator does not accept the revised amount, it may request removal of the Progressive Jackpot Games.
 - 5.8. Progressive Contributions and Progressive Winnings shall be excluded from calculations of the Operator's GGR (i.e. they shall not be taken into account for the purpose of determining the Operator's GGR). For avoidance of doubts, this means that the value of Progressive Winnings shall not be deducted from the Operator's GGR (they are not included among deductible End User wins as per the general definition of "GGR" contained in the section I. of the main body of this Agreement) and likewise the Progressive Contributions shall not be added to the Operator's GGR.
 - 5.9. All additional requirements and specifications for participation in each Progressive Jackpot Game (if any) shall be provided to the Operator within relevant documentation and may be unilaterally updated by the Distributor from time to time.
 - 5.10. In the event the Operator uses local jackpot games instead of Progressive Jackpot Games regulated herein, the Operator shall be solely responsible for the collection of

contributions, payment of seed amounts and payments of winnings. Distributor and Skywind shall have no liability or obligations in respect of local jackpot games.

Annex 7

Specific Conditions Applying to Nolimit City Games

The following regulation shall apply to the Operator's use of the Licensed Software of the Provider Nolimit City ("**Nolimit City**") in addition to the conditions specified in the rest of this Agreement:

I. OPERATOR'S WARRANTIES IN RELATION TO NOLIMIT CITY GAMES

The Operator warrants, represents and undertakes to Distributor that:

- 1.1. it shall not make the Licensed Software of the Nolimit City available or allow it to be made available to any person who is located in, or whose IP address is located in, or who has a geographic address (either for the purpose of its registration as an End-User or as a payment address for any credit card or other payment method used to pay for participation in any Licensed Software of Nolimit City), listed in table in Annex 3 of the Agreement in row dedicated to Nolimit City;
- 1.2. it shall not transact or deal in any way in the restricted currencies which are listed in the table in Annex 3 of the Agreement in row dedicated for Nolimit City;
- 1.3. it shall at all times have in place appropriate usage policies to prevent its End Users from introducing harmful, defamatory, abusive, illegal, improper or other similar content when participation in any Licenced Software of Nolimit City and all policies and procedures as required by applicable regulation;
- 1.4. it shall not, in connection with transactions contemplated in this Agreement, or in connection with any other business transaction involving the Operator, transfer anything of value, directly or indirectly, to any government official, employee of a government-controlled company, political party, or other private (non-government) persons or entities working on behalf of any government in order to obtain any improper benefit or advantage. The Operator further warrants that no money has been paid to the Operator as compensation or otherwise, has been or shall be used to pay any bribe or kickback in violation of the governing law.

Annex 8

Specific Conditions Applying to Pragmatic Play

The following regulation shall apply to the Operator's use of the Licensed Software of the Provider Pragmatic Play ("**Pragmatic Play**") in addition to the conditions specified in the rest of this Agreement:

I. PRAGMATIC PLAY GAMES SUB-LICENSE

- 1.1. The Operator shall take all reasonable actions required to prevent End Users or any third-party from using the Licensed Software of Pragmatic Play for money-laundering purposes.
- 1.2. The Operator and End Users shall not engage in illegal business practices, including the theft of End Users data from others.
- 1.3. The Operator acknowledges that none of its activities (including promotion and marketing activities) may include content, materials or services which are in any way unlawful, harmful, threatening, defamatory, obscene, harassing, or racially, ethnically or otherwise objectionable. For the avoidance of doubt, it shall be in the Distributor's reasonable discretion to determine which activities shall be deemed unlawful, harmful, threatening, defamatory, obscene, harassing or racially, ethnically or otherwise objectionable.
- 1.4. The Operator undertakes to use its commercially reasonable endeavours to ensure that the operations through the websites listed in the Annex 4 shall operate on an on-going basis, without-interruption (24/7), and that it shall maintain on-going maintenance and retain the required support to assure such on-going activity.
- 1.5. The Operator shall report any wins generated on the Licensed Software of Pragmatic Play which exceed EUR 50,000 (fifty thousand Euros) ("**Exceeding Win**") within 24 hours to the Distributor and the Operator shall not pay out any funds to the End Users, who generated such wins, without Distributor's approval. When reporting a win, the Operator shall also provide the following information: which game and website did the Exceeding Win occur on and the round ID.
- 1.6. The Licensed Software of Pragmatic Play shall be separated into the following games categories: Slots, Live Casino – Generic Tables, Table Games and RNG Games, Scratch Cards. GGR generated by the Operator shall be calculated for each of these categories separately. Furthermore, GGR for each of these categories shall be calculated separately for territories defined in the Annex 3 to this Agreement as a territory that require from the Operator to hold Gambling Licence (territories written in bold letters) in row dedicated to Pragmatic Play ("**Restricted Territories**") on one side and for all other territories on the other side. Any negative GGR generated by the Operator on any of the game categories (either in Restricted Territories or outside of them) shall be set to zero for the purpose of calculating the Licence Fee.
- 1.7. The Operator shall pay an extra fee as part of the Licence Fee (in addition to the basic Licence Fee set for the Licensed Software of Pragmatic Play in the Annex 1 in accordance with the following table:

Pragmatic Play Licensed Software	Extra fee
Side bets of Live Casino Generic Table	3,7% of GGR generated by all sidebets

Live Casino Generic Table - Blackjack Table	EUR 0.12 (zero Euro twelve cents) / EUR 0.17 (zero Euro seventeen cents) per bet when the minimum bet is EUR 10 (ten Euro) or below (Extra fee shall apply only to the base bet and shall not include, <i>inter alia</i> , side bets, double bets or split bets) (“ Extra Blackjack Table Fee ”)
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- 1.8. The Live Casino Generic Table – Blackjack Table on which the Extra Blackjack Table Fee shall apply, will be determined by the Distributor with cooperation with the Operator (“**Blackjack List**”).
- 1.9. The Operator agrees and acknowledges that Distributor shall have the right to unilaterally change the Blackjack List and/or Extra Blackjack Table Fee with prior written notice to the Operator. The change or the withdrawal of the Blackjack List shall be effective upon its sending to the Operator. For the avoidance of doubt, the Distributor shall not be liable for any damages from the change or the withdrawal of the Blackjack List and the Extra Blackjack Table Fee before such a change shall be payable in full to the Distributor as define in 1.7.
- 1.10. The following branded games shall be subject to the terms set out in table below in addition to general use and conditions of the Agreement and this Annex:

Pragmatic Play – branded game	Additional terms*
Peaky Blinder	Excluded Languages: Turkish, Mandarin, Cantonese Excluded Domain Extensions: .co, .uk, .tr, .hk, .sg, .ir, .sy, .sd, .kp In accordance with Annex 3 of the Agreement the following territories are additionally prohibited: UK, USA, Hong Kong, Turkey, France, Belgium, Spain, Singapore, Iran, Syria, North Korea, Sudan

*For purpose of this Annex “**Excluded Languages**” means that the Operator, in order to use branded games of Licensed Software Pragmatic Play, shall not make the websites, on which branded games of Pragmatic Play are offered to End Users, available in languages that are expressly excluded in the table above.

*For purpose of this Annex “**Excluded Domain Extensions**” means that the Operator, in order to use branded games of Licensed Software Pragmatic Play, shall not have websites with extensions expressly excluded in table above.

Annex 9

Specific Conditions Applying to Ezugi Games

The following regulation shall apply to the Operator's use of the Licensed Software of the Provider Ezugi (“**Ezugi**”) in addition to the conditions specified in the rest of this Agreement:

I. OPERATOR’S WARRANTIES IN RELATION TO EZUGI GAMES

The Operator warrants, represents and undertakes to the Distributor that:

- 1.1. the Operator undertakes and agrees that all test accounts’ usage should be approved by the Distributor in advance of any gameplay. In default, any and all gameplay on unapproved test accounts shall be invoiced to the Operator in accordance with the rates specified in the Annex 1. For approved test account, the Distributor shall also set a limit (on maximum permissible GGR, CDN usage, data traffic etc.) which the Operator is not allowed to exceed during its use of the test account. If the Operator exceeds the set limit, any exceeding use shall be charged by the Distributor in accordance with the rates specified in the Annex 1.;
- 1.2. the Sublicense to use the Licensed Software of Ezugi is limited to Operator offering the Licensed Software of Ezugi via the Internet to Operator’s End Users only on personal computers and/or personal mobile devices. Operator is not allowed to provide the Licensed Software of Ezugi to enterprises or land-based casino gaming applications or other applications not specified in the Agreement;
- 1.3. the Operator agrees and undertakes to procure that any gambling, placing of bets by End Users, withdrawals and/or payments made from the Operator to End Users (“**Gambling Transactions**”) shall only be made in a FIAT Currency. For the purposes of this Annex, the term FIAT Currency shall mean any currency that is declared legal tender by an appropriated authority, and which is not a cryptocurrency/a virtual currency such as for example Bitcoin (a “**FIAT Currency**”).
- 1.4. the Operator is allowed to accept deposits and payments in non-FIAT Currencies from End Users, provided that any such deposits and/or payments made by End Users to the Operator in non-FIAT Currencies are converted into a FIAT Currency prior to any Gambling Transactions being initiated.
- 1.5. the Operator shall with respect to its End Users enter into End User license agreements stating, among other terms and conditions, that:
 - a. the Ezugi and the Operator make no warranties, express or implied, regarding the Licensed Software of Ezugi and the Licensed Software Ezugi is provided on an “as is” basis;
 - b. the Ezugi shall not be liable for any damages, of any nature whatsoever, incurred by End Users as a result of their access to the Licensed Software of Ezugi; and
 - c. (i) any technical error in the Licensed Software of Ezugi, including without limitation bugs or faulty software code related to the Licensed Software of Ezugi, irrespective of who the party to blame for such error is; or (ii) any unauthorized tampering with or alteration or hacking of any component of the Licensed Software of Ezugi by any party, shall automatically void the Operator’s obligation to make any payments with respect to that Licensed Software of Ezugi and the End User shall have no recourse against the Operator (and the Ezugi) for same.
- 1.6. The individual categories of Licensed Software of Ezugi (generic content, premium content, third party content and/or any newly added or specified category of Licensed Software of Ezugi, as specified by Ezugi in their discretion) (“**Game Types**”) shall be

accounted separately and results shall not be consolidated. This means that negative GGR potentially generated on games of one Game Type shall not be set off against GGR generated on games of other Game Types. The Game Types may be unilaterally changed by Distributor with prior notice to the Operator.

II. PREMIUM CONTENT OF LICENSED SOFTWARE OF EZUGI

- 2.1. In addition to the Licence Fee for the Licensed Software Ezugi the Operator shall pay additional Licence Fee for following premium content:

Ezugi premium content:	The additional Licence Fee for the premium content:
21+3 Black Jack sidebet	3% (three per cent) of the GGR generated by the Operator from 21+3 Black Jack sidebet
Perfect Pairs Blackjack sidebet	3% (three per cent) of the GGR generated by the Operator from Perfect Pairs Blackjack sidebet
Casino Holdem Game	1% (one per cent) of the GGR generated by the Operator from Casino Holdem Game
Unlimited Blackjack Game	1% (one per cent) of the GGR generated by the Operator from Unlimited Blackjack Game
Baccarat Knock Out Game	3% (three per cent) of the GGR generated by the Operator from Baccarat Knock Out Game
Jackpot Feature	2.5% (two point five per cent) of the GGR generated by the Operator from Jackpot Feature
Andar Bahar	1% (one per cent) of the GGR generated by the Operator from Andar Bahar
Teen Patti	1% (one per cent) of the GGR generated by the Operator from Teen Patti
Bet on Teen Patti	1% (one per cent) of the GGR generated by the Operator from Bet on Teen Patti
Lucky 7	1% (one per cent) of the GGR generated by the Operator from Lucky 7
32 Cards	1% (one per cent) of the GGR generated by the Operator from 32 Cards
Indian Roulette	1% (one per cent) of the GGR generated by the Operator from Indian Roulette table
Matka	1% (one per cent) of the GGR generated by the Operator from Matka
Ezugi OTT™ Content	In addition to the Licence Fee for the premium content of Ezugi set out above, the Operator shall pay in respect of the Ezugi OTT™ content a Licence Fee of one per cent (1 %) of the GGR generated by the Operator from the games forming part of the Ezugi OTT™ content which include the following games: - Portomaso Casino and Oracle Casinos for Roulette Games - Marina Casino for Roulette, Baccarat and Andar Bahar Games

- 2.2. The table above contains the premium content and other conditions of the Licensed Software of Ezugi should not be viewed as exhaustive and may be unilaterally updated by the Distributor at any time with a prior notice to the Operator.

Annex 10

Specific Conditions Applying to Provider Nucleus

The following regulation shall apply to the Operator's use of the Licensed Software of the Provider Nucleus (“**Nucleus**”) in addition to the conditions specified in the rest of the Agreement.

