

SOFTWARE LICENSE AGREEMENT

By and between

IT Management Santora B.V.

and

Codex B.V.

TABLE OF CONTENTS

1. Terms And Definitions	1
2. Background	2
3. Exclusivity and Non-Solicitation	2
4. List of Products	3
4.1. Customization of the Product	3
4.2. Implementation	3
4.3. Delivery	3
4.4. New Product, Service or Tool	3
5. Licenses	4
5.1. Rights Granted by Company	4
5.2. Retention of Rights	4
5.3. License Restrictions	4
5.4. Suggestions and Improvements	5
6. Development, Updates, Upgrades, Maintenance and Support	5
6.1. Development	5
6.2. Updates and Upgrades	6
6.3. Maintenance	6
6.4. Support	6
7. Service Level Agreement	6
8. Advertising	6
9. ID Verification and Fraud Control	6
9.1. ID Verification	6
9.2. Fraud Control	7
10. Calculation of Fees	7
10.1. Fees	7
10.2. Removal of Products	7
10.3. Calculation of GGR	8
10.4. Currency	8
10.5. Taxes and other Fees	8
10.6. Invoicing	8
11. Confidentiality	8
12. Trademarks, Use of Name	9
13. Term	9
14. Termination for Cause	10
14.1. By a Party	10
14.2. Termination due to Change in Ownership	10
15. Consequences and Rights and Obligations on Termination	10
15.1. Payment Obligations	10
15.2. Cease of Use of Software	11
15.3. Survival	11
16. Representations and Warranties	11
16.1. By the Partner	11
16.2. By Company	11
17. Player Registration and Customer Information	12
18. Limitations of Liability	12
19. Government Legislation	12
20. Independent Parties	12
21. Incorporation and Amendments	13
22. Notices	13
23. Assignment	13
24. Construction	13
25. Force Majeure	13

26. Counterparts	14
27. Governing Law and Jurisdiction	14
28. Signatories	15
Appendix 1. Restricted Territories	16
Appendix 2. Jackpot	18
Appendix 3. Data Protection and the General Data Protection Regulation	21
Appendix 4. Fees	26
Appendix 5. Fees for Evolution Licensed Games	44
Appendix 6. Live Dealer Casino Licensed Games	46
Appendix 7. Pragmatic Play Branded Games	47

SOFTWARE LICENSE AGREEMENT 20260201-006

THIS AGREEMENT has been entered into and is effective as of the 1st of February 2026 ("Effective date")

BETWEEN

IT Management Santora B.V., reg. no. 144578 ("Company"), a company incorporated under the laws of Curacao, having its registered address at Emancipatie Boulevard Dominico F. "Don" Martina 31, Curaçao,

and

Codex B.V., reg. no. 160873 ("Partner"), a company incorporated under the laws of Curaçao, having its registered address at Schottegatweg Oost 10 Unit 1-9 Bon Bini Business Center, Curaçao.

Company and Partner are each individually referred to as a "**Party**" and collectively as "**Parties**".

1. TERMS AND DEFINITIONS

As used in this Agreement, the following terms have the meanings set forth below:

"Agreement" means this written Software License agreement including any appendix, annex, schedule attached hereto and/or subsequent amendments therein;

"Deposits" means any transfer of funds to Registered Player's Account;

"Gaming License" means a permit issued by the respective body to the Partner to deal, operate, carry on or conduct any gambling game, gaming device, race book or sports pool or any of the Product on the Territory if such license or permit is required by the legislation of the Territory;

"Gaming Services" means the services related to the Product described in Clause 4;

"Gross Gaming Revenue" or "GGR" means the amount of the accepted bets less winnings, voided and/or cancelled bets;

"Helpdesk Specialist" means a person responsible for the coordination of works with the Partner on behalf of the Company, who provides ad-hoc assistance to the Partner;

"Intellectual Property Rights" means any patents, petty patents, design patents, utility models, registered designs, trade Marks, service marks, design and design rights, database and Software rights, copyright works, moral rights, know how, trade secrets, trade or business names and any other industrial and proprietary rights (whether registered, unregistered or pending) and any right to apply and any application for such rights in any country and any licenses under or in respect of such rights;

"Launch" means the first day of public availability of the Gaming Services from the Website;

"Licensed Software" or "Software" means the software as further described in Clause 4 provided by Company and unless otherwise mutually agreed between the Parties, any and all software releases, patches, updates and other deliverables belonging to Company and supplied to the Partner in accordance with this Agreement and, subject to any other Clause in this Agreement, includes any derivative forms of it resulting from enhancements, changes, additions or modifications made to it under the terms of this Agreement;

"Live dealer" means a person appointed at a gambling table to assist in the conduct of the game, especially in the distribution of bets and payouts and/or person, who distributes cards to players and manages the action at a table;

"Product" means the products as further described in Clause 4 provided by Company and, unless otherwise mutually agreed between the Parties, any and all Product releases, patches, updates and other deliverables



belonging to Company and supplied to the Partner in accordance with this Agreement and, subject to any other Clause in this Agreement, includes any derivative forms of it resulting from enhancements, changes, additions or modifications made to it under the terms of this Agreement;

"Registered Player" means a player, who is registered with the Partner to use the Product;

"Registered Player Data" means any and all data submitted by the Registered Player on the Website, collected, compiled and stored by the Partner for the purpose of processing transactions due to Registered Player's use of Gaming Services as set out in the Appendix 3;

"Restricted Territories" means the physical territories as set out in the Appendix 1;

"Set-Up Fee" means the non-refundable fee for branding, development and delivery of the Product in accordance with the requirements specified in Clause 2 of Appendix 4;

"Sportsbook" shall mean the sports betting service as further described in Clause 4 accessible to Registered Players on the Website by way of the Licensed Software;

"Territory" means any territory which is not a Restricted Territory;

"Tips" means any amount of money given by the Registered Player to Live Dealer during online game.

"Website" means the Partner URL's www.redchips.com

"Withdrawal" means any withdrawal of funds from a Registered Player's Account.

Unless the context requires otherwise, words denoting the singular shall include the plural and vice versa.

