

SUBLICENCE AGREEMENT

Deep Dive Tech B.V.

ID: 154314

With its registered office at: Abraham de Veerstraat 9, Curaçao

(“Operator”)

on one part

and

Win Vision N.V.

ID: 156028

With its registered office at: Abraham de Veerstraat 9, Curaçao

(“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. **“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.
- 1.4. **“Effective Date”** means the day on which this Agreement is signed by both Parties.
- 1.5. **“End User”** means the Operator’s players who access the Licensed Software in order to play the games.
- 1.6. **“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.
- 1.7. **“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.
- 1.8. **“Licence Fee”** means the amount payable by the Operator to the Distributor as specified in the Annex 1 to this Agreement.
- 1.9. **“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.
- 1.10. **“Provider”** means a developer of the Licensed Software listed in the Annex 2 to this Agreement.
- 1.11. **“Sublicence”** 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.
- 1.12. **“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 Sublicence 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 SUBLICENCE

- 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 Sublicence 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.
- 3.4. 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 Sublicence granted to it in this Agreement, the Operator shall pay to the Distributor the monthly Licence Fee which is specified and defined in the Annex 1 to this Agreement.
- 4.2. If the Operator fails to pay any amount, payable by it 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 request the Operator to pay a deposit amounting 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) ("**Deposit**"). 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. Should the Distributor request the Operator to pay the Deposit in accordance with the clause above, the Operator must pay it within 10 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.
- 4.4. 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 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.
- 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 Sublicence.
- 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.

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@win.vision.
- 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.

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 twelve (12) 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). This clause shall survive expiration or termination of this Agreement (howsoever caused) for additional 12 months. 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. This clause shall survive expiration or termination of this Agreement (howsoever caused) for additional 12 months.
- 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 written by the Distributor.
- 8.1.9. 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.
- 8.1.10. 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.

8.3. 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. 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.

8.6. 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.

8.7. The Operator is obligated to adhere to the following marketing rules:

8.7.1. 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.

8.7.2. 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.

8.7.3. Branding, advertising and promotion of any games that are marked as “Branded” may be based only on materials approved by the Distributor in advance.

8.7.4. 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 Sublicence 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 one (1) month 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 two (2) 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 Sublicence 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, 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.

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).

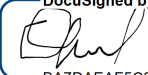
Distributor: account@win.vision
Operator: finance@redraven.nu

- 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 inure 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.

1/6/2023
Date _____
On behalf of the **Distributor**

10/05/2023
Date _____
On behalf of the **Operator**

DocuSigned by:

BA7DAEAF5C38459...

**SIGNED BY Anton Oleynik,
Director**



SIGNED BY Christiana Georgiou

Annex 1

The monthly Licence Fee

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 (% of the GGR generated through the specified Licensed Software)
NetEnt – Table Games, Red Tiger Gaming - Table Games	11%
Red Tiger Gaming - Slot Games	12%
Red Tiger Gaming - Premium Games	13%
NetEnt – Core Casino Games	14%
NetEnt – Branded Games, NetEnt – Premium Games	17%

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 will be charged by the Distributor to the Operator at a rate of 100%.

No bonuses shall be deducted from the GGR for the purpose of the Licence Fee, unless explicitly agreed between the Parties in writing.

Annex 2
List of Providers

- NetEnt
- Red Tiger Gaming

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 (Brand)	Expressly Banned Territories	License Requirements
NetEnt	Australia, Cuba, Iran, North Korea, South Sudan, Sudan, Syria, Taiwan, Ukraine, Crimea, Venezuela, Afghanistan, Albania, Barbados, Burkina Faso, Cambodia, Cayman Islands, Gibraltar, Haiti, Jamaica, Jordan, Mali, Morocco, Myanmar, Nicaragua, Pakistan, Panama, Philippines, Senegal, Turkey, Uganda, Yemen, Zimbabwe Alderney, Belgium, Canada (Alberta, Atlantic Provinces (Nova Scotia), Ontario, British Columbia, Quebec), Colombia, Croatia, Czech Republic, Denmark, Estonia, France, Georgia, Germany, Gibraltar, Greece, Isle of Man, Italy, Latvia, Lithuania, Malta, Mexico, Netherlands, Philippines, Portugal, Romania, South Africa, Spain, Sweden, Switzerland, US (Connecticut, Michigan, New Jersey, Pennsylvania, West Virginia), UK	Curacao

