

SUPER AWESOME GAMING ALLIANCE

BUSINESS PLAN

Super Awesome Gaming Alliance B.V

Trading as Power Win

Index

- Why Curacao
- Executive Summary
- Mission & Vision
- Corporate & Operational Structure
- The Corporate Entities
- Team Organisational Chart
- The Team
- The Market
- SWOT Analysis
- Content Providers Snapshot
- Marketing Brief
- Marketing Overview of 2026
- Our Website
- Content delivery process B2C
- AWS - Example of remote delivery
- Funding Assumptions & Projections
- Policies & Procedures

Why Curacao



Super Awesome Gaming Alliance (SAGA) trading as Power Win, is aware of the choices it has as a start up in B2C licensing jurisdictions. It is also aware that the online casino sector is a very competitive market and having a good offering alone is not sufficient to guarantee success and growth.

As such, our philosophy is based on total credibility and the delivery of a compliant, trustworthy and secure products and services.

The Curacao Gaming Control Board strives to protect the interest of the public and the integrity and stability of the Curacao gaming industry, by ensuring that all gaming is conducted honestly, responsibly, competitively and free from criminal and corruptive elements, thereby elevating the Curacao gaming industry.

Therefore, our choice of jurisdiction was simple, even though we are a start-up, we have a strong team with great knowledge of the sector and relationships with several strong content providers.

So, marketing our sites and trading under such a reformed, well respected and recognised licensing body, will only enhance our credibility with our, suppliers, partners and customer base alike.

Executive Summary

Super Awesome Gaming (“SAGA”), owned by Vanerino Ltd of Cyprus, is a new and ambitious entrant into the global online casino sector. Founded and funded by a group of serial entrepreneurs with a proven track record of building successful ventures across Europe and the Middle East, the company is now positioned to develop and launch a powerful new brand and online gaming platform under the trading name Power.Win.

SAGA has been established with the strategic intention of entering the online gaming industry at scale, leveraging deep operational knowledge, access to advanced technology, and an experienced management team. With its operational license in Curaçao and technical and commercial support from teams across Europe and the Middle East, the company is uniquely positioned to compete in a crowded but opportunity-rich market.

The business model is centred on a multi-faceted offering, delivering a high-quality suite of existing products while continuously identifying, developing, or integrating new and compelling solutions. The company plans to expand progressively into new permitted jurisdictions, supported by robust licensing strategies, beginning with Curaçao and then subsequently exploring additional regulated markets.

As stated, the board and senior management team consist of experienced entrepreneurs, gaming professionals and operational specialists with many years of combined experience across the online casino and technology sectors. Their collective confidence in the project is grounded in:

- A clear roadmap for expansion.

- A diversified and complementary skill set.

- A strong understanding of global compliance requirements.

- A shared belief in the long-term scalability and value of the Power.Win brand.

The leadership team is committed to delivering on the company’s objectives and navigating the evolving challenges of the global online gaming landscape.

Mission & Vision

Corporate Mission

SAGA's corporate mission and with its support from the already established team based in Europe and the Middle East and is keen to utilise the competences and integrity of its skilled personnel to develop and grow the business, to not just create a return for the shareholders, but to add scale and value to its partners businesses, whilst investing in SAGA's future, personnel and the communities of the island of Curacao.

Company Vision

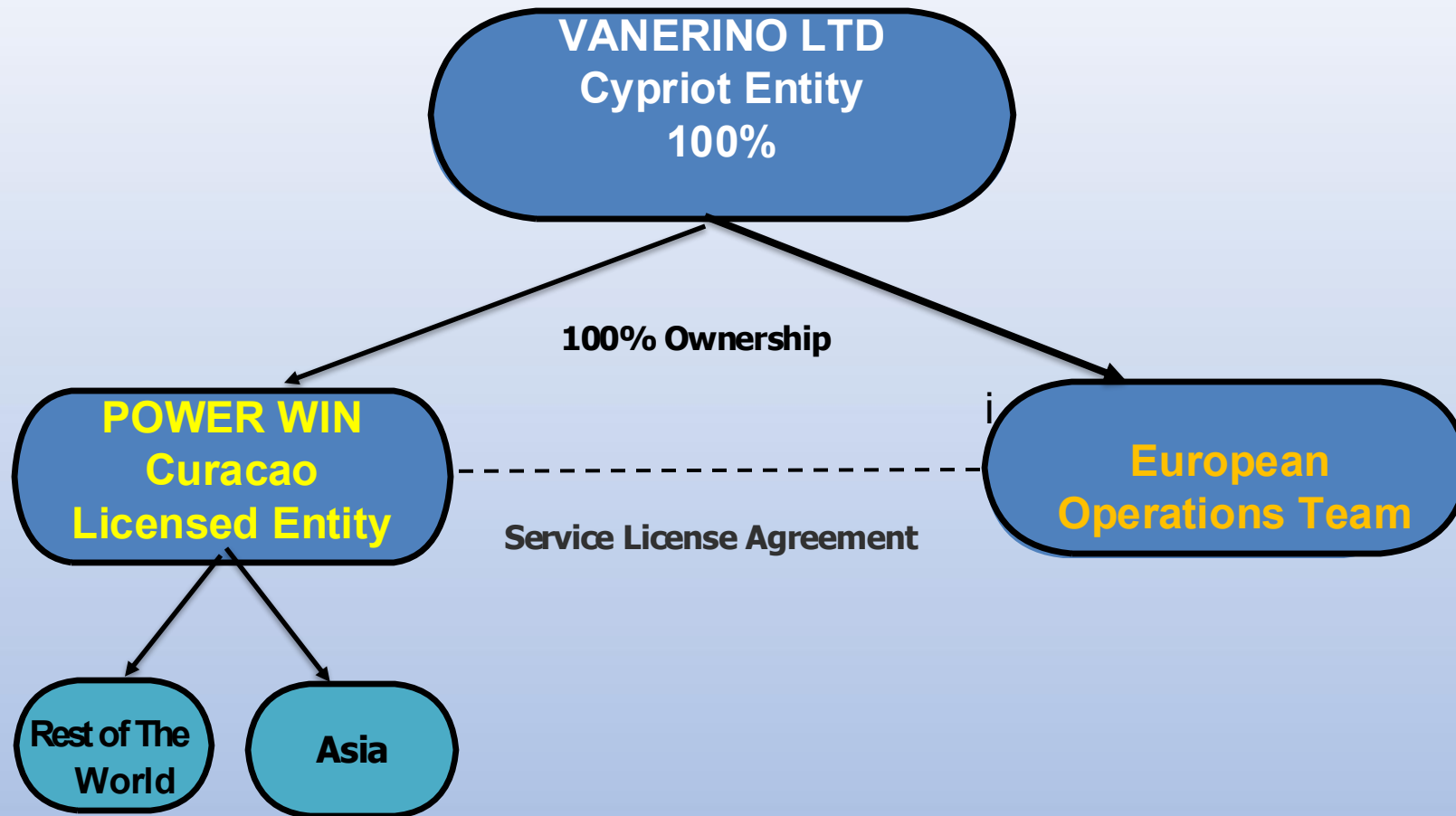
SAGA and its trading brand of PowerWin, strive to be one of the industry's leading online sites. We believe that our direct access to highly sophisticated back-end architecture, popular content, coupled with our marketing strategy, will collectively create a compelling value-added proposition, in what is already a mature market.