2. BACKGROUND

Company maintains the Licensed Software that can be utilized for the purposes of an e-gaming offering.

Partner wishes to utilize the Company's Licensed Software for use on the Partner's Website, allowing Partner to offer the Product to the Registered Players in the Territory.

By virtue of this Agreement Company grants to the Partner a non-exclusive license to use the Licensed Software subject to the terms and conditions of this Agreement.

The Gaming Services provided under this Agreement support the Licensed Software, allowing the Registered Players to access the Product from the Partner's Website to play online games for real money within the Product.

The Partner maintains and operates the Website and markets the Gaming Services provided under this Agreement to its present and future customers for the purpose of making such customers Registered Players as well as maintaining the appropriate Gaming Licenses.

The Parties have agreed to enter into this Agreement for their mutual benefit and in accordance with the terms and conditions set out herein.

3. EXCLUSIVITY AND NON-SOLICITATION

During the term of this Agreement, the Partner undertakes to refrain from providing, directly or indirectly, any services directly competing with the Product. Furthermore, for the duration of this Agreement, the Partner shall not purchase, provide, use or operate services on the Website other than the Gaming Services provided by Company. In the event that Partner is in breach of this Clause, Company may terminate this agreement forthwith and without notice.

The Partner shall not, during the term of this Agreement and for a period of 2 years thereafter, knowingly recruit or request services from employees or service providers or agents of Company without the prior



written consent of Company. In case of a breach of this obligation, the Partner shall pay to Company a fixed penalty fee of EUR 1,000,000 for breach of non-solicitation covenant. Moreover, Company is entitled to seek injunctive relief and/or terminate this Agreement unilaterally for such a breach.

"Knowingly" shall mean that the Partner has the knowledge, or should reasonably have had knowledge, that the employee or agent is or was working for the Company (such as by making enquiries with the relevant employees or recruiters, or checking the employee/agent profile).

4. LIST OF PRODUCTS

Company shall provide to the Partner the interfaces and maintain and develop the systems necessary to run Product as expressly specified in Appendix 2 and Appendix 4 of this Agreement ("Licensed Software"), which enables the Partner to:

- i. have the Product integrated into Website,
- ii. accept bets and perform Deposit and Withdrawal operations for Registered Players,
- iii. offer odds,
- iv. have access to financial and analytical reporting.

4.1. Customization of the Product

Standard branding will be suggested to the Partner, which includes the Partner's look and feel. Company will make suggestion based on the colours and existing company profile of the Partner. No additional set-up fee apart from that specified in Clause 2 of Appendix 4 shall be payable for this level of customization.

4.2. Implementation

Integration between the Website and the Product will require efforts from both Parties. The Parties will provide know-how and resources as required to make the implementation proceed as smoothly and quickly as possible.

Within a reasonable time following the effective date of this Agreement, the Partner shall deliver to Company all materials including designs and graphics required by Company for the implementation process.

4.3. Delivery

The Parties shall use reasonable endeavors to make the Gaming Services available as soon as possible during reasonable period of time upon the signature of this Agreement.

Notwithstanding any other Clause in this Agreement, Company shall not be liable and shall not be held responsible for any delay caused by circumstances beyond the control of Company, including those related with the other Party.

4.4. New Product, Service or Tool

4.4.1. Whenever any new product and/or service/tool provided by the Company or any third party, as well as any new game of already enabled product becomes available for the Partner's Website, the Company shall provide the Partner with a 10 business days prior written notice (hereafter referred to as "Notice Period") via email regarding the above-mentioned product activation.

In the event that any such new product, service, or tool necessitates additional fees or financial obligations on the part of the Partner, the provision of such items shall be strictly contingent upon the Partner's prior written request and acceptance of the applicable commercial terms.



4.4.2. The email notice shall include relevant information on the new product including but not limited to the description and commercial conditions (revenue share percentages, fixed/additional fees, if any), and it shall be deemed as duly received by the Partner within 1 business day after mailing.

The following email addresses shall be applicable for such notices and objections:

Company: commercial-amendments@springbme.com

Partner: af@redchips.com

4.4.3. Parties hereby confirm and certify that the email addresses specified in point 4.4.2 is owned and controlled by the Party's legally authorized representative. All notices sent to that email address shall be considered as duly received unless the Party provides in writing a new email address for such purpose.

4.4.4. The Partner reserves the right to submit a written objection or formal refusal concerning the implementation of any new product within the Notice Period. The Parties hereby agree that such objection or refusal shall be exercised without any financial liability, charges, or penalties to the Partner. Upon receipt of such refusal, the Company shall ensure that the contested product is not integrated into the Partner's Website.

4.4.5. In the event when the Company receives a written objection from the Partner during the Notice Period, the additional product's/ service's activation on the Website shall be cancelled/suspended.

4.4.6. The Partner hereby acknowledges that the provided objection to a specific game/product of an already enabled third-party provider may result in deactivation of all games/products of such third-party provider. Such deactivation shall in no way be considered as breach of the provisions set out in point 4.4.4 above.

4.4.7. The Parties agree that if any commercial terms related to the existing product, service, or tool are amended, the provisions outlined in Clauses 4.4.1 through 4.4.7 will apply.

5. LICENSES

5.1. Rights Granted by Company

Company hereby grants to the Partner a non-exclusive, non-licensable, non-assignable and non-transferable right to use, display and distribute Product through the Website in accordance with the provisions stipulated herein.

5.2. Retention of Rights

Company hereby reserves all Intellectual Property Rights to the Licensed Software not expressly granted to the Partner in this Agreement. The Partner acknowledges and agrees that, as between the Partner and Company, the Licensed Software and all modifications and additions thereto, and all worldwide Intellectual Property Rights that are embodied in, related to, or represented by the Licensed Software and all modifications and additions thereto are, and at all times will be, the sole and exclusive property of Company. This includes new functionality, improvements etc. as requested by the Partner.

5.3. License Restrictions

The Partner shall not copy, modify, sublicense, distribute, transfer, reverse engineer or reverse compile the Licensed Software, nor shall the Partner prepare derivative works incorporating the Licensed Software. Neither the Partner nor its members, shareholders, directors, officers, employees, agents or representatives having access to the Licensed Software or documentation may use the Licensed Software or documentation to design software with similar or competitive functionality.

