

Gaming Software License Agreement #T2025/12

FOR PROVISION OF ACCESS TO ONLINE CASINO GAMES FOR THE PURPOSE OF DISTRIBUTION

THIS AGREEMENT is dated as of January 20, 2025 (the "Agreement")

BETWEEN:

Topchik N.V.

Scharlooweg 39, Willemstad, Curaçao

Registration number: 152124

(hereinafter the "Provider")

-AND-

Winlink B.V.

Kaya Richard J. Beaujon Z/N Landhuis Joonchi 2

Registration number: 154346

(hereinafter the "Licensee")

(both hereinafter jointly referred to as the "Parties" and each of them as a "Party")

The Parties to the Agreement hereby premise the following:

Whereas, the Provider assumes responsibility for the delivery of online real-money slotcasino games under the brand "BGaming Games" (further referred to as the "**Games**"), and a functional API with its documentation for integration of the Games.

Whereas, conversely, the Licensee is responsible for integrating the Games into the platform used by the Licensee (the "**Platform**") and for issuing associated payments for the use of the Games in accordance with this Agreement.

Whereas, The Provider is the owner of the API and Games.

Whereas, The Licensee is a company that operates the Website (as defined below), offers e-gaming services and wishes to use the Games.

The Parties hereby agree on the following terms and conditions:

1. Granting of License

The Provider hereby provides the Games to the Licensee and grants a restricted, non-exclusive, non-transferable, limited License to use the Games on Licensee's Gaming Website or Websites listed in **Appendix A**, as well as functional API with its Documentation for integration of the Games (the "**License**").

The Licensee undertakes to use the Games for offering its clients Internet gaming services and activities and related services only.

The Licensee is restricted to use the Games only in connection with the present Agreement.

The License is limited to the Games described in **Appendix B**.

2. Term and Termination

2.1 The Terms of the License shall be as follows:

- a) This Agreement is effective upon the date of signature by duly authorised representatives of both Parties. The effective duration period of the Software License is limited to one (1) year ("Original License Period"). The Software License is effective upon the date of Launch as defined in Section 4 below.
- b) An extension of the Term of the License is automatic ("Extended License Period") unless canceled by one of the Parties in writing. Such Extended License Period ends one (1) year after the expiration of the Original License Period. Extensions to the Term of the License can take place as many times as the Parties deem practicable.
- c) This Agreement terminates upon expiration of the Original License Period or expiration of the Extended License Period, should an extension be canceled in writing.
- d) Either Party may terminate this Agreement prior to expiration of the Original License Period, respectively the Extended License Period, by giving three (3) months prior notice duly served upon the other Party.
- e) For the avoidance of doubt, fees and any payments due in terms of this Agreement shall continue to be due for as long as the Agreement is effective.

2.2 The Provider may terminate this Agreement at any time, giving written notice to the Licensee in case:

- a) Licensee ceases to hold the applicable gaming licenses and permits, or acts in breach of any applicable gaming, gambling and betting laws as laid out in Sections 8.3 to 8.5 – subject to immediate termination;
- b) Licensee permanently discontinues the use of the Games.

2.3 Either Party shall have the right to terminate this Agreement at any time by giving a written notice to the other Party thereof if the other Party commits a serious breach of this Agreement and, in the case of a breach capable of being remedied, fails to remedy it within fourteen (14) calendar days after receipt of a written request from the non-breaching party to do so. In case the breach is capable of being remedied, the non-breaching party shall send a request in this regard to the other party, and such notice must contain a warning of the non-breaching party's intention to terminate this Agreement should the breach not be remedied within a reasonable time.

2.4 The Provider reserves the right to terminate the Agreement if the Licensee is in delay in making the payments stipulated in Section 5 and such delay exceeds ten (10) business days. In such a case the Provider undertakes to give the Licensee ten (10) business days prior written notice of termination.

2.5 Termination of this Agreement for any reason whatsoever shall not affect either Party's accrued rights or liabilities, nor shall it affect the coming into force or the continuance in force of any provision within this Agreement that is expressly or by implication intended to come into force or continue in force after the termination of this Agreement.