Therefore:

- The companies will focus on a multi-faceted offering, which will deliver a quality suite of products already created and will continue to source new, exciting and compelling solutions.
- Combined they will concentrate on their core strategic objectives:
 - Value add for customers.
 - Strengthening internal operations.
 - Investing in new products, to generate future growth and an improved financial position.

The board of the combined entities are confident in their ability to deliver their objectives and successfully meet whatever challenges lay ahead.

Corporate & Operational Structure



The Corporate Entities Reg Certificates

The Applicant Company



Curaçao Commercial Register

Excerpt from the Commercial Register

Registration number: 168923 (0)
Date: November 13, 2025 Time: 10:26:53 AM

In the Commercial Register of the Curaçao Chamber of Commerce & Industry is registered under number 168923: Super Awesome Gaming Alliance

Trade name	Super Awesome Gaming Alliance
Legal form	Private Limited Liability Company
Official name	Super Awesome Gaming Alliance B.V.
Statutory seat	Curaçao
Date of incorporation	November 25, 2024
Date established	November 25, 2024
Nominal Capital	100 share(s) with a nominal value of Caribbean Guilder 1
Fiscal year	The fiscal year is equal to the calendar year
Address	Zuikertuintjeweg Z/N
Country	Curaçao
Mailing address	(same as above)
Description English	1a. to engage in the development, operation, manage, organize and distribution all types of remote gaming activities and related products, including but not limited to games of skill, games of chance, betting exchange, and any other forms of remote gaming entertainment, which encompasses the acquisition, sale, and licensing of products, as well as the provision of associated services across both business-to-business and business to-customer sectors; b. to function as place of entertainment and/or related activities; c. to import and export necessities in connection with the set-up of the aforementioned. 2. The Company is authorized to undertake every action that may be useful or required to achieve its objectives or may be related thereto in the broadest sense of the word, - including the administration - and disposition of registered property - to provide security for third party liabilities, to borrow and lend money and to participate in any other enterprise or company.

Official(s)

1	
Function	Statutory director
Title description	Managing Director
Name	IGA Trust B.V.
Registration number official	154605

Ownership Operational Company



HE 484387

MINISTRY OF ENERGY, COMMERCE AND INDUSTRY
DEPARTMENT OF REGISTRAR OF
COMPANIES AND INTELLECTUAL PROPERTY
NICOSIA

27 November, 2025

CERTIFICATE

VANERINO LTD

It is hereby certified that, in accordance with the records kept by this Department,
the Registered Office of the above Company is situated at:

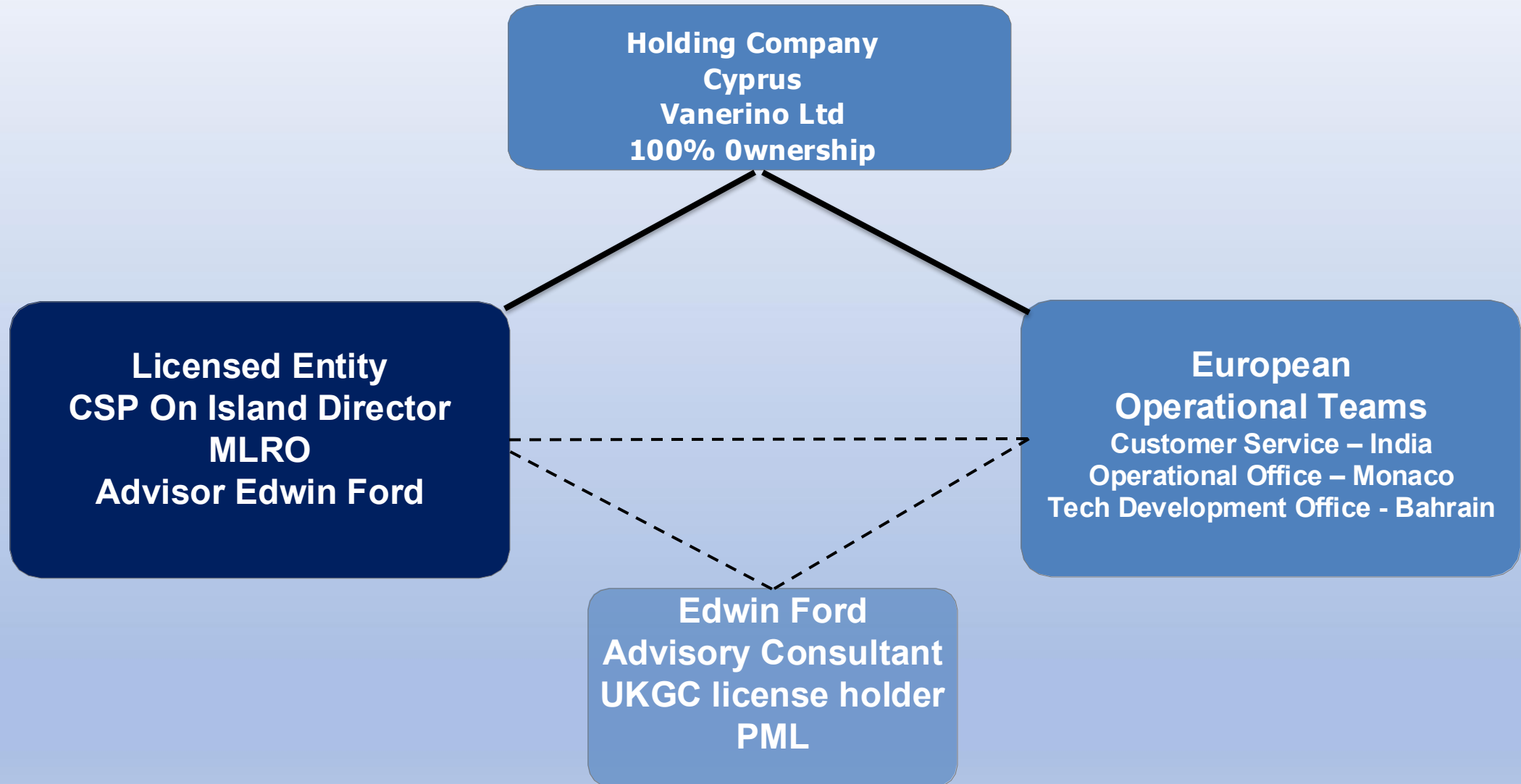
Griva Digeni, 89
NICOLAOU & ZAVOS CENTER, Flat/Office 205
3101, Limassol, Cyprus