	In addition to the above listed generally prohibited countries which apply to the below specified Licensed Software as well: Licensed Software Vikings Video Slot is additionally prohibited in following countries: Afghanistan, Albania, Algeria, Angola, Australia, Azerbaijan, Cambodia, Canada, China, Ecuador, France, Guyana, Hong Kong, India, Indonesia, Iran, Iraq, Israel, Kuwait, Laos, Malaysia, Myanmar, Namibia, North Korea, Pakistan, Papua New Guinea, Philippines, Qatar, Russia, Singapore, South Korea, Sudan, Syria, Taiwan, Thailand, Tunisia, Turkey, Ukraine, United States of America except NJ and Penn, Uganda Licensed Software Narcos Video Slot is additionally prohibited in following countries: Afghanistan, Albania, Algeria, Angola, Australia, Cambodia, Ecuador, Guyana, Hong Kong, Indonesia, Iran, Iraq, Israel, Kuwait, Lao, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Singapore, South Korea, Sudan, Syria, Taiwan, Uganda, Yemen, Zimbabwe Licensed Software Street Fighter 2 Video Slot is additionally prohibited in following countries: Afghanistan, El Salvador, Peru, Albania, Ethiopia, Philippines, Algeria, Ghana, Puerto Rico, Anguilla, Greenland, Saba, Antigua & Barbuda, Grenada, Saint Barthelemy, Angola, Guadeloupe, Saint Kitts and Nevis, Argentina, Guatemala, Saint Lucia, Aruba, Guyana, Saint Martin, Barbados, Haiti, Saint Pierre and Miquelon, Bahamas, Hong Kong, Saint Vincent and the Grenadines, Belize, Honduras, Singapore, Bermuda, Iran, Sint Eustatius, Bolivia, Iraq, Sint Maarten, Bonaire, Israel, Sri Lanka, Botswana, Jamaica, Sudan, Brazil, Japan, Suriname, British Virgin Islands, Kuwait, Syria, Cambodia, Laos, Taiwan, Canada, Martinique, Trinidad and Tobago, Cayman Islands, Mexico, Tunisia, China, Montserrat, Turks and Caicos Islands, Chile, Myanmar, United States of America, Clipperton Island, Namibia, Uganda, Columbia, Navassa Island, Uruguay, Costa Rica, Nicaragua, US Virgin Islands, Cuba, North Korea, Venezuela, Curacao, Pakistan, Yemen, Dominica, Panama, Zimbabwe,	
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	Dominica Republic, Papua New Guinea, Ecuador, Paraguay Licensed Software Dracula; Creature from the Black Lagoon; The Invisible Man are additionally prohibited in following countries: Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Brazil, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Israel, Italy, Japan, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Moldova, Monaco, Montenegro, Netherlands, Norway, Peru, Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, South Korea, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom Licensed Software Knight Rider is additionally prohibited in following countries: China (i.e., China, Hong Kong, Macau and Taiwan); the United States, its military bases, territories, and possessions; and any and all countries or territories where Universal determines that United States companies are prohibited by Law, export controls and/or sanctions to conduct business, including, but not limited to, Cuba, Iran, North Korea, Crimea and Syria Licensed Software Mega Fortune, Hall of Gods, Arabian Nights are additionally prohibited in following countries: Azerbaijan, Bulgaria, China, Colombia, Curacao, Denmark, India, Italy, Japan, Lithuania, Malaysia, Mexico, Norway, Portugal, Qatar, Romania, Russia, Serbia, Spain, Thailand, Turkey, Ukraine, United Arab Emirates, USA	
Red Tiger Gaming	Australia, Cuba, Iran, North Korea, South Sudan, Sudan, Syria, Taiwan, Ukraine, Crimea, Venezuela, Afghanistan, Albania, Barbados, Burkina Faso, Cambodia, Cayman Islands, Gibraltar, Haiti, Jamaica, Jordan, Mali, Morocco, Myanmar, Nicaragua, Pakistan, Panama, Philippines, Senegal, Turkey, Uganda, Yemen, Zimbabwe Alderney, Belgium, Canada (Alberta, Atlantic Provinces (Nova Scotia),	Curacao

