

SOFTWARE LICENSE AGREEMENT

This Software License Agreement (hereinafter the "Agreement") enters in force and will produce it's effects on and from the date it is signed by both Parties (hereinafter the "Effective Date"), **S.C. MNG Production SRL** respectively **Winlink B.V.**

This Software License Agreement is concluded between **S.C. MNG Production SRL**, Romanian company registered under No. J2020001448083, having VAT number: 42871417, and address: 1 MAI street, no.24, 1-st floor, 505400 Rasnov, Brasov, Romania hereinafter called "Licensor" or "Mascot Gaming" and Winlink B.V., company number: 154346, address: Kaya Richard J. Beaujon Z/N Landhuis Joonchi II, Curaçao, hereinafter called "Licensee" or "Client".

Both Licensor and Licensee are hereinafter also referred to individually as a "Party" and collectively as the "Parties".

1. Subject

1.1. The Licensee provides services to the remote gambling industry including, without limitation, the licensing of a gaming gateway software (the "Platform") (the "Business Activity").

1.2. The Licensor is the owner of the gaming software branded as Mascot Gaming (the "Games").

1.3. In this context, the Licensee wishes to integrate the Games on the Platform for the purposes of the Business Activity and the Licensor wishes to grant such rights to the Licensee (the "License") under the terms and conditions established by this Agreement.

2. License

2.1. The Licensor hereby grants to the Licensee, who accepts it, under the terms and the stipulations of this contract, a non-exclusive, non-assignable, and a non-transferable license to use the Games solely for the Business Activity by way of integrating the Games into the Platform and making them available to end-users ("Players"). The Licensee shall not have the right to sublicense, distribute, or otherwise make the Games available to any third parties operators (B2C or B2B) without the written prior approval of the Licensor.

2.2. The Licensor grants the Licensee all the rights upon the Games/Software, subject to and under the terms of this Agreement, only if the use of the Games/Software does not infringe any applicable laws and regulations in the jurisdictions in which the Games/Software will be used and made available to the public and End Users. The Licensee hereby acknowledges and accepts full responsibility for obtaining the necessary approvals and/or licenses and ensuring compliance with all legal requirements, including but not limited to using, distributing, sublicensing, etc. The Licensor shall bear no responsibility for any legal or regulatory matters arising from the Licensee's use of the Games in any given jurisdiction.

3. Integration

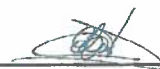
3.1. As soon as practicable after the Effective Date, the Licensee shall provide the Licensor with API access to the Platform for games integration by the Licensor and shall also provide reasonable assistance during the whole integration process of the Games. The Licensee shall follow the Licensor's instructions on the integration process.

3.2. The Games shall be hosted by the Licensor or third parties authorized by the Licensor. The Licensee acknowledges and take whatever measures necessary and the Licensee or its end-users (the "Players"), shall

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at any time be permitted to have any access to the server systems that host the Games and the associated software and databases, wherever they may be.

4. Payments

4.1. The Licensee acknowledges that the license given hereby and the use of the Games/Mascot games is subjected to continuous monthly payments of the applicable Fees at the due date, along with its other obligations as specified in Appendix A: "Fees" and according to the Licensors invoice.

4.2. All sums due under this Agreement shall be paid in Euro currency (EUR), unless other currency is specified in Appendix A: "Fees". If the Gaming Services are conducted in another currency, all such sums will be converted into and paid in Euro (EUR) in accordance with the exchange rate published in the open official resources in effect on the date on which the funds are to be transferred/paid.

4.3. Where such information is not readily available to the Licensors through the back-office tools of the Platform, the Licensee shall provide the Licensors a settlement and bonus deduction report within the first five (5) business days following the end of each month. Such a report shall contain all relevant details concerning marketing contribution and any other necessary information so that the Appendix A: "Fees" can easily and accurately be calculated.

4.4. Unless otherwise specified in Appendix A: "Fees", payment is due within fourteen (14) days after the receipt (hereinafter – invoice payment period) by the Licensee of the Licensors invoice.

4.5. If the payment remains overdue for more than ten (10) business days after the invoice due date, the Licensors, without any liability and/or prejudice to their other rights or remedies, shall have the right to suspend the Licensees access to the Games until such payment, together with the agreed interest and an administrative charge calculated at 0.3% of the outstanding amount for each day of delay, is paid in full by the Licensee.

4.6 In the event that a payment delay occurs due to reasons beyond the Licensees control, including but not limited to delays caused by banking institutions, intermediary financial providers, or payment returns initiated by the bank, the penalty provisions outlined in this Agreement shall not apply to the Licensee, provided that the Licensee.