For Registrar of Companies

ANNITA CHRISTODOULOU

Organization number: 667421, Record number: 40455665

Team Organisational Chart



The Team

Company Director Curacao Claire Godschalk of IGA Trust

With an established on-the-ground presence in Curaçao, IGA Trust enables us to meet the substance and local presence requirements under the Curaçao regulatory framework, including the provision of local office facilities and key personnel.

As part of this engagement, Claire, who is a senior member of the IGA Trust team, has been appointed as the local Company Director of Super Awesome Gaming Alliance B.V., providing us with local governance, regulatory oversight and continuity of engagement with Curaçao authorities.

The Team

CEO

Pasha Rezapour

Pasha is an entrepreneur with a diverse background in crypto, online gaming, and venture capital, with hands-on experience building digital products, scaling communities, and managing investment processes across several jurisdictions.

Experience & Expertise:

Founder and operator of multiple blockchain-based gaming and entertainment platforms, integrating provably fair mechanics, micro-gaming formats, and token-based reward systems.

Developed and launched high-traffic games on Telegram and Web, leading to strong community-driven organic growth.

Experience managing large online user communities, influencer-driven growth loops, and real-time competitive gaming environments.

Former Investment Analyst at Northstar.vc (London), where he participated in deploying over \$80M across 26 deals in fintech, supply chain, logistics, and blockchain sectors—giving him strong corporate governance and due-diligence experience.

Background in strategic planning, financial modelling, and venture operations, ensuring Power.win is built with long-term regulatory and financial sustainability in mind.

Educated at the University of Exeter (BSc Business Management); fluent in English, French, and Farsi.

Experienced in coordinating multi-jurisdictional corporate structures (UK, Cyprus, Dubai) and maintaining compliance-ready documentation for regulated industries.

The Team

CFO – MLRO

Thomas Bardawil

Thomas brings more than a decade of financial and operational experience, including private equity, corporate finance and venture operations. He specializes in multi-jurisdictional structuring, financial oversight, and governance frameworks suitable for regulated sectors.

Experience & Expertise:

10+ years of experience in financial markets, holding senior responsibilities across portfolio management, corporate finance, and capital allocation.

Strong private equity background, with firsthand experience evaluating, structuring, and monitoring investments across multiple industries, including tech and gaming.

Served as Financial Director for a major family office, overseeing cross-border financial operations, compliance, reporting, and treasury management.

Director at a US-based venture capital firm, managing financial oversight, audits, governance, and operational compliance.

Skilled in risk management, internal controls, budgeting, and regulatory documentation, ensuring that operational processes align with licensing requirements.

Experienced in implementing AML/KYC-aligned financial workflows, multi-entity bookkeeping, and controlled fund flows—critical elements for an iGaming operator.

The Team

CTO

Talha Minyas

Talha is a highly experienced blockchain and gaming infrastructure engineer with deep technical expertise in iGaming platforms, smart contract security and scalable backend architecture. His focus is building secure, compliant, resilient systems for blockchain-based casinos.

Experience & Expertise:

7+ years in blockchain and crypto project development, including DApps, token ecosystems and Web3 gaming platforms.

Specialist in backend architecture, game engine logic, provably fair algorithms, and secure real-time systems. Designed and deployed multiple large-scale crypto gaming backends, including wallet systems, RNG logic and token reward infrastructure.

Advanced experience implementing provably fair mechanics, blockchain-based audit trails and smart contract-integrated gaming systems.

Expertise in AI-driven analytics, automation tools, and fraud-detection logic, supporting compliance-focused operations.

Strong experience working with KYC/KYB integrations, payment gateways, risk engines and compliance-friendly data structures for licensed gaming platforms.

The Team

CMO

Debashish Bhattacharjee

Debashish is a senior marketing executive with nearly two decades of proven leadership in B2C digital entertainment, iGaming, and high-growth online platforms. He has built, scaled and managed large multi-market marketing operations, with a deep specialization in user acquisition, retention, and digital brand building.

Experience & Expertise:

15+ years in senior marketing and growth roles, overseeing multi-channel acquisition strategies across Europe, Africa and Asia.

9+ years of direct experience in B2C iGaming, including sportsbook, casino, and NFT-driven gaming ecosystems.

8+ years scaling early-stage and mid-stage startups, leading teams responsible for performance marketing, creatives, and GTM strategies.

5+ years in crypto and Web3 marketing, including the successful launch of multiple utility and meme tokens, NFT collections, and Web3 communities.

Proven track record launching and growing crypto-native products, including tokenized ecosystems, Web3 loyalty systems, and blockchain brand activations.

10+ years in performance and acquisition marketing, managing high-budget campaigns, affiliate networks and conversion-optimized funnels.

8+ years in branding, KOL management, and influencer collaborations, delivering consistent growth across social channels.