	Ontario, British Columbia, Quebec), Colombia, Croatia, Czech Republic, Denmark, Estonia, France, Georgia, Germany, Gibraltar, Greece, Isle of Man, Italy, Latvia, Lithuania, Malta, Mexico, Netherlands, Philippines, Portugal, Romania, South Africa, Spain, Sweden, Switzerland, US (Connecticut, Michigan, New Jersey, Pennsylvania, West Virginia), UK In addition to the above listed generally prohibited countries which apply to the below specified Licensed Software as well: Licensed Software Reel King Mega is additionally prohibited in following countries: France, Turkey, Southern Cyprus, Israel, USA, China, South Africa, Indonesia, Cambodia, Thailand, Vietnam, Iran, Iraq, Syria, Cuba, Pakistan, North Korea, Ivory Coast, French Guiana, Guadeloupe, Martinique Licensed Software Trillionaire by Fashion TV is additionally prohibited in following countries: Afghanistan, Cuba, France, Hong Kong, Iran, Israel, Jordan, Kuwait, North Korea, Pakistan, Philippines, Singapore, Saudi Arabia, Turkey, The United States Licensed Software Narcos Mexico is additionally prohibited in following countries: Afghanistan, Albania, Algeria, Angola, Australia, Cambodia, Ecuador, Guyana, Hong Kong, Indonesia, Iran, Iraq, Israel, Kuwait, Lao, Myanmar, Namibia, Nicaragua, North Korea, Pakistan, Panama, Papua New Guinea, Philippines, Singapore, South Korea, Sudan, Syria, Taiwan, Uganda, Yemen, Zimbabwe	
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Annex 4

Websites of the Operator

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

- playboom.com
- wettenlive.com
- freedomcasino.com

Annex 5

Specific Conditions Applying to NetEnt / Red Tiger Gaming

The following regulation shall apply to the Operator's use of the Licensed Software of the Providers NetEnt and Red Tiger Gaming (“**NetEnt/RT**”) in addition to the conditions specified in the rest of this Agreement:

I. NETENT/RT GAMES SUB-LICENSE

- 1.1. The Operator shall hold a valid Gambling Licence from Curacao for the whole term of the Agreement, as it is a precondition for being allowed to use the Licensed Software of NetEnt/RT.
- 1.2. The Operator shall inform the Distributor without delay about revocation of its Curacao Gambling Licence or any other situation that leads to the Operator not holding a valid and effective Gambling Licence issued by Curaçao’s authorities. If such a scenario occurs, the Operator shall not make NetEnt/RT Licensed Software available to End Users and it shall cease use of NetEnt/RT Licensed Software.
- 1.3. NetEnt/RT Licensed Software shall be separated into games categories, as defined in table in section III of this annex. Operator’s GGR shall be calculated for each of the game categories separately and any negative GGR generated by the Operator on one of the categories shall not be set off against GGR generated on other categories.
- 1.4. The Operator shall not allow the access or use the NetEnt/RT Licensed Software to third parties unless expressly approved in writing by Distributor, this explicitly including Operator’s potential White Label Partners and all websites utilised by White Label Partners through which the NetEnt/RT Licensed Software shall be offered, and to update such information in a timely manner as this may change from time to time. For the purposes of this annex, “**White Label Partner**” means a third party who markets and offers their own independently branded gaming website pursuant to a commercial relationship with the Operator where such gaming site is operated by the Operator in accordance with its own Gambling Licence. Nevertheless, the Distributor shall have the right to request the Operator by written notice to stop a White Label Partner, who has breached any of Operator’s commitments and responsibilities under this Agreement, from offering the NetEnt/RT Licensed Software immediately.
- 1.5. The Operator represents and warrants that it shall at all times comply with the requirements of the Fifth Anti-Money Laundering Directive of the European Union and any legislation that shall succeed such legislation from time to time. (“**AML Legislation**”). In particular, Operator shall (i) perform adequate KYC checks on End Users and End Users of any White Label Partners as may be required by AML Legislation and applicable laws; (ii) maintain all required AML documentation on its own payment processing providers and any additional third parties involved in the collection and forwarding of funds to and from End Users and White Label End Users as AML Legislation may require, and (iii) where Operator elects to accept funds through any electronic currency that are not fiat money which shall include cryptocurrencies and any other value storage tokens that are not considered to be the legal tender, Operator undertakes to ensure that it shall at all times adopt such additional processes and AML documentation requirements so as to adequately and robustly determine the source of funds of End Users, End Users of White Label Partners and the true identity of such individuals. All deposits from End Users shall be processed through licensed financial institutions. Operator may not use any payment aggregators or locally based agents for