Additional software, which in the form of release updates or upgrades that may be made available to the Partner, shall be subject to the same ownership, terms and conditions as set out in this Agreement.

Nothing in this Agreement shall prohibit Company in any manner from using, developing, marketing, licensing, or otherwise disposing of the Licensed Software or concepts embodied therein anywhere in the world.

Company grants no other rights than those expressly specified in this Agreement. In particular, no rights of ownership or any other rights than the right to use the Licensed Software as specified in this Agreement are granted. Nothing in this Agreement shall entitle the Partner to use the Company's trademarks or any other Intellectual Property Rights in any way whatsoever without the prior written consent of the Company, other than as provided for under this Agreement.

The right to use the Licensed Software shall not infringe Intellectual Property Rights of any third party. The Partner acknowledges and agrees that it is solely responsible for ensuring that its use of the Licensed Software complies with all applicable laws and does not violate any patents, copyrights, trademarks, trade secrets, or any other intellectual property rights held by third parties.

In the event that the Partner's use of the Licensed Software is found to infringe the Intellectual Property Rights of any third party, the Partner shall promptly cease such infringing activities. The Partner agrees to indemnify, defend, and hold the Company harmless from and against any claims, damages, liabilities, costs, and expenses arising out of or in connection with any such infringement. For the sake of clarity, the Partner understands that the consequences of breaching third-party Intellectual Property Rights may result in legal action, damages, and other remedies available to the affected third parties.

The Partner shall indemnify and hold harmless the Company on a full indemnity basis, and on demand (without set-off, deduction, or withholding), from and against all direct losses, damages, claims, costs, and expenses (including legal fees) of any kind or nature suffered or incurred by the Company arising out of or in connection with any breaches of the terms of this Agreement regarding any Intellectual Property Rights by the Partner. This includes, without limitation, any losses and costs incurred by the Company resulting from an action or an award made against the Company as a result of any wrongdoing on the part of the Partner.

The Company agrees to make reasonable efforts to ensure that the Partner doesn't infringe all applicable intellectual property rights of third parties. The Company will, upon becoming aware of any alleged infringement, take appropriate steps to address concerns, which may include notifying the Partners and requiring compliance. However, the Company shall not be liable for any breach of intellectual property rights by the Partner, and reserves the right to demand that Partner adhere to their obligations under relevant laws and this Agreement

5.4. Suggestions and Improvements

Company may freely use any suggestions and improvements related to the Licensed Software that the Partner provides in connection with this Agreement. Irrespective of the origin and/or other characteristics of such suggestions or improvements, Intellectual Property Rights therein shall vest in Company as set out in Clause 5.2. Company shall be entitled to modify and further develop such suggestions and improvements without any rights of and/or implications for the Partner.

6. DEVELOPMENT, UPDATES, UPGRADES, MAINTENANCE AND SUPPORT

6.1. Development

Company shall be solely responsible for any and all development of the Product. The Partner acknowledges that development may not be scheduled according to specific requests of the Partner. However, the



Company agrees to take the Partner's feedback into account and make a good-faith effort to accommodate requests that are essential for the Partner's operational success.

6.2. Updates and Upgrades

Company shall be solely responsible for any and all updates of software, hardware and network connections to ensure the operation of the Product. Updates will be made available to the Partner upon commercial release, at no additional charge, upon which release prior versions will be terminated and unsupported. The Partner acknowledges that updates may not be scheduled according to specific requests of the Partner.

6.3. Maintenance

Company shall be solely responsible for any and all maintenance of the Product. The Partner acknowledges that maintenance may not be scheduled according to specific requests of the Partner.

6.4. Support

Service Requests via the dedicated Helpdesk Specialist shall be handled during business hours of the Company being Monday to Friday, 10 AM to 7 PM (GMT +4) excluding public holidays. Beyond the mentioned term the Partner will be provided with 24/7 support.

7. SERVICE LEVEL AGREEMENT

Company with reasonable endeavours will comply with the Service Level Agreement ("SLA") as attached in Appendix 8.

8. ADVERTISING

The Partner shall bear all costs and expenses incurred in connection with advertising, marketing and promotion of Product to Registered Players.

The Partner shall observe the advertising guidelines set out below:

- The use of the Website or referring to the Product shall include name and address of the Partner, contact information for resolving consumer complaints and disputes, a statement outlining the jurisdiction from where the Gaming Services are conducted and a statement on the type of Gaming License held by the Partner, if any.
- Advertising shall not be: directed towards minors, include pornographic content, depict violence, be defamatory or include anything that is in material breach of Intellectual Property Rights.
The Partner shall not send out unsolicited e-mail (spam) except to recipients that expressly have accepted to receive such e-mails.
- A breach of any of the above guidelines that exposes Company to legal action and/or other significant damage shall be deemed a material breach of the provisions of this Agreement and shall entitle Company to terminate this Agreement with immediate effect.

9. ID VERIFICATION AND FRAUD CONTROL

9.1. ID Verification

The Partner will perform all age and ID verifications according to the requirements of the Agreement and legislation of the Territory.

9.2. Fraud Control

The Partner shall be responsible for maintaining strict fraud control and ensuring that chargebacks and other fraudulent behaviour is minimized.

Company is not responsible for the fraudulent actions of the Partner and its Affiliate players/ partners.

On the detection of any fraudulent action either Party shall notify the other Party as soon as reasonably practicable and in any event within 24 hours of such detection.

If the fraudulent action is as result of the Partner's negligence and Company bears financial losses as a result of such fraudulent action, the Partner shall reimburse Company damage equal to 100% of the loss amount suffered by Company as a result of fraudulent action within 15 business days of the loss being determined.

10. CALCULATION OF FEES

10.1. Fees

All the applicable set-up fees, monthly fees, revenue share percentages and any other sums payable by the Partner to the Company under this Agreement are expressly specified in Appendices 2, 4, 5, 6 and 7.

For the avoidance of doubt, the Product's GGR for each Settlement Period will be shared as the percentages indicate. Reaching the next interval (if such intervals are defined) will change the revenue share of the previous band of GGR.