7+ years in retention, lifecycle management, CRM, segmentation, and data-driven personalization, with hands-on experience in major CRM and automation tools and experience working with compliance teams to ensure marketing alignment with iGaming regulatory requirements.

The Team

Gaming Advisory Consultant

Edwin Ford

Edwin is a highly motivated, flexible and results-driven Senior Executive with extensive experience in e- Gaming strategy, sales, business development and commercial operations; developed over a four-decade career in the gaming industry. Including, training, working in and supervising Casino operations to eventually become the Resident Director of extensive casino and gaming operations within venues owned by major hotel groups.

For over fifteen years Edwin also operated and was a major shareholder of software development and supply houses, leading development and deployment of new technologies across international markets. Displaying a skill-set transferable to almost any business sector, experienced in consulting with the ability to drive any organisation to realise its goals.

Core Competencies:

- Full-spectrum business consultancy.
- Exposure to international marketplaces.
- Technical product development and implementation.
- Formulation and execution of sales & marketing strategy.
- Commercial and legal negotiation.
- Team Building and leadership.
- Formation of strategic partnerships.
- Game Development and compliance

Edwin holds a UKGC Personal Management License and currently consults to the industry on a global level, including licensing and market research on a compliance level

The Market

Players Choice

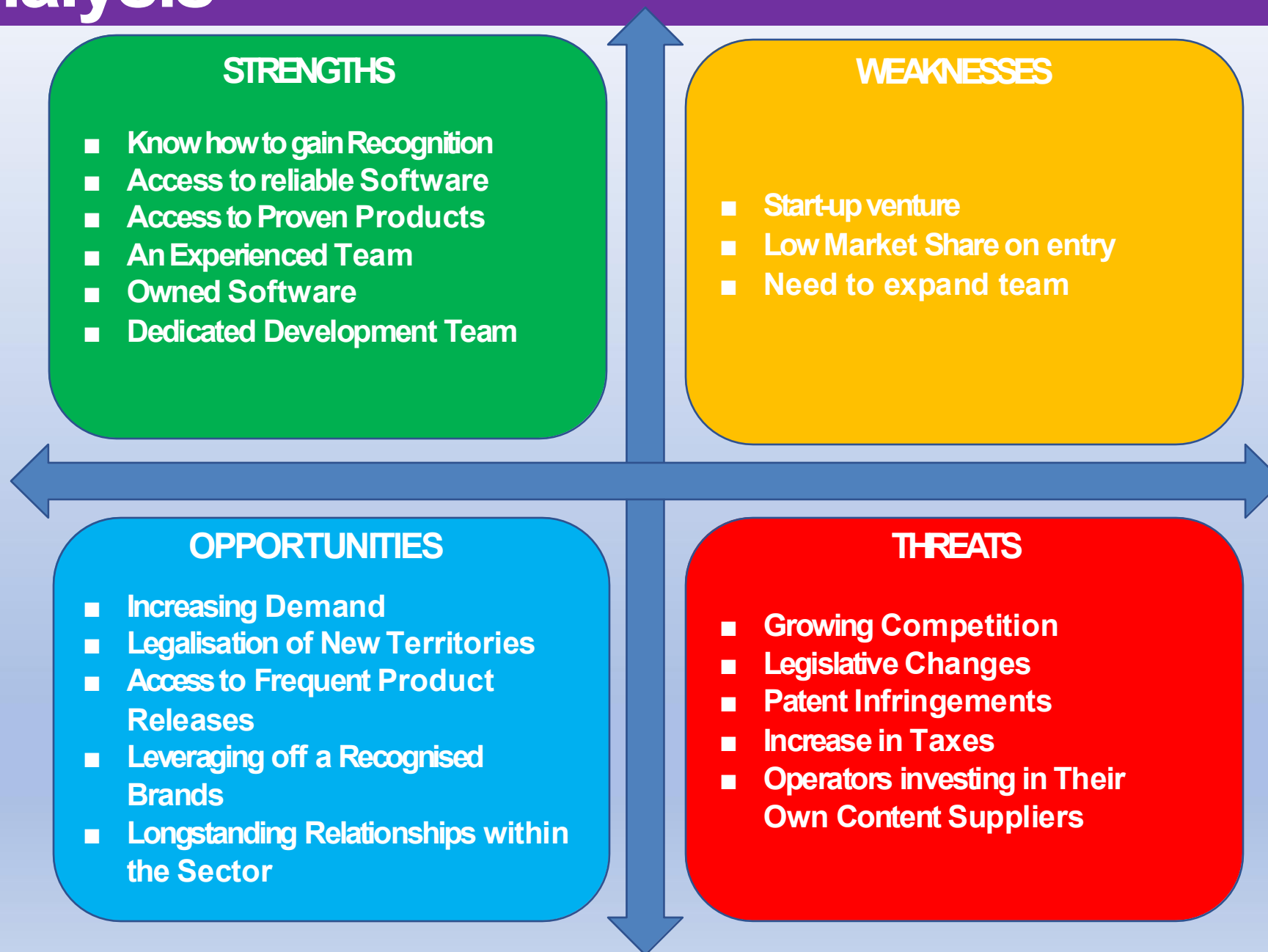
Some of the best gamers in the world are from the Asian markets. This is due to the accessibility to fast-paced, skill-based and tactical games. The most played online casino games include lottery-style games, which present a wide variety of options to players.

Many prefer to play such games because of the low stakes and high returns. Slot and online table games come second and have grown in popularity during the lockdown period, due to the platforms having very realistic features that simulate the casino table games. Other popular online casino games feature casino classics such as roulette, blackjack, poker, Craps, live dealer games, baccarat, keno, and even Sic-Bo. Asia may be a saturated market; however, with technology developing on a daily basis, we feel we have the credentials to bring the online gaming world up another level.

Competitive Landscape for Online Operators

The global market has a broad range of online offerings and new entrant applicants every year. It is, however, largely dominated by a few large operators who have expanded across the globe due to a consolidation in the sector. The world marketplace is forecast to enjoy continued growth, due to an increasing number of operators, more gambling operations and a globally increasing number of online players; the level of competition in the market will continue to be intense. It will also likely continue to be dominated by the larger players due to this consolidation caused by the influx of regulation and reduced margins.