I. SPECIFIC RIGHTS AND OBLIGATIONS RELATING TO NUCLEUS JACKPOTS

Several games within the Licensed Software of Nucleus include networked progressive jackpots which carry the following terms:

- 1.1. The total amount corresponding to the jackpot value is to be held by Nucleus. The player contribution to the networked jackpot from the Operator's system, including each subsystem (skin), is invoiced by the Distributor to the Operator on a monthly basis. The average amount of jackpot contribution shall be 1 % from the max bets and in any case the amount of the jackpot contribution shall not exceed 1.5 % under any conditions.
- 1.2. When a jackpot is won, the Distributor shall pay the amount owed to the End User in the currency of the Operator's casino to the Operator within 5 business days from the moment on which Nucleus pays the jackpot win to the Distributor. The Operator acknowledges that the Nucleus should pay the jackpot win to the Distributor within 5 business days from the moment of the notification of Nucleus about the jackpot win. However, the Distributor does not guarantee to the Operator that Nucleus shall comply with its obligation specified in the preceding sentence.
- 1.3. A win resulting from a jackpot shall not be taken into consideration when calculating the GGR and the License Fee. The wager and win from a jackpot shall be excluded from the GGR.
- 1.4. The Distributor shall charge to the Operator a 20% handling fee of the jackpot contribution to cover seeding of games after a jackpot win. The handling fee shall be accorded to the monthly invoicing. The handling fee shall be added to the amount of contributions made by the Operator. For instance, if the jackpot contribution is equal to 100 EUR, the 20 % handling fee shall be added to the 100 EUR equaling 120 EUR.
- 1.5. Jackpots can be opted by the Operator on a case-by-case basis from the following options:
 - a. the Operator may decide to participate on networked progressive jackpots managed by Nucleus and the rules set by the clause I of this Annex shall apply;
 - b. the Operator may decide to organize its own progressive jackpot, however, the Operator as the organizer of such progressive jackpot shall be liable for the gathering of the jackpot contributions and paying out winnings resulting from such jackpot (the Distributor is not entitled to gather the handling fee set in the clause I. of this Annex); or
 - c. the Operator may decide to not use any of the Licensed Software featuring jackpots and subsequently no jackpot contributions or fees related to jackpots shall be applicable.

II. OTHER SPECIFICATION OF THE LICENSED SOFTWARE OF NUCLEUS

- 2.1. The Operator shall own and be responsible for all payment systems.

- 2.2. The Operator shall receive deposits of funds to be used by the End Users, directly from End Users via any method including but not limited to Western Union, wire transfer, Paypal, Netteller, debit card, check or through Operators' merchant accounts.

Annex 11

Specific Conditions Applying to Capecod

The following regulation shall apply to the Operator's use of the Licensed Software of the Provider Capecod (“**Capecod**”) in addition to the conditions specified in the rest of this Agreement:

I. SPECIFIC CONDITIONS AND OBLIGATIONS

- 1.1. The Operator shall undertake all endeavors and measures reasonable to ensure that, to the best of its knowledge, any kind of suspected or evidenced cheating and/or fraud, especially but not limited to a connection with credit cards and any other form of payment method, and/or any sort of money laundering or financing of terrorism are prevented, investigated and excluded; In the event that an End User(s) may have engaged in fraudulent acts or may be suspicious of engaging in fraudulent acts, the decision to affect a pay-out(s) to the suspicious or fraudulent End User(s) lies solely with the Operator. In case this decision eventually gives rise to any damages of whatsoever these shall be borne by the Operator. Upon suspicious facts or behavior, the Operator is obliged to block one or more of the End Users accounts at least until a reason for the suspicion can be found and possibly initiate further security measures.
- 1.2. The Operator shall duly maintain and operate the Website and shall install and maintain all required links to the Licensed Software;
- 1.3. The Operator shall integrate the Licensed Software tightly into its Website, using full functionality of the available APIs (Application Programming Interfaces), such that it will appear as an integral part of the Website to End Users and any end-customers. The Operator is responsible for the integration between the Website and the Distributor and that such integration is conducted in accordance with the integration document and for testing prior to the agreed Commercial Launch Date. The Licensed Software shall be made available in a casino lobby which is clearly visible and easily accessible within the Website.
- 1.4. Operator shall properly verify End Users identity in accordance with requirements of all applicable KYC/AML laws and other regulations and share with the Distributor only the End Users data that are strictly necessary for the checking of results of the Licensed Software. It shall also support the Distributor in checking the results to the best of his knowledge by immediately submitting all additional necessary information and/or End Users data.
- 1.5. The Operator shall undertake all endeavours and measures reasonable to ensure that, to the best of its knowledge, any kind of suspected or evidenced cheating and/or fraud, especially but not limited to, fraud in connection with credit cards and any other form of payment method, and/or any sort of money laundering or financing of terrorism are prevented, investigated and excluded; In the event that End Users may have engaged in fraudulent acts or may be suspicious of engaging in fraudulent acts the decision to affect a pay-outs to the suspicious or fraudulent the End Users lies solely with the Operator. In case this decision eventually gives rise to any damages whatsoever, these shall be borne by the Operator. Upon suspicious facts or behaviour the Operator is obliged to block one or more of the End Users accounts at least until a reason for the suspicion can be found and possibly initiate further security measures.