3. Support Services and Availability of Games

3.1 Provider shall supply Support Services to the Licensee as laid out in **Appendix C** for no additional cost for the whole period of the Agreement. Provider shall make available professional employees to provide assistance to the Licensee in regard to Documentation and

integration workflow, and in order to perform acceptance testing of the integration.

- 3.2 The Provider shall exercise their best efforts to keep the Games available twenty-four (24) hours a day, seven (7) days a week, subject to downtime for maintenance purposes, system outages and other circumstances beyond Provider's control. The Parties acknowledge that, since the Internet is neither owned nor controlled by any entity, the Provider makes no guarantee that any given user will have access to the Games at any given time without interruptions. The Provider shall not be liable to the Licensee for any unavailability of the Games if any connection problems are caused by a third party and not by the action or omission to act of the Provider. The Licensee in turn is responsible for establishing adequate procedures on its side in order to keep the Games available to the Licensee's End Users.
- 3.3 Provider may at any time, without notifying the Licensee, make changes to their Games which are technically necessary, and which do not affect the general nature or quality of the Games.
- 3.4 Provider may add new and discontinue existing Games at their discretion, but this will be communicated in good time to the Licensee.

4. Licensee's Obligations

- 4.1 Subject to Provider rendering Support Services as required by Clause 3.1, within forty-five (45) business days following the Effective Date, Licensee shall integrate the Games into the Licensee's gaming platform pursuant to the API and Documentation provided under this Agreement.

Integration of the Games shall, at all times, remain the responsibility of Licensee and the Provider shall be under no obligation to provide such services and shall have no liability to the Licensee in respect of the Licensee's integration activities.

- 4.2 After the integration has been completed, Licensee shall provide written notice thereof to Provider, after which Provider shall promptly complete its quality testing of the integration. Licensee, in turn, shall use commercially reasonable efforts to have the Games tested within the Licensee's gaming platform in production mode.

Notwithstanding anything to the contrary, until Provider provides an approval to Licensee, the Licensee shall not "go live" with the Games or permit any Player to access any of the Games.

- 4.3 Licensee agrees to launch the games within 2 (two) weeks after approval is received from Provider's manager via email or in oral form.
- 4.4 Licensee acknowledges Provider's right to update the API and Documentation and agrees to comply with updated APIs. The Provider shall notify the Licensee well in advance of any upcoming API changes.
- 4.5 Licensee agrees to add, without undue delay, all new Games as may be provided by Provider through periodic new game releases, provided that such new games may be supported by the Licensee's gaming platform.
- 4.6 It is understood that the Licensee shall provide to End Users (Players) all of the following, but not limiting: payment processing and wallet functions, first-line support, fraud screening and control, etc. and in general ensure that Players have a successful experience.
- 4.7 Additionally, Licensee shall at all times, when marketing the Games to its End Users (Players), adhere to Marketing Rules set out in **Appendix D**.

5. Fees Payable under the Agreement

- 5.1 The Licensee undertakes to pay to the Provider a **monthly fee** (“**Monthly Commission Fee**”) from the Gross Gaming Revenue generated by the use of the Games. Such fees are specified in **Appendix B**.

Unless stated otherwise in Appendix B, **Gross Gaming Revenue (“GGR”)** for a calendar month shall mean the total amount of wagers placed by all players while playing particular Games, less the total amount of winnings returned as a result of those wagers.

The Monthly Commission Fee is due upon receipt of a monthly invoice issued to the Licensee by the Provider for the previous calendar month and is payable within fourteen (14) calendar days following the issuance date of the invoice.

The Licensee may claim the Bonus Deduction (if agreed in **Appendix B**) on bets provided to the Players as a bonus. In this case, the Licensee shall provide the Provider with the Report on all bonus bets made by Players in the previous calendar month. Such a Report shall be provided within ten (10) business days after the end of the calendar month.