Swot Analysis



Content Snapshot



Marketing Brief

Objective:

Launch and grow a compliant online casino brand in permitted markets under a Curaçao LOK licence.

Marketing Strategy (Online):

Multi-channel acquisition: SEO, PPC, affiliates, social media, influencers (where permitted).

Localised campaigns for approved jurisdictions only.

Strict geo-targeting & exclusion lists in all paid and organic traffic.

CRM retention: email, SMS, loyalty, VIP programmes.

Clear T&Cs and responsible gaming messaging across all creatives.

Jurisdictional Compliance:

Blocked markets under Curaçao LOK: Netherlands, Curaçao residents, sanctioned countries, and any jurisdictions restricted by licence conditions.

Enforced IP/geo-blocking, KYC/AML checks, and ongoing compliance monitoring.

Affiliates contractually required to target allowed markets only.

Offline & Events:

Brand and partner development through attendance at iGB, SBC, ICE, and other key industry events.

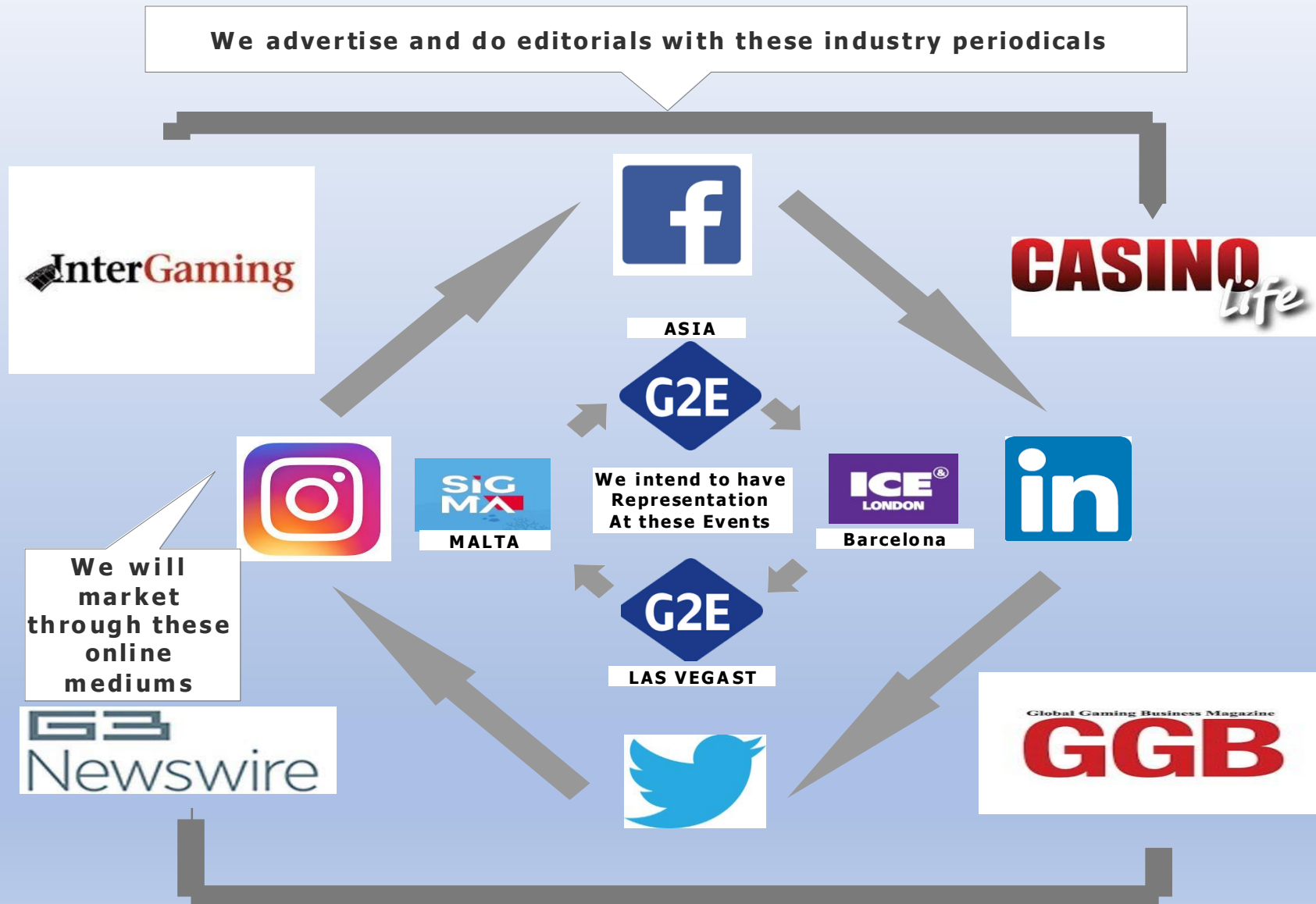
Focus on affiliate recruitment, PSP partnerships, and supplier relationships.

Positioning & Brand Focus:

Emphasis on trust, responsible gambling, fast payments, and a high-quality player experience.

Fully compliant marketing approach with consistent brand messaging.