Revenue sharing percentages or fixed fees (if applicable) of the Product, or parts thereof, provided by the third-party providers may be changed (including added or removed) from the third-party providers' side. In the event of such change, the Partner agrees not to make any claim or pretension against Company to the extent that Company provides a proper notice in a reasonable period of time regarding such change to Partner.

10.2. Removal of Products

In the event when any of the Product provided by third-party providers become unavailable to the Company for any reason, such products will no longer be provided to the Partner, and the Partner agrees not to make any claim or pretension against the Company taking into account that Company provides a proper notice regarding such change to Partner.

Third party games could be provided only in the event of confirmation by the third-party content provider. Parties acknowledge that some games of content providers may not be available for the Partner due to Website's Territory of the operation.

Partner is entitled to request the removal or deactivation of any service/ product/ tool from the Website, if the latter is not a mandatory one, by giving a prior 10 business days prior written notice before the end of the actual month.

Such removal shall take place on the first day of the following month. For the sake of clarity, if the request will be received after the 20th day of the month, such removal will not be effective starting from first day of the following month but starting from the first day of the next month.

Notwithstanding any other provision of this Agreement, the Company shall have the unilateral right, upon written notice to the Partner, to require the immediate removal of any service/ product/ tool made available by the Partner under this Agreement, in the event that: (i) the Company reasonably determines that the Partner is in breach of any term of this Agreement, any applicable licensing condition, or any other terms and



conditions governing the use or promotion of such product, tool, or service; or (ii) the Company receives a request or directive from any competent regulatory authority or other authorised third party to that effect. The Partner shall comply with such notice promptly, and in any event no later than 10 business days from receipt of the Company's notice. Failure to comply may constitute a material breach of this Agreement.

10.3. Calculation of GGR

The Partner and Company will settle balances Monthly ("Settlement Periods"), on the 1st day of each month.

Where GGR in respect of any calendar month (or part thereof) shall be zero or a negative figure, no GGR Share shall be due and payable and such negative figure shall not be carried forward to the following calendar month (or part thereof) and included in the calculation of, and thus reducing, the GGRs figure for such month.

GGR does not include the Tips given by the Registered Players to Live Dealer during online game. The Partner hereby covenants and agrees to pay to the Company the amount of the Tips remitted by its Websites' Registered Players to Live Dealers during the Live Casino game, which are subject to being transferred to the relevant Live Dealers.

Activities of accounts provided for testing purposes shall be included in calculation of GGR.

Revenue share shall be paid out of GGR.

10.4. Currency

All sums payable by the Partner to Company under this Agreement shall be made in Euros or in any other currency that may be mutually agreed by the Parties.

10.5. Taxes and other Fees

All amounts stated under this Agreement are exclusive of VAT. Where VAT is applicable, it shall be added to the amounts due and payable by the Partner in accordance with applicable law.

All payments due under this Agreement shall be made in full, without any set-off, counterclaim, deduction, or withholding. If any deduction or withholding tax is required by law, the Partner shall pay such additional amounts as necessary to ensure that the net amount received by the recipient (after such withholding) equals the full amount that would have been received if no such withholding had been required.

10.6. Invoicing

Company shall be responsible for calculating Partner's and Company's revenues during the first 10 business days following a Settlement Period, producing and providing to the Partner necessary statements ("Statement") for the calculation and sharing, and effectuating the sharing by invoicing/crediting the amount due. The Partner shall have 5 business days from the date of the Partner's receipt of the invoice to pay such sum or present a justified objection to the Company. In the event Partner presents an objection, the latter shall be subject to further negotiations and discussions between the Parties until finding the final solution of the matter. In the absence of objection such Statement shall be final and binding as per the fees due and payable by Partner. For any late payment upon the above-mentioned 5th day, the Company may suspend the provision of the Gaming Services and the Partner shall pay to Company interest of 0.1% of the payable amount for each day of late payment.

11. CONFIDENTIALITY

Confidential Information means all information marked as confidential or proprietary or similar legend or which in all of the circumstances is clearly intended to be treated as confidential (whether disclosed in writing, verbally or by any other means and whether directly or indirectly) including, without limitation, the

subject matter of this Agreement, data, technical and other information, know how, formulae, specifications, design rights, and any information relating to the Licensed Software or Software, Product, operations, processes, plans or intentions, Product information, trade secrets, market opportunities and business affairs and any information expressly agreed to be Confidential Information in any other provision of this Agreement.

During the term of this Agreement and for a period of 3 years from the expiration or termination of this Agreement, a receiving Party shall (i) not disclose Confidential Information to any third party; (ii) restrict disclosure of Confidential Information to only those employees, agents or consultants of the receiving Party and affiliates of the receiving Party who must be directly involved with the Confidential Information for the purposes of this Agreement and who are bound by confidentiality terms substantially similar to those in this Agreement; (iii) not reverse engineer, decompile or disassemble any Confidential Information for source discovery or other purposes; (iv) use the same degree of care as for its own information of like importance, but at least the care of a prudent businessman, in safeguarding against disclosure of Confidential Information; and (v) promptly notify the disclosing Party upon discovery of any unauthorized use or disclosure of the Confidential Information and take reasonable steps to regain possession of the Confidential Information and prevent further unauthorized actions or other breach of this Agreement.

The disclosing Party consents to the disclosure of the Confidential Information to the extent strictly necessary for informing any subcontractors or suppliers of other Party who need to know such limited information in order to perform any assignments or handle any orders of a Party pursuant to this Agreement. Provided however that such subcontractors or suppliers shall first have agreed with the other Party to be bound by its confidentiality obligations hereunder or obligations which protect the Information to the extent protected hereunder in respect of such limited Confidential Information they will receive, including appropriate obligations not to disclose the same to others and not to use it for other purposes, as well as to return all such information to the Party upon completion of their assignment or other required performances.