5. Development and Maintenance

5.1. The Licensors from time to time shall engage in reasonable maintenance of the Games which will be determined at their sole and absolute discretion. The Licensee acknowledges that maintenance may not be scheduled according to specific requests or schedules of the Licensee but the Licensors shall use its best efforts to notify the Licensee prior to undertaking any maintenance activity where reasonably possible. Provided that the Licensors shall use commercially reasonable efforts to ensure that, in effecting the aforesaid maintenance, and wherever possible, all the necessary skill, diligence and precautions are exercised to minimize and/or reduce and/or prevent the risks of unnecessary and/or prolonged downtime, and any error or malfunction of the Games and/or any other disruption of the Licensees Business Activity.

5.2. The Parties acknowledge that from time to time, as a result of hardware failure or supplier failures or other circumstances, the proper use of, and/or access to, the Games may be temporarily disrupted. The Licensee acknowledges and agrees that the Licensors and their members, shareholders, directors, officers, employees or representatives shall not be liable to the Licensee or any third party, in connection with all the above or any temporary disruptions, which results from the above mentioned circumstances or any others beyond the

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reasonable control of Licensor, for any kind of damages, including direct, special, indirect, consequential, punitive or exemplary damages, or damages for loss of profits or lost earnings. However, nothing in this Clause shall limit the Licensor's liability for any direct damage or loss suffered by the Licensee from errors, bugs, vulnerabilities, regulatory non-compliance, or failures attributable to the Licensor or its suppliers as set out in Clause 7.5, or the Licensee's liability for errors, bugs, vulnerabilities, regulatory non-compliance, or failures attributable to the Licensee as set out in Clause 7.4.

6. Advertising

6.1. The Licensee shall be solely responsible for, and shall bear all costs and expenses incurred in connection with, any action they shall take in relation to the advertising, marketing and promotion of the Platform or other aspects of the Business Activity.

7. ID Verification and Fraud

7.1. It is understood and acknowledged by the Parties that the Licensee shall be solely responsible for ensuring that all Player Funds Accounts, including any bank account(s) used for holding Player funds, are handled and administered in compliance with applicable laws, regulations, and licensing conditions. The Licensee shall manage all payments to and from Players directly (or through contracted third parties) and shall conduct all mandatory checks, including but not limited to age verification and identity verification (ID), on its platform or website, regardless of country or jurisdiction.

7.2. The Licensee shall implement and maintain robust anti-fraud measures on its platform or website, including systems for preventing and detecting bonus abuse, identity fraud, chargebacks, and other fraudulent activities. Such measures must comply with all applicable laws, Gaming License requirements, and industry best practices across all relevant jurisdictions.

7.3. Upon detection or reasonable suspicion of any fraudulent behavior occurring on the Licensee's platform or website, the Licensee shall immediately prepare and maintain a detailed incident report and shall notify the Licensor within twenty-four (24) hours. Failure by the Licensee to notify the Licensor within the prescribed timeframe shall render the Licensee fully liable for any resulting damages or losses suffered by the Licensor, including but not limited to regulatory fines, chargebacks, financial loss, or reputational harm.

Additionally, upon such detection or suspicion, the Licensee shall ensure that the affected Player's withdrawal capabilities on its platform or website are immediately suspended until the matter is resolved to the satisfaction of the Licensor. Such restrictions may only be lifted with the prior written approval of the Licensor.

7.4. If fraudulent activity occurring on the Licensee's platform or website arises as a result of the Licensee's negligence or failure to implement adequate preventive measures, the Licensee shall fully indemnify and hold harmless the Licensor from any resulting losses, including but not limited to fines, legal fees, financial damage, lost revenue, or reputational harm. Such losses shall be included in the Fees invoiced to the Licensee and payable within the standard payment terms.

7.5. The Licensor shall remain fully responsible for any proven direct damage or loss arising from defects in the Games caused by errors or bugs in the game software that are attributable to the Licensor. Such responsibility shall not be limited to cases of fraud. This also includes, but is not limited to, vulnerabilities exploited by Players or third parties, as well as failures that result in regulatory violations, fines, or official complaints.

In such cases, the Licensor shall promptly correct the defect and cooperate fully in any communications with Players or regulatory authorities as necessary.

By the Licensor  By the Licensee 

7.6. The Licensor shall have the right, at its sole discretion, to suspend or block any transaction, Player account, or game activity on the Licensee's platform or website where fraud is suspected or confirmed, without any obligation to reimburse Fees or provide compensation to the Licensee.