Marketing Overview 2026



Website Under Construction



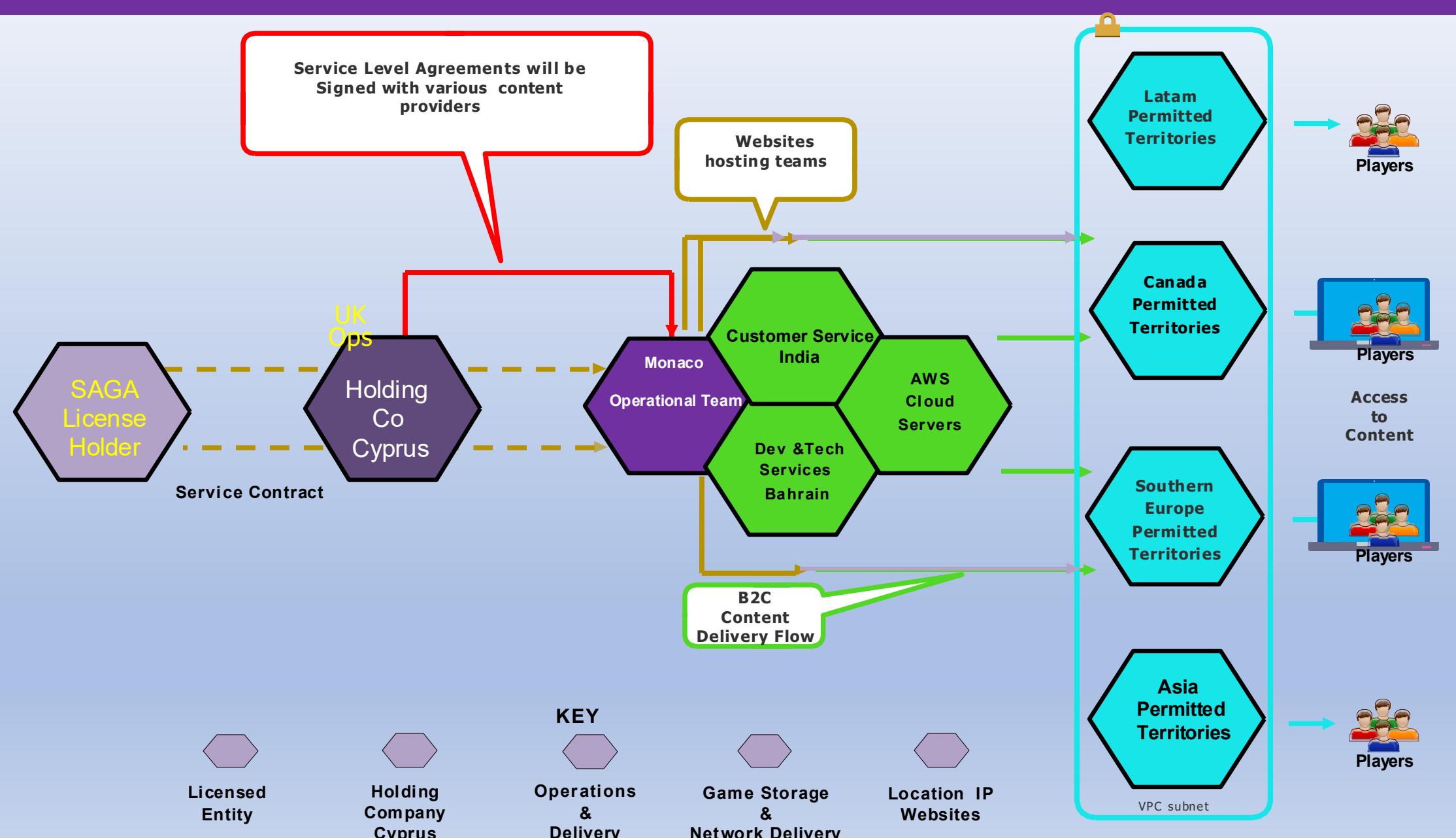
Enter The PWR City

Gamble Like a Degen. Win Like a Degen

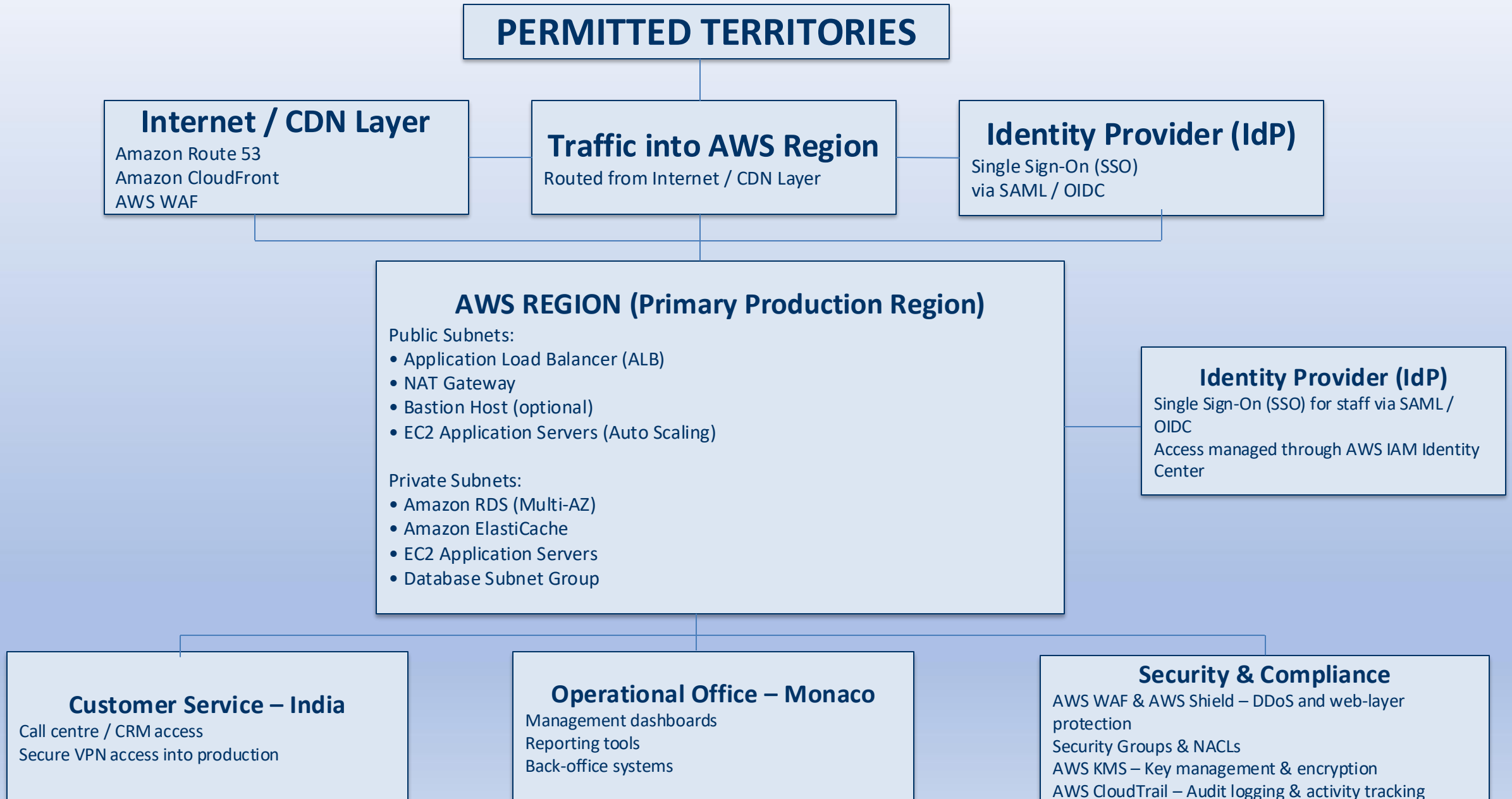
Originals



Content Delivery Process B2C



AWS - Example of Remote Delivery



Funding - Assumptions & Projections													
Year One													
Year 1	01/26	02/26	03/26	04/26	05/26	06/26	07/26	08/26	09/26	10/26	11/26	12/26	
Costs													
Company Set Up	\$(30,000.00)												
Company Running Costs	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)
Staff	\$(25,000.00)	\$(25,000.00)	\$(25,000.00)	\$(25,000.00)	\$(25,000.00)	\$ (41,700.00)	\$ (41,700.00)	\$ (41,700.00)	\$ (41,700.00)	\$ (41,700.00)	\$ (41,700.00)	\$ (41,700.00)	\$ (41,700.00)
Travel	\$ (1,000.00)	\$ (1,000.00)	\$ (1,000.00)	\$ (1,000.00)	\$ (1,000.00)	\$ (1,000.00)	\$ (1,000.00)	\$ (1,000.00)	\$ (1,000.00)	\$ (1,000.00)	\$ (1,000.00)	\$ (1,000.00)	\$ (1,000.00)
R&D	\$ (2,850.00)	\$ (2,850.00)	\$ (2,850.00)	\$ (2,850.00)	\$ (2,850.00)	\$ (3,560.00)	\$ (3,560.00)	\$ (3,560.00)	\$ (3,560.00)	\$ (3,560.00)	\$ (3,560.00)	\$ (3,560.00)	\$ (3,560.00)
Consultancy fees	\$ (3,250.00)	\$ (3,250.00)	\$ (3,250.00)	\$ (3,250.00)	\$ (3,250.00)	\$ (3,250.00)	\$ (3,250.00)	\$ (3,250.00)	\$ (3,250.00)				
Office & Miscellaneous	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)
Marketing Cost						\$ (5,500.00)	\$ (5,500.00)	\$ (5,500.00)	\$ (5,500.00)	\$ (5,500.00)	\$ (5,500.00)	\$ (5,500.00)	\$ (5,500.00)
Total	\$(66,400.00)	\$(36,400.00)	\$(36,400.00)	\$(36,400.00)	\$ (36,400.00)	\$ (59,310.00)	\$ (59,310.00)	\$ (59,310.00)	\$ (59,310.00)	\$ (56,060.00)	\$ (56,060.00)	\$ (56,060.00)	
Sales													
Original Games	\$ -	\$ -	\$ -	\$ 10,000.00	\$ 11,000.00	\$ 12,100.00	\$ 13,310.00	\$ 14,641.00	\$ 16,105.10	\$ 17,715.61	\$ 19,487.17	\$ 21,435.89	
Aggregator Games	\$ -	\$ -	\$ -	\$ 6,000.00	\$ 6,600.00	\$ 7,260.00	\$ 7,986.00	\$ 8,784.60	\$ 9,663.06	\$ 10,629.37	\$ 11,692.30	\$ 12,861.53	
Total	\$ -	\$ -	\$ -	\$ 16,000.00	\$ 17,600.00	\$ 19,360.00	\$ 21,296.00	\$ 23,425.60	\$ 25,768.16	\$ 28,344.98	\$ 31,179.47	\$ 34,297.42	