The foregoing restrictions on use and disclosure of the Confidential Information do not apply to information that:

- i. is in the possession of the receiving Party at the time of its disclosure and is not otherwise subject to obligations of confidentiality;
- ii. or becomes publicly known, through no wrongful act or omission of the receiving Party;
- iii. or is received without restriction from a third party free to disclose it without obligation to the disclosing party;
- iv. or is developed independently by the receiving party without reference to the Confidential Information;
- v. or is required to be disclosed by the law, regulation, or court or governmental order, provided that the party subject to such law, regulation or court or governmental order shall use reasonable efforts to minimise such disclosure and shall notify the other party contemporaneously of such disclosure and provide the copy of such order or legal act to the opposite Party.

12. TRADEMARKS, USE OF NAME

Neither party may use the other Party's name, trademarks, trade names, or other proprietary identifying symbols, or issue any press release or public statement relating to this Agreement without the prior written permission of the other Party.

13. TERM

This Agreement shall enter into force when duly signed by the Parties and shall remain in force for an initial period of 2 years ("Initial Period"). Following the Initial Period, the Term of this Agreement shall renew automatically for successive one-year period ("Renewal Term"), unless at least 30 business days before the



end of the Initial Period or Renewal Term, either party gives notice to the other party that this Agreement will terminate at the end of the Initial Period or Renewal Term.

Following the expiration of the abovementioned periods the term of this Agreement shall thereafter be automatically prolonged indefinitely unless terminated in writing by either Party by providing no less than 30 business days prior notice of termination.

14. TERMINATION FOR CAUSE

14.1. By a Party

A Party may terminate this Agreement immediately, if:

- i. the other Party is in material breach (including but not limited to the failure to pay any amount due in accordance with this Agreement) and, in case of a breach which is capable of being cured according to the Party's sole discretion, the other Party in breach does not, within 30 business days following written notice of the breach, cease to be in breach;
- ii. the other Party is declared bankrupt, enters into composition or reconstruction proceedings or liquidation or otherwise can be assumed to become or else an event occurs that gives well founded reason to assume that the other Party is not, or will no longer be, capable of fulfilling its obligations under this Agreement;
- iii. it is required to cease the business relationship with the other Party and/or cease the performance of any obligation under this Agreement due to an order or advice of a governmental agency or regulatory body, with reference to the gaming law, to which such other Party is subject.
- iv. the operation of other Party has or threatens to have a negative effect on the business or on any of the brands of the Party, thereby initiating price pressure on Gaming Services;
- v. if the other Party is under legal prosecution for the content and aim of this Agreement provided that the Parties shall in such case use reasonable endeavours to find an acceptable alternative solution.

14.2. Termination due to Change in Ownership

Both Parties shall have the right to terminate this Agreement with immediate effect by notice in writing to the other Party if any "Competitor" either directly or indirectly acquires control over the Party or merges with the Party. For the purpose hereof, "control" shall mean the direct or indirect ownership of such quantity of the share capital or existence of such agreement which gives the right to the Competitor to affect the decision-making process of the governing bodies of the Party. "Competitor" shall mean any entity or person who has produced and/or is marketing a software product or service which is in direct competition with or functionally equivalent to the Party's Product. In cases specified in this Clause the Party is obliged to inform the other Party immediately when the likelihood or the fact of such change of ownership becomes known.

15. CONSEQUENCES AND RIGHTS AND OBLIGATIONS ON TERMINATION

15.1. Payment Obligations

In the event of expiry or termination of this Agreement for any reason, neither Party shall be released from the obligation to make payment of any amounts accrued up to the effective date of expiry or termination. Upon expiry or termination of this Agreement a final Balancing (clearing between Company and the Partner, taking into account the balance of the winnings and any other fees or costs payable by the Partner or deductible from the GGR, resulting in invoicing/crediting between Company and the Partner) shall be made between the Parties, payable within 10 business days from the invoice date.



15.2. Cease of Use of Software

At the effective date of expiry or termination of this Agreement for any reason, the Partner shall immediately remove and cease any and all use of the Licensed Software so as the Registered Players are no longer able to access their accounts. The Parties shall promptly return or destroy, as determined by the originally providing Party, any materials and Confidential Information provided by a Party to the other Party under or in connection with this Agreement. An officer of each Party shall confirm that all proprietary material relating to the Licensed Software, any related documentation or proprietary information has been returned to the relevant Party or destroyed, by signing a bilateral act of return and/or destruction of materials relating to the Licensed Software.

15.3. Survival

The provisions of the Clauses 3 and 11 shall survive the termination of this Agreement.

16. REPRESENTATIONS AND WARRANTIES**16.1. By the Partner**

The Partner represents and warrants that:

- i. it is a duly incorporated company;
- ii. it has and will, throughout the term of this Agreement, continue to hold and comply with any permit or license requirements necessary to carry out its business;
- iii. it shall comply with the laws and regulations, including, but not limited to, such as are applicable to the Gaming Services and to the processing of Registered Player data, including personal data;
- iv. it has the sole and exclusive rights to the Partner's trademarks;
- v. the Website shall not contain, either directly or indirectly, by links or otherwise, any libelous, defamatory, obscene, slanderous or offensive content; and
- vi. it is responsible for the content of the Website, including but not limited to type of games, data etc.

16.2. By Company

Company represents and warrants that:

- i. the Licensed Software provided shall be consistent with industry standards;
- ii. the Licensed Software and Gaming Services provided and maintained will, and always shall, comply with the laws and regulations of the Territory from where the Licensed Software and Gaming Services will be provided;
- iii. before any material is used as part of the Gaming Services, all rights, licenses and consents relating to Intellectual Property Rights have been obtained, and
- iv. any material provided to the Partner shall not contain, either directly or indirectly, by links or otherwise, any libelous, defamatory, obscene, slanderous or offensive content.

Company shall not be responsible or held liable for any disturbances the Licensed Software may cause to any other software when used together or otherwise.

Company makes no representation or warranty that the use of the Licensed Software or Product for purposes of gambling, as that term is commonly understood in trade and industry, is legal in any jurisdiction.



17. PLAYER REGISTRATION AND CUSTOMER INFORMATION

The Partner shall own all personal and other data of the Registered Players that have registered through the Website. Company shall have access to user data for integration, communication and analytical purposes only. Company may request detailed Registered Player personal information on a case-by-case basis whenever deemed necessary for legal purposes.