7.7. The Licensee agrees to maintain accurate and complete records related to fraud prevention, detection, and resolution on its platform or website for a minimum of five (5) years, in accordance with applicable accounting and data retention laws. Such records shall be made available to the Licensor or to regulatory authorities upon reasonable request.

8. Disclaimer of warranty and limitation of liability.

8.1. The Games are provided for the use of the Licensee and Operators on an "AS IS" basis, without any implied warranty of merchantability or fitness for a particular purpose, except as expressly provided in this Agreement. In particular, and without limitation, the Licensor expressly warrants, as further set out in Clause 7.5, that the Games shall be free from material errors, bugs, or defects and shall comply with all applicable regulatory requirements, and the Licensee expressly warrants, as further set out in Clause 7.4, that its platform, website, and related systems used to integrate, host, or offer the Games shall be free from material errors, bugs, or defects and shall comply with all applicable regulatory requirements.

8.2. Neither Party shall under any circumstances, with the exception of gross negligence, fraudulent misrepresentation, breach of contract clauses and/or confidentiality or other willfulness, and each Party liability for defects, bugs, vulnerabilities or regulatory non-compliance as set out in Clause 7.4 and 7.5 be liable for any loss of anticipated savings or contracts, any consequential or indirect loss or for loss of earnings.

8.3. Notwithstanding anything to the contrary herein, the total liability of both Parties under this Agreement to the other, shall be limited to an amount equal to the damages incurred or to EUR 250,000.00 (two hundred fifty thousand euros) or the total fees paid by the Licensee to the Licensor under this Agreement during the preceding twelve (12) months, whichever is less.

8.4. Nothing in this Agreement shall limit or exclude the liability of either Party for death or personal injury or any other loss caused by that Party's gross negligence, fraudulent misrepresentation, breach of contract clauses and/or confidentiality or other willfulness or for damages arising from defects, bugs, vulnerabilities, or regulatory non-compliance attributable to the Licensor as set out in Section 7.5 or to the Licensee as set out in Clause 7.4.

9. Confidentiality

9.1. The Parties acknowledge that during the term of this Agreement and 5 years thereafter either Party ("Discloser") may disclose their Confidential Information to the other Party ("Recipient"). The Recipient shall hold all Confidential Information in strict confidence and shall not disclose any Confidential Information to any third party, other than to their employees or agents who need to know such information to perform Recipient's obligations or exercise Recipient's rights hereunder and who are bound by restrictions regarding disclosure and use of such information comparable to and no less restrictive than those set forth herein.

9.2. Recipient shall not use any Confidential Information for his own benefit or any third party benefit or for any purpose other than the performance of Recipient's obligations or exercise of Recipient's rights hereunder.

9.3. Recipient shall take the same degree of care that it uses to protect their own confidential and proprietary information and materials of similar nature and importance (but in no event less than reasonable care) to protect

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the confidentiality and avoid the unauthorized use, disclosure, publication or dissemination of the Confidential Information.

9.4. Recipient shall not make any copies of the Confidential Information except as necessary to perform their obligations or exercise its rights hereunder, unless otherwise and approved in writing, in advance by Discloser.

9.5. This clause shall survive the termination of this Agreement for a minimum of a 5 year period.

10. Term

10.1. This Agreement shall enter into force on the Effective Date and shall remain in force for an initial term of twelve (12) months (the "Initial Term") from the availability of the Games for real money play on the web site of the Licensee (the "Launch").

10.2. On expiration of the Initial Term, or any subsequent term, this Agreement shall be automatically prolonged for additional twelve (12) months periods (each, the "Additional Term") unless a notice of termination is given in writing by either Party, no less than 30 (thirty) days prior to expiration of the then-current Term. This notice should be sent by email to contact@mascot.games (when addressed to the Licensor) or to limassol@oneworldweb.net and compliance@winity.com (when addressed to the Licensee).

10.3. This Agreement shall automatically terminate if the Launch does not occur within three (3) months after the Effective Date hereof.

10.4. Either Party may terminate this Agreement at any time without giving a reason by giving the other Party a written notice of termination no less than 30 (thirty) days prior to the willing termination date.

10.5. Other causes that may terminate this contract:

A. The insolvency of any Party;

B. The execution of an assignment by any Party for the benefit of its creditors;

C. The dissolution, winding up or cessation of business, receivership, bankruptcy or similar proceedings in relation to one of the Party.