Profit & Loss	\$(66,400.00)	\$(36,400.00)	\$(36,400.00)	\$(20,400.00)	\$ (18,800.00)	\$ (39,950.00)	\$ (38,014.00)	\$ (35,884.40)	\$ (33,541.84)	\$ (27,715.02)	\$ (24,880.53)	\$ (21,762.58)	

Funding - Assumptions & Projections												
Year Two												
Year 2	01/27	02/27	03/27	04/27	05/27	06/27	07/27	08/27	09/27	10/27	11/27	12/27
Costs												
Company Set Up												
Company Running Costs	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)
Staff	\$(41,700.00)	\$(41,700.00)	\$(41,700.00)	\$(41,700.00)	\$(41,700.00)	\$(41,700.00)	\$(41,700.00)	\$(41,700.00)	\$(41,700.00)	\$(41,700.00)	\$(41,700.00)	\$(41,700.00)
Travel	\$ (1,000.00)	\$ (1,500.00)	\$ (1,500.00)	\$ (1,500.00)	\$ (1,500.00)	\$ (1,500.00)	\$ (1,500.00)	\$ (1,500.00)	\$ (1,500.00)	\$ (1,500.00)	\$ (1,500.00)	\$ (1,500.00)
R&D	\$ (3,560.00)	\$ (3,560.00)	\$ (3,560.00)	\$ (3,560.00)	\$ (3,560.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)
Consultancy fees												
Office & Miscellaneous	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)
Marketing Cost	\$(10,000.00)	\$(10,000.00)	\$(10,000.00)	\$(10,000.00)	\$(10,000.00)	\$(10,000.00)	\$(10,000.00)	\$ (15,000.00)	\$ (15,000.00)	\$ (15,000.00)	\$ (15,000.00)	\$ (15,000.00)
Total	\$ (60,560.00)	\$ (61,060.00)	\$ (61,060.00)	\$ (61,060.00)	\$ (61,060.00)	\$ (62,500.00)	\$ (62,500.00)	\$ (67,500.00)	\$ (67,500.00)	\$ (67,500.00)	\$ (67,500.00)	\$ (67,500.00)
Sales												
Original Games	\$ 23,579.48	\$ 25,937.42	\$ 28,531.17	\$ 31,384.28	\$ 34,522.71	\$ 37,974.98	\$ 41,772.48	\$ 43,861.11	\$ 46,054.16	\$ 48,356.87	\$ 50,774.71	\$ 53,313.45
Aggregator Games	\$ 14,147.69	\$ 15,562.45	\$ 17,118.70	\$ 18,830.57	\$ 20,713.63	\$ 22,784.99	\$ 25,063.49	\$ 26,316.66	\$ 27,632.50	\$ 29,014.12	\$ 30,464.83	\$ 31,988.07
Total	\$ 37,727.16	\$ 41,499.88	\$ 45,649.87	\$ 50,214.85	\$ 55,236.34	\$ 60,759.97	\$ 66,835.97	\$ 70,177.77	\$ 73,686.66	\$ 77,370.99	\$ 81,239.54	\$ 85,301.52
Profit & Loss	\$ (22,832.84)	\$ (19,560.12)	\$ (15,410.13)	\$ (10,845.15)	\$ (5,823.66)	\$ (1,740.03)	\$ 4,335.97	\$ 2,677.77	\$ 6,186.66	\$ 9,870.99	\$ 13,739.54	\$ 17,801.52