- 5.2 All fee amounts shall be calculated in Euro. In case the Licensee receives revenue in other currencies, including cryptocurrencies, monthly revenue amounts and fees for the previous month shall be converted to Euro and fixed according to the Euro exchange rates effective as of 00:00 GMT on the 1st day of the current month. Exchange rate information shall be taken from the XE.com service for fiat currencies and Bitcoin, and from Coinmarketcap for all other cryptocurrencies.
- 5.3 In the event of payment via cryptocurrency, the Provider shall levy an additional commission of 1.1% on the amount of the payment made by the Licensee, based on the monthly invoice. This commission is to cover the processing costs associated with cryptocurrency payments. The 1.1% commission shall be calculated based on the value of the cryptocurrency at the time of the payment transaction. The Licensee shall bear any fluctuations in the value of the cryptocurrency occurring between the issuance of the invoice and the moment of payment.
- 5.4 In case of a negative GGR for any particular month, such negative GGR may be carried over to the following month only subject to the following conditions:
- deductions related to the negative GGR shall be executed within a period not exceeding five (5) months from the month of its initial occurrence as confirmed by the Provider;
 - the deduction of the negative GGR in any given month shall not exceed fifty percent (50%) of the GGR for that particular month to which the negative carryover is applied;
 - Bonus Deduction shall be calculated based on the remaining GGR amount as follows: “**GGR after deduction** multiplied by agreed percent of the Bonus Deduction.”
- For the purpose of this clause, **GGR after deduction** shall mean the GGR of the billing month less the negative GGR of the previous month.
- 5.5 The Parties agree about the possibility of a review of the fees listed in **Appendix B** upon mutual agreement.
- 5.6 The Licensee shall be responsible for paying all the taxes and duties imposed by the tax laws of countries where it operates unless otherwise specified in **Appendix B** of this Agreement.

6. Copying and Alteration

- 6.1 The Licensee is prohibited from making copies of the Games, whether in part or in whole and

for any reason whatsoever. Solely Provider is at all times permitted to modify their respective Games. The Licensee is prohibited from translating, adapting, varying, modifying, disassembling, decompiling or reverse engineering of Games, their components, applications or derivatives.

- 6.2 Notwithstanding the above, Provider undertakes to supply the Licensee with information or data that may be reasonably required by the Licensee's regulating gaming authority and that is related to the Games, and the Provider shall undertake efforts to provide this information as soon as possible.

7. Intellectual Property Rights

- 7.1 Without prejudice to the License of use granted to the Licensee under this Agreement, the Parties declare and agree that the Provider is and shall remain the sole and exclusive owner of its Games and shall retain full Intellectual Property Rights over the Games. The Provider, being the exclusive owner and developer of the Games and the API along with Documentation, shall at all times retain full Intellectual Property Rights over them, including any modifications or additions hereto.
- 7.2 Licensee undertakes to immediately notify the Provider upon the Licensee becoming aware of any unauthorized use of the whole or any part of the Games, API or Documentation, or of any infringements or suspected infringement of copyrights, trademarks or other Intellectual Property Rights in relation to any of the Games, API or Documentation.
- 7.3 Either party (the defaulting party) shall, at its own expense, defend or at its option settle, indemnify and hold the other party (the non-defaulting party) harmless from any direct losses, damages, liabilities, costs and expenses suffered or incurred by the non-defaulting party arising from any finding of a court of competent jurisdiction that the defaulting party infringed any patent, copyright (including software) or trademark of any third party, provided that the non-defaulting party provides the defaulting party with (i) prompt written notice of such claim, (ii) control over the defence and settlement of such claim and (iii) proper and full information and assistance to settle and/or defend any such claim at the defaulting party's expense.

8. Warranties

- 8.1 The Provider warrants: it has the right to license the Software and Games to the Licensee in accordance with this Agreement and that the API provided to Licensee under the Agreement is sufficient for the Licensee to perform integration of the Games. -The Provider also warrants that it will use its commercially reasonable endeavours to ensure the Games operate substantially in accordance with this Agreement. – The Provider warrants that to its best knowledge, any media used to facilitate the provision of Game(s) or Games themselves contain no viruses or other computer instructions or technological means intended to disrupt, damage or interfere with the use of computers or related systems. – The Provider warrants that it has the full right and authority to enter into, execute and perform its obligations under this Agreement and that no pending or threatened claim or litigation known to it would have a material adverse impact on its ability to perform as required by this Agreement.
- 8.2 To the extent permitted by applicable law, the Provider disclaims all implied warranties with respect to the Games, including but not limited to any implied warranties relating to quality,

fitness for any particular purpose or ability to achieve a particular result; and makes no warranty that the Games are free of errors or that its use will be uninterrupted at all times and the Licensee acknowledges and agrees that the existence of such errors does not constitute a breach of this Agreement. Additionally, the Provider shall use its best efforts to ensure the operation and performance of the Games in accordance with this Agreement and the relevant service levels agreed by the Parties.