- 1.6. The Operator acknowledges and agrees to abide by all the conditions entitled “Intellectual property rights of Third Parties”; furthermore, the Operator shall ensure that its End Users and/or Affiliates shall not breach the conditions listed in this Annex.
- 1.7. The Operator acknowledges and agrees to abide by all the conditions for the use of Capecod’s icons, logos and other similar objects protected by Capecod’s Intellectual Property Rights as required for the presentation of the Licensed Software on the Websites and as provided electronically by the Distributor. The Distributor reserves the right to change those conditions twice per year and will inform the Operator. The Operator is obliged to adapt to those changed conditions within the next 90 days.
- 1.8. The Operator shall strictly adhere to all applicable national applicable laws and regulations, including the European directives and regulations (if applicable to the Operator’s activities), and/or other applicable legislation in force from time to time, including those indicated by Capecod (provided that the indicated legislation applies to the Operator’s activities), and therefore take all reasonable precautions to ensure that the Licensed Software are promoted and offered only in countries where the operation, promotion, offering and/or marketing of the Licensed Software for money is legal and the way of offering and marketing the Licensed Software does not violate any laws, compliance obligations or regulations in said jurisdictions; Distributor reserves the right to only service the Operator, if the Operator fully complies with the legal requirements within the target market(s). The determination of whether or not the Operator operations fully comply with the legal requirements lies within the full and only discretion of Distributor.
- 1.9. The Operator shall ensure that no minors (i.e. persons under 18 years of age) or other groups of persons that may otherwise be excluded from playing the Licensed Software by the laws or regulations of any country through the Website and gain access to the Licensed Software; and
- 1.10. The Operator shall ensure that no End Users located in any Excluded Territory enter through the Website and gain access to the Licensed Software; and
- 1.11. The Operator shall ensure that the operation, promotion, offering and/or marketing of the Licensed Software by the Operator does not violate any laws, regulations and/or any other provision, especially but not limited to those laws having legal effect in any Excluded Territories.
- 1.12. The Operator shall be responsible for the compliance with the laws relating to processing of personal data, which might apply to the Operator’s activities, especially but not limited to, the data gained by registration of the End Users, processing of the End Users personal data and the End Users accounting data;
- 1.13. The Operator shall inform Distributor no later than fourteen (14) days in the event that it becomes the subject of a voluntary or compulsory dissolution or in the event of a direct and/or indirect change of control of the Operator;
- 1.14. The Operator shall bear all costs incurred by the integration of its own software and programming works relating to the Licensed Software, the authentication and cash systems and any other system required for the performance of the Website in accordance with this Agreement;
- 1.15. The Operator shall set up and manage all real money payment transactions and accounts of the End Users and shall be responsible for the processing of all payment transactions directly with the End Users as well as the booking and taxation of any and all transactions carried out and bear all costs relating to or arising from the legal relationship with the End Users, especially, but not limited to, the costs for:

- 1.15.1. managing payment providers;
- 1.15.2. administration of the End Users' accounts and for a secure, state of the art authorization system relating thereto;
- 1.15.3. managing the End Users cash deposits and carrying pay-outs in accordance with the results reported on the Licensed Software;
- 1.15.4. managing and funding where necessary in relation to the End User (including Operator Jackpot Fee) any shortfalls through charge backs or fraud;
- 1.15.5. providing first level customer support to the End Users;
- 1.15.6. providing upon request any additional data to Distributor resulting from the relationship between the Operator and End Users, that is strictly relevant for clearing and accounting purposes between the Parties (as requested by Capecod from the Distributor). In case this activity amounts to processing of End Users personal data, it shall be performed in accordance with the legal regulation; and
- 1.15.7. operation of software and hardware systems associated with the Operator's responsibilities as mentioned under this Annex.
- 1.16. The Operator shall ensure that the End Users who access the Licensed Software via the Website shall have a legal relationship exclusively with the Operator for the purposes of this Agreement and shall have no relationship of whatsoever kind with Capecod. Any indication of or reference to Capecod on the Website (other than simple reference to the brand "Capecod" in connection with displaying of the Licensed Software) requires the prior written approval of Capecod. The Operator shall indemnify, defend and hold harmless Distributor and Capecod against any claims raised by the End Users against Distributor and Capecod directly due to the Operator's breach of this Agreement or of applicable laws and possible damages and loss resulting therefrom;
- 1.17. The Operator shall, during the term of this Agreement as well as after its termination, not poach any of Capecod's employees or assistants of whatsoever kind;
- 1.18. The Operator is solely responsible for all money payments from and towards the End Users, the legal relationship with the End Users and all possible claims arising therefrom or related thereto;
- 1.19. The Operator shall provide Distributor with test accounts allowing Capecod to access the Website being furnished with the Licensed Software via the Operator and test the Licensed Software as a regular End User;
- 1.20. The Operator has the right to make available on its site the Third Party certificates that Capecod holds with regards to its random number generator and system randomness;
- 1.21. The Operator shall at least make available to the End Users 80% of the Licensed Software made available to the Operator.
- 1.22. The Operator has the sole responsibility for obtaining all necessary Gaming License(s) from the applicable gaming authority prior to the first offering of the services agreed upon hereunder, to comply to and maintain this license(s) and/or any other licence approval or the like required for its activities agreed upon hereunder during the whole period of validity of this Agreement and is furthermore exclusively responsible for all costs associated with applying for and maintaining such licences. The Operator shall furnish to Distributor a copy of the relevant licenses prior to launch date. The Operator warrants that it shall abide by all laws and regulations applicable to its activities and applicable gaming authority's body's directives and it shall promptly inform Distributor of any material change of this circumstances;
- 1.23. The Operator shall only use the Licensed Software names as provided by the Distributor for marketing purposes only in countries which are not Excluded Territories. The use

of any other brands, names or trademarks from within the Novomatic group of companies requires prior written approval and lies solely within the full and only discretion of Capecod provided through the Distributor.

- 1.24. The Operator shall not offer and/or promote any Licensed Software as defined in this Agreement to End Users in the Excluded Territories. This does also apply to cross-advertising to other game sites/web platforms offering Licensed Software in these Excluded Territories.
- 1.25. The Operator shall in no case make available the Licensed Software via other websites or domains without Distributor's prior written consent. For the avoidance of any doubt, the Operator shall provide Distributor with such information/documentation in relation to the prospective arrangement as it may in its sole discretion require for the purposes of considering whether to grant its consent or otherwise in terms of this clause.
- 1.26. The Operator shall abide to the special obligations for special Licensed Software as provided separately by the Distributor.
- 1.27. The Operator shall at all times make available at least 80% of the Licensed Software available to the Operator to its End Users within four (4) weeks of their availability.
- 1.28. The Operator shall provide to the Distributor upon request with some data on each End Users on a per game basis to allow Capecod and its Affiliated companies to use this data for analytical purposes to improve game design. In case this activity amounts to processing of End Users personal Data, it shall be performed in accordance with the legal regulation.
- 1.29. The Affiliate shall guarantee that the material shown on the Website does not infringe any rights of Third Parties (including copyright, patents and trade mark rights, the general right of personality or any other rights – in the following “IP”).
- 1.30. The Affiliate shall not register or attempt to register any logo, trade mark, trade name, insignia, design, domain name or similar identifying material and shall not create any websites, groups, profiles (especially but not limited to www.facebook.com) that contain the IP or are confusingly similar to or are comprised of any of the IP.
- 1.31. The Affiliate shall not register or attempt to register domain names which are similar or confusingly similar to the Capecod's Trademarks (or trademarks connected with the “Novomatic” brand), or any, including (for avoidance of doubt) any misspellings or any phonetics. In the case that the Affiliate does register any domain name as described above, it will on demand by the Operator, immediately transfer any such domain name to the Operator or to a third party elected by the Operator.
- 1.32. The Affiliate may not place, purchase or register keywords (including meta-tag keywords), search terms or other identifiers for use in any search engine, portal, sponsored advertising service or other search or referral service and which are identical, are similar or otherwise resemble any of the Trademarks.
- 1.33. When promoting the Capecod's Licensed Software, the Affiliate will only use advertising creative (banners, html mailers, images, logos, micro games, page peels, content and other) approved by the Distributor and will not alter their appearance. The Affiliate shall not (i) use Marketing Materials in a manner that may potentially confuse a End Users or potential End Users or (ii) place marketing materials on any online site where the content on such medium infringes the IP.
- 1.34. The Operator hereby grants the Affiliate a non-exclusive, revocable, non-transferable license, during the term of this Agreement, to use any IP with regards to the Approved marketing materials for the display on the Affiliate Website and for the sole purpose of