Funding - Assumptions & Projections												
Year Three												
Year 3	01/28	02/28	03/28	04/28	05/28	06/28	07/28	08/28	09/28	10/28	11/28	12/28
Costs												
Company Set Up												
Company Running Costs	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)	\$ (1,800.00)
Staff	\$(47,200.00)	\$(47,200.00)	\$(47,200.00)	\$(47,200.00)	\$(47,200.00)	\$(47,200.00)	\$(47,200.00)	\$(47,200.00)	\$(47,200.00)	\$(47,200.00)	\$(47,200.00)	\$(47,200.00)
Travel	\$ (1,500.00)	\$ (2,000.00)	\$ (2,000.00)	\$ (2,000.00)	\$ (2,000.00)	\$ (2,000.00)	\$ (2,000.00)	\$ (2,000.00)	\$ (2,000.00)	\$ (2,000.00)	\$ (2,000.00)	\$ (2,000.00)
R&D	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)	\$ (5,000.00)
Consultancy fees												
Office & Miscellaneous	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)	\$ (2,500.00)
Marketing Cost	\$(15,000.00)	\$(15,000.00)	\$(15,000.00)	\$(15,000.00)	\$ (20,000.00)	\$ (20,000.00)	\$ (20,000.00)	\$ (20,000.00)	\$ (20,000.00)	\$ (20,000.00)	\$ (20,000.00)	\$ (20,000.00)
Total	\$(73,000.00)	\$(73,500.00)	\$(73,500.00)	\$(73,500.00)	\$ (78,500.00)	\$ (78,500.00)	\$ (78,500.00)	\$ (78,500.00)	\$ (78,500.00)	\$ (78,500.00)	\$ (78,500.00)	\$ (78,500.00)
Sales												
Original Games	\$ 55,979.12	\$ 58,778.08	\$ 61,716.98	\$ 64,802.83	\$ 66,098.89	\$ 67,420.86	\$ 68,769.28	\$ 70,144.67	\$ 71,547.56	\$ 72,978.51	\$ 74,438.08	\$ 75,926.84
Aggregator Games	\$ 33,587.47	\$ 35,266.85	\$ 37,030.19	\$ 38,881.70	\$ 39,659.33	\$ 40,452.52	\$ 41,261.57	\$ 42,086.80	\$ 42,928.54	\$ 43,787.11	\$ 44,662.85	\$ 45,556.11
Total	\$ 89,566.59	\$ 94,044.92	\$ 98,747.17	\$103,684.53	\$ 105,758.22	\$ 107,873.38	\$ 110,030.85	\$ 112,231.47	\$ 114,476.10	\$ 116,765.62	\$ 119,100.93	\$ 121,482.95
Profit & Loss	\$ 16,566.59	\$ 20,544.92	\$ 25,247.17	\$ 30,184.53	\$ 27,258.22	\$ 29,373.38	\$ 31,530.85	\$ 33,731.47	\$ 35,976.10	\$ 38,265.62	\$ 40,600.93	\$ 42,982.95

Policies & Procedures Snapshot based on LOK

Introduction

The LOK Act 2025 and ancillary legislation aims to:

- Keep gambling crime free
- Protect the young and vulnerable
- Ensure that the facilities offered by licensees are fair and that players receive their true winnings

The above LOK regulatory objectives are specific to B2C operations, as a responsible operator and in the knowledge that a fundamental part of Nova's business is now direct to clients, we are committed in taking all reasonable steps to assist in achievement of the aims within the act.

SAGA policies and procedures therefore ensure:

- Its operations and business dealings are carried out to a high standard.
- That our clients may rely on the accuracy and fairness of the games on our sites.
- That our operations/ policies and procedures are regularly reviewed and updated.
- That when needed our staff training is delivered to keep staff up to date with the industry and its operational requirements.

Content

Under the Curacao and LOK guidelines which we currently follow we will ensure that all game content we provide has been certificated by a reputable laboratory

Policies & Procedures (Snapshot) continued

Clients

SAGA embraces formal client take on procedures, which include collation of industry standard due diligence on all our clients.

Anti-Money Laundering and Prevention of Crime

As a B2C Supplier, SAGA will have a direct relationship with players, via its websites. Therefore, SAGA and its compliance team is committed to ensuring its clients are reviewed in line with industry standard AML and CFT requirements. SAGA and PowerWin will continuously ensure that management and staff are aware of their obligations and the procedures in this regard.

Social Responsibility

As a B2C operator SAGA will have a direct relationship with players. Therefore, as a responsible B2C operator, with a full understanding of the fundamental part it plays in the B2C gambling industry, SAGA and PowerWin are committed to supporting causes related to gambling harm and after approval will register with all renowned charities, such as Gambleaware and or any local similar charity.

Conclusion

SAGA enters the market with a clear mission, strong vision, and scalable model.
Backed by advanced technology and experienced founders.
Power.Win is positioned to grow into a leading online gaming brand.
The company is prepared to compete effectively in an evolving global market.

THANK YOU

Application

Primary Contact

Edwin Ford +44 7889 637226

Email edwinfford@gmail.com

Secondary Contact

Pashas Rezapour +44 7447 404349

Email pasha@power.win

www.power.win

Info@power.win

admin@power.win