Company may refuse to register a player as a Registered Player due to his place or residence or jurisdiction or for any other valid reason, including but not limited to the circumstance where a player is already a registered player on the Company platform through other Partners. Company shall inform the Partner of any such players that are refused registration by Company risk management team (a department in the structure of Company responsible for the monitoring of Registered Players for the purpose of risk minimization).

Both Parties shall at all times comply with their obligations under the relevant data protection legislation.

18. LIMITATIONS OF LIABILITY

For the avoidance of doubt, it is agreed by and between the Parties hereto that Company shall have no liability for any period of temporary downtime not exceeding 6 hours, of the Licensed Software caused by or resulting from:

- A failure of servers, related equipment or hardware used by Company to fulfil its obligations hereunder through no fault of Company or negligence,
- A failure or disruption of internet services not resulting from Company's fault or negligence,
- Any other technical service outage not occasioned through Company's fault or negligence.

Nothing in this Agreement shall exclude or limit either Party's liability for death or personal injury caused by such Party's negligence or for fraud or fraudulent misrepresentation, or any liability in tort.

Neither party shall in any circumstances be liable for any loss of use, profit to business, contracts, revenues or anticipated savings, any increase in operating costs or any other financial or economic loss or any special, punitive, indirect or consequential loss or damage whatsoever whether suffered by both Parties or by any third party.

The Partner agrees to indemnify and hold the Company, its officers, directors, employees, and agents harmless from any and all claims, liabilities, damages, costs, and expenses, including reasonable attorney's fees, arising out of or in connection with any third-party claims, demands, or actions, to the extent such claims result from or are related to the Partner's actions, omissions, or breach of any obligations under this Agreement.

19. GOVERNMENT LEGISLATION

Either Party acknowledges that the other Party's ability to carry out its obligations under this Agreement may be subject to the applicable Government licensing laws and regulation. Neither Party shall be held liable for any damages of any kind that may result from changes in Government legislation or policy or from the failure of the other Party to comply with the said licensing laws and regulations.

20. INDEPENDENT PARTIES

Each Party to this Agreement is an independent entity and nothing in this Agreement shall be construed to create a partnership, joint venture, agency, or employer-employee relationship between the Parties. Neither Party shall have the authority to bind the other in any manner or enter into any agreements on behalf of the other Party without the express written consent of the other Party. Each Party shall be solely responsible for



its own actions, obligations, and liabilities, and for the actions of its employees, agents, and subcontractors in connection with this Agreement.

21. INCORPORATION AND AMENDMENTS

This Agreement constitutes the entire understanding and agreement between the Parties with respect to the subject matter hereof, and the Parties agree that this Agreement expressly supersedes any and all prior agreements or communications between the Parties, whether oral or written, in connection with the subject matter hereof.

This Agreement may be amended, modified or supplemented by an instrument in writing duly executed by the Parties hereto. However, the conditions of this Clause shall not apply to the provisions outlined in Clause 4.4 ("New Product") of this Agreement and shall in no way be interpreted as breach of this Clause.

22. NOTICES

Notices required or contemplated by this Agreement to be given by a Party shall be in writing and in English and may be given by hand delivery, by overnight commercial courier delivery service or express mail, by fax, or by certified mail return receipt requested, and shall be deemed delivered to the other Party on the date of hand delivery; the next business day after delivery to an overnight commercial courier service or to national postal service for express mail for delivery on the next business day; the date of transmission of the fax, if an electronic transmission report is obtained and retained, showing that all pages have been successfully transmitted; or 7 days after mailing by certified mail return receipt requested; addressed to the Party for whom it is intended, at the address as follows:

If to Company:

IT Management Santora B.V.

Att: Yeva Asiryan

Address: Emancipatie Boulevard Dominico F.
"Don" Martina 31, Curaçao

If to Partner:

Codex B.V.

Att: Kurason Trust Curaçao N.V.

Address: Schottegatweg Oost 10 Unit 1-9 Bon
Bini Business Center, Curaçao

A Party may change its address for notice by giving notice to the other Party of the change as set out in this Clause.

23. ASSIGNMENT

Neither Party may assign or transfer this Agreement, in whole or in part, without the other Party's prior written consent. Without prejudice to the generality of the foregoing, Partner agrees that by signing this Agreement, the Company may assign or transfer its rights concerning payments due to it in terms of Clause 10 of this Agreement and due debt amounts with a 5 business days prior written notice to Partner.

24. CONSTRUCTION

Any provision of this Agreement which is prohibited or unenforceable shall be ineffective only to the extent of prohibition or unenforceability without invalidating the remaining provisions hereof, and shall be deemed amended or replaced with a provision that is valid, legal and enforceable and that achieves, to the maximum extent possible, the original objectives and contractual intent of the Parties as reflected in the offending provision.

25. FORCE MAJEURE

Force Majeure means any cause preventing, delaying or hindering either Party from performing any or all of its obligations which cause is beyond the reasonable control of the Party so prevented, delayed or hindered including without limitation acts of God, war, hostilities, acts of terrorism, riot, civil commotion, act or



omission of government, shortage of essential supplies, strike or industrial dispute, fire, flood, storm or natural disaster, and acts and decrees of the Governments, Presidents, state organs and/or Regulatory bodies.

If a Party is prevented, hindered or delayed in the performance of any of its obligations under this Agreement by Force Majeure, that Party shall forthwith serve notice in writing on the other Party specifying the nature and extent of the circumstances giving rise to Force Majeure, and shall subject to service of such notice and to Clause 22 have no liability in respect of the performance of such of its obligations as are prevented hindered or delayed by the Force Majeure during its continuation, and for a reasonable period thereafter.

The Party claiming to be prevented, hindered or delayed in the performance of any of its obligations under this Agreement by reason of Force Majeure shall use reasonable commercial endeavors to mitigate against the consequences of the Force Majeure event.

If a Party is prevented, hindered or delayed from performance of its obligations for a continuous period in excess of 3 months, any Party may terminate this Agreement forthwith on service of written notice upon the Party so prevented, hindered or delayed, in which case no Party shall have any liability or obligation under this Agreement.