processing of deposits unless permissible in accordance with applicable laws in the relevant territory. Operator shall indemnify and hold the Distributor and its directors, officers, employees, agents and the Distributor's group of companies (the "**Distributor Indemnified Persons**") harmless from all liabilities, losses and damages arising out of or related to any and all claims made by third parties against the Distributor Indemnified Persons due to a breach by Operator of this Clause 1.6. Moreover, the Distributor shall be entitled to terminate this Agreement pursuant to any breach by Operator of this clause 1.6.

- 1.6. The Operator shall carry out due diligence and anti-money laundering measures on its End Users in accordance with European Law including but not limited to AML Legislation. The Operator shall only receive End Users funds through payment mechanisms which fall under and which are regulated by the EU law and that comply with the requirements of the AML Legislation.
- 1.7. The Operator shall not offer NetEnt/RT Licensed Software via websites that accept payment from (i) land-based wagering agents; or (ii) cash-based wager aggregators.
- 1.8. The Operator shall utilise appropriate software and best in class commercially available geolocation methods in order to identify, on a real-time basis, the genuine location of End Users participating in the NetEnt/RT Licensed Software and shall provide full visibility of such data to the Distributor on a real-time basis.
- 1.9. The Distributor has a right to terminate the sub-licensing of the NetEnt/RT Licensed Software to the Operator on seven (7) days written notice from the Distributor.
- 1.10. Branding, advertising and promotions in respect of the any branded games may only be based on Distributor's provided marketing materials. Operator may not change or alter the provided marketing materials without Distributor's prior consent and shall ensure that any of its approved affiliates and partners adhere to this obligation in full. The marketing guidelines for each of the branded games will be provided to Operator by Distributor. These guidelines may be subject to modifications by Distributor from time to time. Other than as specified in this annex Operator shall not have the right to incorporate or embody the NetEnt/RT Licensed Software into any other product or service. Operator shall use no markings, legends or notices on or in association with the branded games and any advertising and promotion other than approved and provided by Distributor.
- 1.11. The Operator shall not in connection with Universal Monsters Slot Game(s) accept monies from End Users who are citizens or residents of any of the restricted territories specified in Annex 3 of the Agreement ("**Restricted Territories**"). "**Universal Monsters Slot Game(s)**" means a casino game(s) based on any of the Universal Studios Monsters consisting of Frankenstein, the Bride of Frankenstein, Dracula, The Mummy, The Wolf Man, Creature from the Black Lagoon, The Invisible Man, and The Phantom's Curse, and/or icons, logos and/or other artwork inspired and or owned by Universal. "**Universal**" means Universal Studios Licensing LLP and any Related Parties. Where Operator becomes aware that it has received monies from such End User/Restricted Territories it shall forthwith return such monies and under no circumstances shall the GGR include monies received from such End User/Restricted Territories.
- 1.12. The Operator shall put in place adequate safeguards e.g. geo-filters to prevent End Users located in any Restricted Territories from playing Universal Monsters Slot Gam(s) and shall upon request provide details of such safeguards to Distributor. In the event that the protections afforded by such arrangements are not adequate in the view of Distributor

and Operator is unable to cure such inadequacies to Distributor's reasonable satisfaction, then Distributor shall be entitled to terminate this Agreement, in whole or in part with respect to Universal Monsters Slot Game(s), immediately without sacrificing any fee paid or accrued.