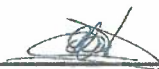
10.6. Regardless of the ending/termination of this contract, cause, all stipulations regarding the obligations of the Parties shall remain in force until such and any obligation will be fulfilled or paid in full by the correspondent Party.

11. Law and Dispute Resolution

11.1. This Agreement and all relations, disputes and other matters arising hereunder shall be governed by and construed in accordance with the laws of Romania.

11.2. Any dispute, controversy or claim arising out of or relating to this Agreement, or the breach, termination or invalidity thereof, shall be settled by arbitration, in accordance with Part V (International Arbitration) of the Romania Arbitration Act and the Arbitration Rules of the Romania Arbitration Court, in force at that time. The appointing authority/administrator of the arbitration shall be the competent Romanian Arbitration Court. The number of arbitrators shall be at least one. The place of arbitration shall be Romania. The language to be used in the proceedings shall be English or with the help of English translators.

11.3. The prevailing Party in any arbitration filed, or any other legal action or remedy pursued, under or in connection with this Agreement shall be entitled to collect from the non-prevailing Party all filing fees, costs and reasonable attorney's fees incurred in connection with the pursuit of rights under this Agreement.

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12. Force Majeure

12.1. A Party shall not be liable for failure to perform or delay in performing any obligation under this Agreement (other than an obligation for the payment of money), if the failure or delay is caused by any circumstances beyond their reasonable control, including, without limitation, acts of God, war, civil commotion, interruption in public communications networks or services, industrial dispute or DDOS-attacks and similar Internet attacks having an adverse effect ("Force Majeure") only if its existence can be legally proved. The Party so affected by a Force Majeure shall without undue delay notify the other Party in writing of the occurrence of a Force Majeure and its effects and to prove the existing of the Force Majeure by any legal means. If such delay or failure continues for at least thirty (30) days, a Party not subject to the Force Majeure shall be entitled to terminate this Agreement by notice in writing.

13. Data Protection

13.1. Both Parties shall in all their operations comply with the applicable DP and GDPR Law and indemnify and hold the other Party harmless from any liability, losses, damages, costs or expenses and other liabilities (including legal fees) that may arise from the failure to fulfil the applicable obligations under the DP and /or GDPR Law.

13.2. The Licensor shall not receive Personal Data in connection with the provision of the Games to the Operator' Players via the Platform. The Licensor only has access to transaction Data available in its back office, but such data does not permit the identification of any Player.

13.3. Licensor hereby confirms that it does not process any personal data of the Licensee's customers. Should, at any time during the term of the Agreement, the Licensee and/or the Licensor acquire access to any other Personal Data of the Players (including the situation wherein any determination is made by the Parties or a competent authority that Player Data amounts to Personal Data within the scope of GDPR Law), the Parties agree to enter into a data processing agreement in accordance with the provisions of Article 28 of the General Data Protection Regulation Data during the validity period of the Agreement.

13.4. In the event that one Party receives any complaint, notice or communication (from a competent data protection regulator or a Player) which relates directly or indirectly to either Party's compliance or noncompliance with GDPR Law, such Party shall promptly, and within forty-eight (48) hours of the receipt of such notice the other Party and it shall provide such Party and such competent regulator (if applicable) with full cooperation and assistance in relation to any such complaint, notice or communication.

13.5. Both Parties shall ensure that all individuals, related parties or other entities with access to Player Data and/or Personal Data are bound by industry-standard confidentiality obligations which include keeping Personal Data and/or Player Data confidential and safe.

13.6. The limitation of liability set forth in Clause 8.3 shall not apply in the event of a Party's breach of its obligations under this Clause 13 or any applicable data protection legislation. Each Party shall be fully and individually liable for its own breaches of applicable Data Protection Laws, including the General Data Protection Regulation (EU 2016/679).

14. General

14.1. This Agreement together with all appendices and Annex thereto shall form the entire Agreement represents the entire terms agreed between the Parties in relation to its subject matter and supersedes all previous contracts or arrangements between the Parties.

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By the Licensee



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14.2. This Agreement may be modified only by a common additional agreement signed by or on behalf of both Parties.

15. Details and Signatures of the Parties:

Licensor:

S.C. MNG Production SRL

Company number: 42871417

Address: 1 MAI street, 24, 1-st floor, Rasnov,
Brasov, Romania

e-mail: contact@mascot.games

Licensee:

Winlink B.V

Company number: 154346

Address: Kaya Richard J. Beaujon Z/N
Landhuis Joonchi II, Curaçao

e-mail: compliance@winity.com
and winlinkbv@G-force-corporate-services.com

For and on behalf of the Licensor



Name: Mr Dmitry Maltsev, Director

Date: 12 November, 2025

For and on behalf of the Licensee



Name: Gouloud Hammoud

f/obo Guardian Corporation Curaçao B.V. acting
as the Corporate Director of Winlink B.V.