The Parties acknowledge that from time to time, as a result of hardware failure or supplier failures, the services provided under this Agreement by the Company (and by the Partner) can be temporarily disrupted. A temporary disruption shall not exceed 6 hours from the moment Company has been aware about this disruption. Partner acknowledges and accepts that neither Company nor any of its members, shareholders, directors, officers, employees, agents or representatives will be liable to Partner for any direct, special, indirect, consequential, punitive or exemplary damages, or damages for loss of profits or savings, in connection with these temporary disruptions. Moreover, the Partner acknowledges that, in the case that the Company operates (hosts) the Licensed Software, Company's ability to perform its obligations under this Agreement is subject to the applicable Government licensing laws and regulations. Neither Company nor any of its members, shareholders, directors, officers, employees, agents or representatives will be liable to the Partner or shall be held liable for any damages of any kind that may result from changes in Government legislation or policy.

26. COUNTERPARTS

This Agreement has been duly executed in 2 copies in English, one for each Party having the same force and effect. Signed scanned or electronic copy of this Agreement is considered legally binding and this Agreement may be executed in counterparts, and facsimile signatures are acceptable as original signatures, until original signatures are obtained.

27. GOVERNING LAW AND JURISDICTION

The Agreement and all disputes and claims arising out of or in connection with it are governed by the laws of England and Wales.

All disputes arising out of or in connection with this Agreement shall be referred to and finally resolved by arbitration administered by the International Court of Arbitration of the International Chamber of Commerce in accordance with the Rules of Arbitration of the International Chamber of Commerce. The number of arbitrators shall be one. The law governing this arbitration Clause shall be English law. The seat of the arbitration shall be London, England. The language of the arbitration shall be English.

No award or procedural order made in the arbitration shall be published. The Parties shall at all times treat all matters relating to the proceedings and any arbitral award as confidential.



28. SIGNATORIES

Company:**IT Management Santora B.V.**

reg. no. 144578

Address: Emancipatie Boulevard Dominico F.
"Don" Martina 31, Curaçao**For and on behalf of Company**Authorised Signatory 

Name: Yeva Asiryan

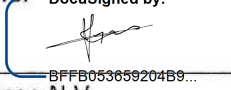
Position: Director

Date: 23.02.2026

Partner:

Codex B.V.

reg. no. 160873

Address: Schottegatweg Oost 10 Unit 1-9 Bon
Bini Business Center, Curaçao**For and on behalf of Partner** DocuSigned by: Authorised Signatory 

Name: Kurason Trust Curaçao N.V.

Position: Director

Date: 23.02.2026

APPENDIX 1. **RESTRICTED TERRITORIES**

The Partner undertakes not to offer, advertise, market and/or promote the Product and/or Platform to Registered Players in the following territories and the Registered Players from such territories will be blocked from the Website by way of IP blocking technologies and by not allowing Registered Players from the same to register for an account:

- | | | |
|----------------------------|-------------------------------|---------------|
| • Afghanistan | • Curacao | • Iraq |
| • Algeria | • Cyprus | • Ireland |
| • Angola | • Czech Republic | • Isle of Man |
| • Antigua and Barbuda | • Denmark | • Israel |
| • Argentina | • Djibouti | • Italy |
| • Armenia | • Dominican Republic | • Japan |
| • Aruba | • DR Congo | • Jordan |
| • Australia | • Ecuador | • Kazakhstan |
| • Azerbaijan | • El Salvador | • Kahnawake |
| • Bahrain | • Equatorial Guinea | • Kenya |
| • Bangladesh | • Eritrea | • Kuwait |
| • Belarus | • Eswatini | • Kyrgyzstan |
| • Belgium | • Ethiopia | • Laos |
| • Belize | • Estonia | • Latvia |
| • Benin | • Egypt | • Lebanon |
| • Bolivia | • France | • Lesotho |
| • Bonaire | • French Guyana | • Liberia |
| • Botswana | • French Polynesia | • Libya |
| • Brazil | • French Southern Territories | • Lithuania |
| • Brunei | • Gabon | • Madagascar |
| • Bulgaria | • Gambia | • Macau |
| • Burkina Faso | • Georgia | • Malawi |
| • Burundi | • Ghana | • Malaysia |
| • Cabo Verde | • Germany | • Maldives |
| • Cambodia | • Greece | • Mali |
| • Cameroon | • Guadeloupe | • Malta |
| • Cayman Islands | • Guatemala | • Martinique |
| • Central African Republic | • Guinea | • Mauritania |
| • Chad | • Guinea-Bissau | • Mauritius |
| • Chile | • Guyana | • Mayotte |
| • China | • Haiti | • Mexico |
| • Colombia | • Honduras | • Monaco |
| • Comoros | • Hong Kong SAR | • Mongolia |
| • Costa Rica | • Hungary | • Morocco |
| • Cote d'Ivoire | • India | • Mozambique |
| • Croatia | • Indonesia | • Myanmar |
| • Cuba | • Iran | • Namibia |




- Nepal
- Nicaragua
- Niger
- Nigeria
- Netherlands
- Netherlands Antilles
- Norway
- North Korea
- Ontario
- Oman
- Pakistan
- Panama
- Paraguay
- Peru
- Poland
- Portugal
- Puerto Rico
- Qatar
- Reunion
- Romania
- Russia
- Rwanda
- Saba
- Saint-Barthelemy
- Saint-Martin
- Sao Tome & Principe
- Saudi Arabia
- Senegal
- Seychelles
- Serbia
- Sierra Leone
- Singapore
- Slovenia
- Somalia
- South Africa
- South Sudan
- Spain
- Sri Lanka
- State of Palestine
- St. Eustatius
- St. Maarten
- Sudan
- Suriname
- Sweden
- Switzerland
- Syria
- Tajikistan
- Tanzania
- Thailand
- The Philippines
- Timor-Leste
- Togo
- Tunisia
- Turkey
- Turkmenistan
- Uganda
- Ukraine
- United Arab Emirates
- United Kingdom
- United States
- Uruguay
- Uzbekistan
- Venezuela
- Vietnam
- Vatican City
- Yemen
- Zambia
- Zimbabwe

The Company may by notice add jurisdictions to or delete jurisdictions from this Appendix 1 of Restricted Territories in the event of any change in the relevant laws of such jurisdiction.