the Agreement. This license cannot be sub-licensed, assigned, sold or otherwise transferred by the Affiliate without the Operators prior written approval. The Operator has the right to terminate this license at any time by providing written or electronic notification to the Affiliate. A notification sent to this email address is accepted as sufficient for any communication regarding this section.

- 1.35. The Affiliate shall not contest the ownership of the IP and shall not take any action that may invalidate or weaken the validity of the IP or diminish the IP associated goodwill.
- 1.36. The Affiliate shall cease to use all IP upon being notified to do so by the Operator (either by electronic or written notification) or any other termination of this Agreement.

Annex 12

Specific Conditions Applying to Spribe

The following regulation shall apply to the Operator's use of the Licensed Software of the Provider Spribe (“**Spribe**”) in addition to the conditions specified in the rest of this Agreement:

I. SPECIFIC CONDITIONS AND OBLIGATIONS

- 1.1. The Licensed Software of the Provider Spribe are provided on an “as is”, “where is” basis. The Distributor (under instructions of the Provider Spribe) reserves the right, at its sole discretion, to alter the design, user experience, user interface, functionality, features, and/or technical characteristics of the Licensed Software. The Operator hereby acknowledges and understands that such modifications may occur as the Licensed Software are not static products, and hereby irrevocably consents to and accepts any such modifications. The Operator further agrees that such modifications shall not be the subject for the Distributor to any liability or obligation to provide notice thereof.
- 1.2. The Operator acknowledges that all intellectual property rights for the Licensed Software, together with any modifications, enhancements and translations are the property of and owned by or are duly licensed of/to the Spribe. Nothing in this Agreement shall be construed as transfer of ownership to the Operator. The Spribe reserves all intellectual property rights in the Licensed Software.
- 1.3. The Operator shall be allowed to display the Licensed Software and the trademark and name of the Spribe on the webpage in unaltered form, “as provided” and in strict compliance with the brand book shared by the Operator. The Operator shall not and shall not allow to alter, amend, and/or influence in any form the intellectual property of the Spribe, including the trademarks, names, copyright of the Licensed Software provided in accordance with this Agreement. Breach of this provision shall constitute a material breach of the Agreement.
- 1.4. The Operator has and shall comply with all necessary rights, permissions, clearances and Gambling License from gaming authorities necessary in order to access the Licensed Software.
- 1.5. The Operator agrees that it shall comply with all applicable laws, including, but not limited to anti-corruption, competition (including fair competition and anti-dumping rules applicable in respective markets), anti-money laundering, licensing, tax, labor, regulatory and registration.
- 1.6. The Operator shall not:
 - 1.6.1. use or virtualize features of the Licensed Software separately;
 - 1.6.2. publish, copy, rent, lease, or lend the Licensed Software;
 - 1.6.3. transfer the Licensed Software
 - 1.6.4. work around any technical restrictions or limitations in the Licensed Software;
 - 1.6.5. use the Licensed Software as server software, for commercial hosting, make the Licensed Software available for simultaneous use by multiple users over a network, install the Licensed Software on a server and allow users to access it remotely, or install the Licensed Software on a device for use only by remote users;