- 8.3 Licensee shall take all necessary measures in regard to its products and services to be at all times used solely in compliance with all applicable laws, rules and regulations (in particular all gaming, gambling and betting laws), in particular as regards the provision of the Licensee's services to End Users. Licensee represents and warrants to the Provider that the execution, delivery and performance by the Licensee of this Agreement in connection with providing gaming services will not violate or result in a breach of or constitute a default under any law to which the Licensee is subject.
- 8.4 Licensee warrants that it holds the required regulatory, administrative and all other approvals, including gaming, gambling and betting licenses, permits and trade licenses, for the purposes of offering the intended Games in the jurisdictions where the Licensee offers such services to End Users, and that such licenses and permits are in good standing.
- 8.5 Licensee represents and warrants that it shall at all times comply with the requirements of the Anti-Money Laundering Directive of the European Union and any legislation that shall succeed such legislation from time to time (the "**AML Legislation**"). In particular, the Licensee shall perform adequate KYC checks on Players as may be required by the AML Legislation.
- 8.6 Licensee warrants that it shall at all times undertake all necessary measures in order not to offer the Games on respective Excluded Territories.
- 8.7 Licensee shall be liable to indemnify and hold the Provider harmless from and against all liabilities, costs, damages, claims and expenses directly or indirectly resulting from any non-compliance with any such applicable laws, rules and regulations as laid out in Sections 8.3 to 8.6 herein.

9. Confidential Information

- 9.1 Each Party acknowledges that by reason of its relationship to the other Party under this Agreement it may have access to certain information and materials concerning the other Party's business, plans, trade and business secrets, know-how, customers, user data, product architecture, data structures, algorithms, codes and products that are confidential and/or general information of technical or business nature or otherwise relating to the business or affairs of a Party that are of substantial value to such Party (hereinafter referred to as the "**Confidential Information**"), which value would be impaired if such Confidential Information is disclosed to third parties.
- 9.2 Each Party will at all times treat as confidential in the same way that either Party protects its own information of a similar nature, and will use all reasonable endeavors to procure that its directors, employees, professional advisers and agents will treat as confidential, the terms and conditions of this Agreement as well as the Confidential Information of the disclosing Party, but in no circumstances failing to meet the standard due diligence and prudence to protect the said Confidential Information. Each Party will not at any time (and will use all reasonable endeavors to procure that its directors, employees, professional advisers and agents will not) disclose or use the Confidential Information other than strictly for the purposes of this

Agreement except with the written permission of the disclosing Party.

- 9.3 Each Party to this Agreement shall promptly notify the disclosing Party if it becomes aware of any breach of confidence and shall give the disclosing Party all reasonable assistance in connection with any proceedings which the disclosing Party may institute against any person for breach of confidence.
- 9.4 Notwithstanding the other provisions of this Agreement, Confidential Information shall not include information that: (i) is or subsequently becomes public domain through no fault of the recipient Party; (ii) is already known to the recipient Party at the time of its disclosure; (iii) is rightfully received by the recipient Party from a third party without restriction on disclosure; (iv) has demonstrably been developed independently by the recipient Party.
- 9.5 The recipient Party may disclose the Confidential Information in accordance with a mandatory judicial or other governmental order, provided that the recipient Party shall give the disclosing Party reasonable notice prior to such disclosure and, if possible, reasonable opportunity to obtain a protective order or the equivalent.
- 9.6 The recipient Party shall return to the disclosing Party any and all records, notes, and other written, printed or other tangible materials in its possession pertaining to the Confidential Information or shall destroy such information and copies on the written request of the disclosing Party or upon termination of this Agreement. The return of materials shall not relieve the receiving Party from compliance with other terms and conditions of this Agreement.
- 9.7 The obligations of this Section 9 remain in full force and effect notwithstanding any termination of the License or this Agreement.

10. Data Protection

The Parties undertake to comply with the provisions of the relevant applicable data protection legislation and to any related or subsidiary legislation insofar as the applicable data protection legislation relates to the provisions and obligations of this Agreement.