II. JACKPOTS GAMES OF NETENT / RED TIGER GAMING

- 2.1. For purpose of this section the following terms shall have meaning stated below:
 - a. **"Contribution"** means the amount of funds in the Jackpot Games, allocated towards jackpots calculated as a percentage of the total bets placed by all Operator's End Users of the Games
 - b. **"Jackpot Games"** means the following video slot games which include jackpots: Mega Fortune; Hall of Gods and Arabian Nights
 - c. **"Handling Fee"** means the fee charged by Distributor for administration of Contributions, monitoring and safe keeping of funds as well as guaranteeing the minimum Seeding Value for each new Pooled Jackpot.
 - d. **"Jackpot Rules"** means the set of rules which Operator by signing this Agreement agrees to adhere to.
 - e. **"Local Jackpots"** means one or several jackpots in the Jackpot Games which are smaller than the Pooled Jackpots and is pooled only by Operator. Seeding and allocation of funds for the Local Jackpots is the sole responsibility of the Operator.
 - f. **"Pooled Jackpot"** means a jackpot within a Jackpot Games which is shared between multiple operators of NetEnt/RT.
 - g. **"Seeding Value"** means the starting value for each new Pooled Jackpot.
- 2.2. The Jackpot Games are subject to the terms set out herein, including the Contribution, Handling Fee and Seeding Values as set out in detail for each specific Game in table below. The Distributor shall invoice the Contribution to the Operator under the same terms as specified in this Agreement for the Distributor's Licence Fee. The Operator will be responsible for the seeding of the Local Jackpots as more specifically set out in table below. NetEnt/RT will be responsible for seeding of the Pooled Jackpots as more specifically set out in table below.
- 2.3. Upon the Pooled Jackpot being won by an End User of the Operator, an automated pop up will notify the winning End User that he/she has won the jackpot. The pop up will indicate the value of the win in the End User currency. For the avoidance of doubt and dispute, the Parties agree that the automated pop up shall not constitute a communication with the End User for which the Operator shall be solely responsible in terms of clause 2.6. below. NetEnt/RT will as soon as reasonably possible, verify and validate the exact amount of the winning by calculating to the number of rounds played up to the time the jackpot is won. Following this Distributor will send formal notification (the **"Formal Notification"**) to the Operator with the winning End User confirming the win, the ID of the End User and the exact amount. Distributor will then transfer the funds so verified according to the Formal Notification to the Operator within forty (40) days to be calculated from the win date. Provided that, should an End User from a Restricted Territory win the Pooled Jackpot, Distributor shall not transfer the funds to the Operator and such win will be invalid. In the event that an End User from a Restricted Territory receives the funds, without prejudice to other remedies and actions that may be available to Distributor at law, the amounts so paid shall be set-off when calculating the following month's invoice. Operator shall at all times be solely responsible to transfer

only those amounts verified under this clause and communicated in the Formal Notification.

- 2.4. Without prejudice to the automated pop up referred to in clause 2.3. above that shall be indicated in the End User currency, all transfers made by Distributor to an Operator under clause 2.3., shall be made in Euro (€) and no other currency. Where the Operator shall, in its discretion, choose to pay a winning End User in a currency other than the Euro, the Operator shall be solely responsible for any risk resulting from any currency fluctuations. This shall be also clearly indicated in the terms and conditions facing the Operator's End Users.
- 2.5. The Operator agrees to adhere to the Jackpot Rules set by NetEnt/RT for participating in the Pooled Jackpot. Operator is responsible to ensure that all of its agents, partners, affiliates or other parties which may cooperate with Operator also adhere to these rules. Failure to do so will entitle Distributor to terminate this Agreement.
- 2.6. Should an End User of Operator win the Pooled Jackpot, Operator shall be responsible for all communication with that End User confirming the exact win amount once confirmed by Distributor.
- 2.7. Non-Maltese licensed Operators must give End-Users clear information that when playing the Jackpot Games, the games are offered and managed by an MGA licensed entity.
- 2.8. The Operator will ensure that the Jackpot Games are not offered to End Users in Restricted Territories. In addition to the Restricted Territories, the Jackpot Games may not be offered in the territories listed in Annex 3 in a row specifying Restricted Territories for NetEnt/RT Licensed Software. Furthermore, the Operator is responsible for ensuring that the relevant parts of this Agreement and in particular the restrictions laid down in this clause, are mirrored in the terms and conditions between Operator and its End Users.
- 2.9. Operator has the obligation to inform the End Users about the Jackpot Rules insofar as it relates to Contributions to the Pooled Jackpots.
- 2.10. Operator is required to pay the jackpot sum to the winning End User as a single one-time payment – i.e. the payment may not be spread over time.