- 1.6.6. when using internet-based features, the Operator shall not use those features in any way that could interfere with anyone's use of them or try to gain access to or use any service, data, account, or network, in an unauthorized manner.
- 1.7. The Operator warrants, guarantees, and covenants that will use and make marketing of the Licensed Software in compliance with laws and regulation of the country which has regulatory oversight on their activities. Herewith, the Operator shall be liable for any marketing efforts initiated with respect to the Licensed Software including the compliance of such marketing with any privacy and anti-spam laws applicable.
- 1.8. The Operator acknowledges that the provision of the Licensed Software requires the Operator's due and timely cooperation, and the Operator shall provide such cooperation to the Distributor to the maximum extent possible, shall ensure availability of adequate human resources, software, and hardware necessary for the proper utilization of the Licensed Software, integration services, and other services.
- 1.9. The Operator shall provide the Distributor with the information and/or the document the Distributor may reasonably request in a form requested by the Distributor in order for the Distributor to comply with its reporting and other obligations under any jurisdiction.
- 1.10. The Operator shall always adhere to common security instructions and the Distributor's security directives, if and when communicated by the Distributor and their updates applicable to secure the Licensed Software. The Operator shall ensure that their employees, consultants, sub-contractors and other representatives comply with these requirements.
- 1.11. The Operator shall immediately notify the Distributor about any incidents or deficiencies in and related to Licensed Software and its operations or which the Operator have noticed, and which may constitute a security risk for the Distributor/Spride.
- 1.12. The Operator shall not copy or reproduce information on data files, hard copy, or other tangible media which results in the removal of any marking of ownership or of a security indication.
- 1.13. The Operator acknowledges and agrees that the Licensed Software shall be provided on "as is" and "where is" basis without any warranty of any kind, including without any warranties of functionality, completeness or accuracy, fitness for a particular purpose, merchantability, lack of viruses or freedom from infringement. Furthermore, the Operator acknowledges that the Licensed Software are not and will not be error free and/or run without any interruption.
- 1.14. Under no circumstances shall the Distributor/Spride be liable for:
 - 1.14.1. any damages whatsoever, including but not limited to damages for business interruption, loss of business information, loss of software use, loss of goodwill, or loss of revenue/profit by the Operator, even if the Distributor/Spride has been advised, knew or should have known of the possibility of such damages; or
 - 1.14.2. the damages caused by the Operator's failure to perform its obligations and responsibilities, applicable whether directly or indirectly, under this Agreement.
- 1.15. The Distributor/Spride shall have no duty to and shall not indemnify the Operator and/or compensate any damages to the extent that any claim arises from: (a) the use of the Licensed Software by the Operator other than as expressly provided for under the Agreement; (b) the Operator's use of the Licensed Software in combination with any software or hardware or data that has not been supplied or authorized in writing

by the Distributor or where, without such combination, the claim would not have arisen; (c) modifications of the Licensed Software by any party other than the Distributor/Spride where, without such modification, the Operator's claim would not have arisen; (d) the Distributor's compliance with supplied designs, specifications, instructions, or technical information; and (e) any Licensed Software that is not at the most current release level should the Distributor/Spride have sufficiently provided such upgrades/updates.

- 1.16. The Operator shall indemnify, defend and hold the Distributor/Spride, its Affiliates, directors, officers employees and/or agents harmless from any damages arising from the Operator's, and/or the End Users' use of the Licensed Software and/or from their breach of any warranties, representation, obligations and/or agreements contained in or derived from the Agreement.
- 1.17. In either case, the monetary liability of the Distributor/Spride arising out of any part of this Agreement including but not limited to for damages (except for damages incurred by deliberate actions) or in connection thereof, shall be limited to the 50% of the amounts paid to the Distributor within last six (6) months however, not exceeding EUR 50,000 (fifty thousand Euros), whichever number is lesser.
- 1.18. The Operator hereby acknowledges and agrees that the suspension or termination of this Agreement, for any reason, may consequently result in the suspension or termination of the provision of the Licensed Software to the End Users. The Operator further confirms that it has implemented appropriate technical and legal measures and arrangements to ensure that such suspension or termination will not negatively affect the Distributor/Spride in any manner. Additionally, the Operator agrees to indemnify and hold harmless the Distributor/Spride from any damages arising from such suspension or termination.
- 1.19. The Operator will be liable in amount on 0.5% of the unpaid amount for each overdue day as set forth in the payment terms related to the Licensed Software of the Provider Spride.
- 1.20. The Operator shall provide the Distributor with the fullest cooperation to best give effect to the provisions of the Agreement. The Operator not shall, either directly or indirectly, act or omit to act in a manner that would prevent or hinder giving effect to the provisions of the Agreement in any manner.