Should, at any time during the currency of the Agreement, the Licensee and/or the Provider acquire access to any other Personal Data of the End Users (including the situation wherein any determination is made by the Parties or a competent authority that End User Data amounts to Personal Data within the scope of DP Law), the Parties agree to enter into a data processing agreement in accordance with the provisions of the General Data Protection Regulation.

11. Assignment

- 11.1 The Licensee is expressly prohibited from transferring, assigning or in any manner giving to third parties any rights, licenses, or obligations which it has undertaken in this Agreement.
- 11.2 If at any time during the Term of this Agreement, the ownership or control of the shares in the Licensee should change from the now current ownership or control, or any rearrangement in the shareholding of the Licensee between its current shareholders, or any transmission of shares 'causa mortis' should take place, the Licensee shall give the Provider a thirty (30) days prior written notification of this event and submit to the Provider contact information of the new shareholders or other details reasonably requested by the Provider. If the Licensee fails to give prior notification or submit the requested information on the new shareholders, the

Provider reserves the right to consider such transfer to be a breach of the Agreement and terminate the Agreement.

12. Force Majeure

- 12.1 Notwithstanding any provisions of this Agreement, neither Party shall be liable for its inability in performing any of its obligations hereunder (other than an obligation to make payment) if such inability is caused by or arises as a result of circumstances beyond the reasonable control of the relevant Party including, without limitation, inability or delay caused through acts of God, fire, flood, riot, war, industrial dispute of any kind (other than disputes involving that Party's own employees or the employees of an associated company to that Party), lightning, explosion, civil commotion, malicious damage, storm, tempest, act of government or other regulatory authority, acts or omissions of persons or bodies for whom the Party affected thereby is not responsible, and any other circumstances beyond the reasonable control of the relevant Party.
- 12.2 If any one of the events mentioned above impacts either Party's abilities to fulfill obligations defined by this Agreement within its Term, Games delivery timing and/or period of warranty will be extended by the period of the event(s).
- 12.3 If either Party is unable to carry out duties defined within this Agreement, it should inform the other Party within three business days in writing as to the commencement, duration and conclusion of the above-mentioned circumstances.
- 12.4 If either Party fails to issue the notice pursuant to Section 12.3 herein or delays its issuance beyond the timeframe defined in Section 12.3, it loses the right to utilize any of the circumstances/events listed in Section 12.1.

13. Notices

With the exception of Purchase Orders, acknowledgements, invoices, payments, and other usual and routine communications, all other notices or writings required or permitted under this Agreement, including but not limited to notices of default or breach, shall be signed by an authorized representative of the sender, sent to the respective individuals identified below (which may be changed by written notice to the other Party), and shall be deemed to have been received (a) when hand delivered to such individuals by a representative of the sender, or (b) three business days after having been sent postage prepaid, by registered or certified first class mail, return receipt requested, or (c) when sent by electronic transmission, with written confirmation by the method of transmission, or (d) one business day after deposit with an overnight carrier, with written verification of delivery.

Provider

Contact Details

- Company Name: Topchik N.V.
- Address: Scharlooweg 39, Willemstad, Curaçao
- Company Registration Number: 152124
- Email: info@topchik.live

Licensee

Contact Details

- Company Name: Winlink B.V.
- Address: Kaya Richard J. Beaujon Z/N Landhuis Joonchi 2



- Company Registration Number: 154346
- Email: compliance@winity.com

14. General Provisions

14.1 Appendices

The provisions included in Appendices attached to this Agreement shall be deemed to form an inherent part of this Agreement and are to be read in conjunction with this Agreement and are binding upon the Parties.

14.2 Severance

If any provision of the Agreement is prohibited by law or declared unlawful, void, null or unenforceable by a court, the Parties agree to renegotiate such provision in good faith. In the event that the Parties cannot reach a mutually agreeable and enforceable replacement, the provision shall, to the extent required, be severed from this Agreement and rendered ineffective as far as possible without modifying the remaining provisions of this Agreement. This shall have no effect on other provisions of the Agreement which shall remain valid and in force and shall be carried out as nearly as possible according to the original terms and intent.