Date: 29.10.2025



By the Licensor



By the Licensee



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Appendix A: "Fees"

1. The Games are provided to the Licensee by the Licensor, on the terms and conditions stipulated in the SOFTWARE LICENSE AGREEMENT signed between the parties and on terms of monthly payments in favor of the Licensor in the form of Royalties in the amount of 7.00 % (seven percent) of the Licensee's monthly GGR (where $GGR = \text{Bet amount} - \text{Win amount}$ in the Games / Mascot Gaming).
2. The Licensor provides the Licensee with the following special conditions that will be applied on a monthly basis:
 - a. Setup Fee - 0 Euro (during the entire term);
 - b. The GGR generated by the Licensee and Globonet B.V. (Company No. 146296, registered office at Kaya Richard J. Beaujon z/n, Curaçao, Dutch Caribbean), operating under Software License Agreements entered into with the Licensor on 20 March 2020 (ref. 10022020/05) respectively, shall be combined for the purposes of royalty calculation.
 - c. Negative GGR shall be carried forward to the following month for the purposes of royalty calculation, based on the aggregated GGR of the Licensee and Globonet B.V., a company operating under a similar and active license pursuant to the Software License Agreement entered into with the Licensor on 20 March 2020 (reference no. 10022020/05).

For the avoidance of doubt, any negative GGR generated by either party may not offset the positive GGR of the other, and the royalty shall be calculated on the net combined GGR. This condition shall apply for the entire period of cooperation and to both parties collectively, as the aggregated GGR is used for determining royalty rates and applicable tiered discounts. This structure shall apply to the Licensee under this Agreement and to Globonet B.V. under the Agreement dated 20 March 2020 (reference no. 10022020/05).
 - d. 100% of the amount of bonuses issued to players using the freerounds API in Traffic Games* of Mascot Gaming (see the list of Traffic Games below) will be taken into account when calculating the final GGR when calculating the Royalties (the GGR formula will be considered as "Bet amount minus Win amount minus 100% Bonus").
 - e. Mascot Gaming provides the Licensee with the discount of 100% of the Royalty payment for 1 months, provided on the conditions of posting games of Mascot Gaming on the Licensee's website in the TOP, FEATURED, NEW or similar sections, i.e. on special, "high" positions and placing a banner on the casino website.
 - f. The Licensee shall receive a discount of 1.00% on the royalty rate for every €120,000 of combined Gross Gaming Revenue (GGR) generated through Mascot Gaming's games by the Licensee and Globonet B.V., with whom the Licensor entered into a Software License Agreement on 20 March 2020 (ref. 10022020/05). Accordingly, the initial royalty rate of 7.00% shall be reduced to 6.00% once the combined GGR reaches €120,000. For every additional €120,000 in combined GGR, the royalty rate shall be reduced by a further 1.00%, unless otherwise agreed in writing. The resulting discounted royalty rate shall apply to both the Licensee under this Agreement and Globonet B.V. under the Agreement dated 20 March 2020 (ref. 10022020/05), with each party being invoiced separately based on its respective share of the aggregated GGR.



Licensor:

S.C. MNG Production SRL

Company number: 42871417

Address: 1 MAI street, 24, 1-st floor, Rasnov,
Brasov, Romania

e-mail: contact@mascot.games

For and on behalf of the Licensor



Name: Mr Dmitry Maltsev, Director

Date: 12 November, 2025

Licensee:

Winlink.B.V

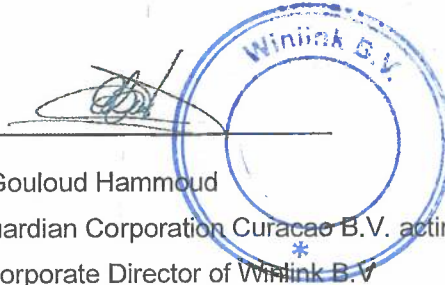
Company number: 154346

Address: Kaya Richard J. Beaujon Z/N
Landhuis Joonchi II, Curaçao

e-mail: compliance@winity.com

and winlinkbv@G-force-corporate-services.com

For and on behalf of the Licensee



Name: Gouloud Hammoud

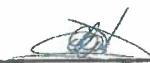
f/obo Guardian Corporation Curacao B.V. acting
as the Corporate Director of Winlink B.V.

Date: 29.10.2025

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