Jackpot Games specification:

Game	Mega Fortune	Hall of Gods	Arabian Nights
Jackpot Description	Comprises three jackpots (Mega, Major and Rapid). The Mega jackpot is a Pooled Jackpot whereas the Major and Rapid jackpots are Local Jackpots.	Compromises three jackpots (Mega, Midi and Mini). The Mega jackpot is a Pooled Jackpot whereas the Midi and Mini jackpots are Local Jackpots.	Compromises one Pooled Jackpot.
Seeding Value Pooled Jackpot	The Seeding Value for the Mega jackpot is guaranteed by NetEnt to a minimum of one hundred thousand euro (€100,000).	The Seeding Value for the Mega Jackpot is guaranteed by NetEnt to a minimum of one hundred thousand Euro (€100,000).	The Seeding Value. The Seeding Value for the Pooled Jackpot is guaranteed by NetEnt to a minimum of thirty thousand Euro (€30,000).
Seeding Value Local Jackpot	The Operator agrees to seed the Local Jackpots to a minimum of: “Major” Local Jackpot - € 5,000 “Rapid” Local Jackpot - € 50	The Operator agrees to seed the Local Jackpots to a minimum of: “Midi” Local Jackpot - € 5,000 “Mini” Local Jackpot - € 100	Not applicable.
Contributions and Handling Fees	The Contribution shall be calculated at 5.5% of all bets placed in the game by End Users of the Operator during a month. Two (2) % of the Contribution constitutes a Handling Fee/ Eight (8) % is contributed to next Seeding Value and the residual amount (90% of the Contribution) is contributed to the current Pooled Jackpot.	The Contribution shall be calculated as 5% of all bets placed in the game by End Users of the Operator during a month. Two (2) % of the Contribution constitutes a Handling Fee/ Eight (8) % is contributed to next Seeding Value and the residual amount (90 % of the Contribution) is contributed to the current Pooled Jackpot.	The Contribution shall be calculated as (5)% of all bets placed in the game by End Users of the Operator during a month. Ten (10) % of the Contribution constitutes a Handling Fee; ten (10) % is contributed to the next Seeding Value and the residual amount (80) % of the Contribution) is contributed to the current Pooled Jackpot.
Expected Jackpot Value	€3,810,000	€ 6,040,000	€1,250,000

III. NETENT / RED TIGER GAMING CATEGORIES

Operator understood and agreed that table contained herein is not considered as exhaustive and final as there may be other games or current games by Provider NetEnt/RT that could shift to different game categories or be added to new game categories designed by Provider NetEnt/RT.

Categories of NetEnt/RT Games	Included Games
NetEnt Core Casino Games	Video Slots, Classic Slots, Video Poker, Lottery, Mini-games, Local Jackpots, Pooled Jackpots and any other games defined as NetEnt Core Casino Games by NetEnt.
NetEnt Premium Games	Gonzo's Quest™, Starbust™, and any other games defined as NetEnt Premium Games by NetEnt.
NetEnt Table Games	Blackjack, Roulette, Baccarat and any other games defined as NetEnt Table Games by NetEnt.
NetEnt Branded Games	Universal Monster Slot Game, Guns n Roses Video Slot, Jimi Hendrix Video Slot, Motorhead Video Slot, Ozzy Osbourne Video Slot, Jumanji Video Slot, Scudamore Super Stakes Video Slot, Vikings Video Slot, Narcos Video Slot, Conan Video Slot, Street Fighter Video Slot, Gordon Ramsay Hell's Kitchen Video Slot, Knight Rider
Red Tiger Gaming - Slot Games	Video Slots games
Red Tiger Gaming - Table Games	Table games
Red Tiger Gaming - Premium Games	Gonzo's Quest Megaways™, Piggy Riches Megaways™, Trillionaire by Fashion TV, Flodder, Big Cat Rescue, Narcos Mexico