14.3 Applicable Law and Jurisdiction

This Agreement shall be governed by and construed in accordance with English law. The Parties shall first of all seek to resolve any disputes that may arise in relation to this Agreement amicably and in good faith. If this does not succeed, the dispute shall be resolved by the matter being put before a person who has experience in the field of intellectual property rights and who is jointly appointed by the Parties to act as arbitrator in the matter.

The Provider retains the right to sue for the recovery of fees due in terms of this Agreement in any jurisdiction in which the Licensee is operating or has assets.

The Provider retains the rights to sue for breach of its intellectual property rights and other proprietary information, whether related to this Agreement or otherwise, in any jurisdiction where it has reason to believe that an infringement or breach of this Agreement in relation to its Intellectual Property Rights might be taking place.

The Licensee recognizes that a breach or a threatened breach of the Provider's Intellectual Property Rights will cause the Provider irreparable damage and consequently that in this event the Provider is entitled to injunctive relief and other measures that prevent the threatened breach or stop the breach of the Provider's Intellectual Property Rights.

14.4 Amendments

This Agreement may not be amended, varied or modified in any manner except by a supplement agreement in writing signed by a duly authorized officer or representative of each of the Parties.

14.5 Entire Agreement

This Agreement, including its Appendices, supersedes all prior agreements, arrangements and undertakings between the Parties. The Parties' obligations under any pre-existing

non-disclosure agreements, however, shall remain in full force and effect insofar as there is no conflict between the same.

14.6 Counterparts and Language

This Agreement may be executed in any number of counterparts or duplicates, each of which shall be an original if signed by a duly authorized officer or representative of each of the Parties, and such counterparts or duplicates shall together constitute one and the same agreement. This Agreement is drafted in the English language. If the Agreement is translated into any other language, the English language version shall prevail.

IN WITNESS WHEREOF, the Parties have executed this Agreement by their authorised representatives, as follows:

Provider

Licensee

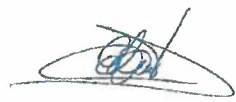
Managing Director

Managing Director

Allyant Group B.V.

Guardian Corporation Curaçao B.V.

Jennifer Streedel



Date: 11-04-2025

Jennifer Streedel as proxy-holder obo Allyant Group B.V.



Appendix A

Approved Domain Names

The Gaming Websites controlled by Licensee where the Games will be available under this Agreement:

<https://winity.com/>

The Parties may modify this list from time to time upon mutual consent.

The Parties shall keep records of all Gaming Websites under this Agreement in internal customer relationship management systems.

Provider

Managing Director

Allyant Group B.V.

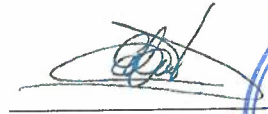
Jennifer Streedel

Jennifer Streedel as proxy-holder obo Allyant Group B.V.

Licensee

Managing Director

Guardian Corporation Curaçao B.V.



Date: 11-04-2025



Appendix B

Games and Commercial Conditions

1. **BGAMING Games** that shall be available for launch under this Agreement are specified in the webpage below. This webpage should be effective all the time during the term of this Agreement. In the event the webpage should be updated, a prior written notice should be given to the Licensee:

<https://bgaming.com/gamelist>

2. Fees payable under this Agreement shall be the following:

Setup fee: N/A

Monthly Commission Fees: 7% of GGR

Minimum monthly fee: N/A

Bonus deduction: up to 10%, and up to 10% for freespins conducted, based on the report in both cases.

Provider

Licensee

Managing Director

Managing Director

Allyant Group B.V.

Guardian Corporation Curaçao B.V.

Jennifer Streedel



Jennifer Streedel as proxy-holder obo Allyant Group B.V.

Date: 11-04-2025



Appendix C

Support Services Schedule

1. Definition and Scope

Support Services constitute a range of services aimed at assisting the Licensee with technical aspects of the API and Games, thus enabling the Licensee to solve specific problems with the product or the Licensee's IT environment.

Support Services include: answering technical and usage-related questions from Licensee; providing necessary credentials or other technical data for the Licensee to be able to perform the API integration or its testing; notifying of upgrades to the API; deploying periodic releases of new Games; performing general maintenance operations; and fixing of all reported and confirmed errors in Provider's environment.

2. Cost

Support Services are provided free of charge. All other tasks which are out of the scope described in Section 1 of this Appendix are subject to fees that shall be negotiated between the Parties on a case-by-case basis.

3. Error reporting

The Licensee undertakes to serve a written notice to the Provider of any request for Support Services, providing a detailed description of the difficulties encountered and the issues that are expected to be addressed by the Provider.

Reported issues need to be classified into one of the following four severity levels, based on the definitions hereunder. Response times for each severity level are defined as follows:

Severity	Definition	Response time
Critical	The request has a critical business impact on the licensee's live environment resulting in the inability to use the service or access the Games.	Less than two (2) business hours
High	The request has severe business impact, limiting the usage of the Games. The live environment is still operational, but restricted.	Less than eight (8) business hours
Medium	The service functions in the licensee's business environment, but there are functional limitations that are not critical in the daily operation.	Less than sixteen (16) business hours
Low	Minor infractions including documentation or cosmetic error.	Less than forty (40) business hours

The Licensee must clearly indicate the severity level assigned in the Support Services Request sent to the Provider. As a default, the request should be created as a Severity 3, Priority Medium. The Provider will review the severity level assigned to the request and use commercially reasonable efforts to resolve and correct reported issues.

4. Working times

Support Services in standard mode are provided Mon-Fri 09-18 CET, excluding public holidays in the country of the development and support center of the Provider.

Provider

Managing Director

Allyant Group B.V.

Jennifer Streedel

Jennifer Streedel as proxy-holder obo Allyant Group B.V.

Licensee

Managing Director

Guardian Corporation Curaçao B.V.



Date: 11-04-2025



Appendix D

Marketing Rules

1. Licensee agrees to use its best efforts to prominently display, promote and market the Games to both new and existing Players.
2. Licensee is entitled to publish in the media any content (press releases, blog posts and other PR material) which is related to the Software, its use, or Provider's trademarks, on condition that all mentioned content contains accurate information and does not violate the rights of the Provider or third parties. The Provider reserves the right to disapprove publishing of any content that contains false information about the Software, including false information about availability of certain games or the Provider.
3. Licensee shall not publish in any manner whatsoever, through any medium and in any place, advertising or marketing materials and/or carry out promotional activities that: encourage anyone to break any law; target individuals under the legal gambling age; show people under eighteen years gambling; are false or untruthful about the chances of winning or the expected return to a individual; suggest that gambling is a form of financial investment; suggest that skill can influence games that are purely games of chance; exceed the limits of decency.
4. Licensee shall inform Provider in advance regarding promotional activities that are expected to generate significant additional volumes so that Provider can take necessary precautions.
5. Licensee shall when publishing intellectual property such as trademarks, marks and logos and/or pictures or photographs reproducing or visualizing intellectual property or individuals in any manner whatsoever, secure and assure that Licensee has obtained the permission to use such material from the legitimate owner(s) of such intellectual property.
6. Licensee has no right or authority to assume or to create any contractual obligation or responsibility on behalf of Provider. All marketing deals with third parties are to be reached between the Licensee and the third party.
7. Licensee shall consult with Provider before the launch of a marketing activity, if in doubt about how the marketing activity acts in accordance with the Rules.

Provider

Managing Director

Allyant Group B.V.

Jennifer Streedel

Jennifer Streedel as proxy-holder obo Allyant Group B.V.

Licensee

Managing Director

Guardian Corporation Curaçao B.V.



Date: 11-04-2025



Title	TOPCHIK NV_SLA_Winlink B.V. #T2025_12_20.01.2025
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Document ID	52e9d448234714f386f7481dfa8435e694e38a35
Audit trail date format	MM / DD / YYYY
Status	● Signed

Document History



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18:48:13 UTC

Sent for signature to jennifer streedel
(jennifer.streedel@allyant-group.com) from
timothy.becker@allyant-group.com
IP: 190.13.122.21



07 / 31 / 2025
18:00:41 UTC

Viewed by jennifer streedel
(jennifer.streedel@allyant-group.com)
IP: 190.13.122.21



07 / 31 / 2025
18:03:23 UTC

Signed by jennifer streedel
(jennifer.streedel@allyant-group.com)
IP: 190.13.122.21



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