APPENDIX 2. JACKPOT

1. Background

Company is offering its own progressive jackpots for Casino, Live Dealer Casino and Sportsbook products as specified below. Partner wishes to receive the jackpot for the latter Products and Company agrees to provide said jackpots to the Partner under the terms and conditions set by this Appendix.

2. Terms and Definitions

“Contribution” means the per bet fee that goes to the jackpot pool, payable by the Partner to Company on each occasion that one of the Registered Players bets on a particular Jackpot as specified in Clause 3 of this Appendix;

“Handling Fee” means the fee deducted from each Contribution as additional expenses related to the Jackpot pool;

“Jackpot” means a game operating simultaneously to Product that gives opportunity to Registered Players to participate in progressive jackpot pools for the win of prize in a large fund of money formed by the accumulation of Contributions, as further described in Clause 4 of the Appendix 2;

“Jackpot Win” means a win by the Registered Player of the jackpot prize for a particular Jackpot pool which is due by the Company to the Partner.

“Levels” means the generated Jackpot pools at the time of the bet placed in the Jackpot by Registered Player, that are Mega, Major, Minor and Mini.

3. List of the Products offering Jackpot

Company shall provide the Partner with the Jackpot for the mentioned Product on the Partner’s www.redchips.com Website, or other games as designated by Company:

- Sportsbook
- Live Dealer Casino
- Casino Games

4. Calculation of Contribution and Handling Fee:

4.1. The Contributions shall be calculated and paid by the Partner to Company during a month according to fixed percentages as set bellow:

Products offering Jackpot	Contributions (% from total bet amounts)
Casino games	0.125
Live Dealer Casino	0.05
Sportsbook	0.075

4.2. A certain Contribution of each calculated bet for Casino and Live Dealer Casino products is distributed among the 4 Jackpot Levels, 25%, 30%, 30% and 15% respectively.

4.3 A certain Contribution of each calculated bet for Sportsbook product is distributed among the 4 Jackpot Levels, 35%, 20%, 20% and 25% respectively.

4.4 The Company shall deduct 10% (ten) of Handling Fee from each Contribution as administrative charge.




5. Mega, Major, Minor and Mini jackpot pool Level Settings

The jackpot pool is divided to 4 Levels, which are - Mini, Minor, Major and Mega. The Registered Player may participate in Jackpot by wagering the minimum bets set per each Level and win the prizes set for the Jackpot Level.

In case of the Jackpot for Casino and Live Dealer Casino, Registered Player may participate in all the levels of the Jackpot pool if the bet is equal to at least EUR 0.023.

Registered Player may participate in all levels of the Sportsbook Jackpot pool if minimal bets per respective Level are equal to ones as defined hereunder:

Minimal bets for Sportsbook* for contribution in the Jackpot

40 EUR	Level 1	Level 2	Level 3	Level 4
10 EUR	Level 1	Level 2	Level 3	
5 EUR	Level 1	Level 2		
1 EUR	Level 1			

* The Registered Player may participate in the Jackpots for Sportsbook product, only if the bet (single or multiple) includes at least one selection with 1.25 or higher odds.

6. Calculation and Invoicing

6.1. The Company shall include detailed calculation of Contributions and verified Jackpot Winnings of the Registered Players in the Statement set out in Clause 10.6 of the Agreement.

6.2. Where the result of the calculation of Contributions minus Jackpot Winnings in respect of any calendar month is negative, then the Company shall pay such negative figure to the Partner (within the first 10 business days following a Settlement Period); in case the figure is positive then the Partner shall be issued with an invoice as set above.

7. Third Party Jackpots

It is being acknowledged that Company is being considered as a platform provider upon the activation of any third-party provider's Local Jackpot. All the financial responsibility that may arise shall be held on Partner in accordance with the respective third-party provider's Local Jackpot' Terms and Conditions.

8 Currency

All sums due by the Partner to Registered Players for Jackpot Wins shall be in the Registered Player's currency. The Partner shall bear all currency risks and possible fees for the conversion into the currency of payment.

9 Restricted Territories

9.1 In the event that Partner identifies a Registered Player from the Excluded Territories contributing to the Jackpot, Partner shall take all necessary measures according to applicable law to stop the Registered Player from participating in the Jackpot.

9.2 In the event that Company identifies a Registered Player from the Excluded Territories contributing to the Jackpot, Company shall not transfer the amount of the Jackpot Win of the Registered Player to Partner and shall consider such win invalid.

10 Customer Information

The Partner agrees to adhere to the jackpot rules set by every type of and for participation in the Jackpot. The Partner is responsible to ensure that all of its agents, partners, affiliates or other parties which may cooperate with the Partner also adhere to these rules. Failure to do so will entitle Company to terminate the Agreement.



APPENDIX 3.
DATA PROTECTION AND THE GENERAL DATA PROTECTION REGULATION

BACKGROUND

It is acknowledged by the parties that the GDPR came into force on 25 May 2018 (**GDPR Date**).

DEFINITIONS

Company: means **Codex B.V.**

Controller: has the meaning set out in Article 4 of the GDPR.

Data Subject: an individual who is the subject of Personal Data.

GDPR: means the General Data Protection Regulation (EU) 2016/679.

Personal Data: has the meaning set out in Article 4 of the GDPR and relates only to personal data, or any part of such personal data, of which the Company is the Data Controller and in relation to which the Processor is providing services under this agreement.

Processing and process: have the meaning set out in Article 4 of the GDPR.

Processor: has the meaning set out in Article 4 of the GDPR.

Recipient: has the meaning set out in Article 4 of the GDPR.

OPERATIVE CLAUSES**1. Obligations of the Processor**

- 1.1 The Company and the Processor (together referred to as the "Parties" or "Party"), acknowledge that for the purposes of the GDPR, Company is the Data Controller and **IT Management Santora B.V.** is the Processor of any Personal Data.
- 1.2 The Processor shall process the Personal Data only to the extent, and in such a manner, as is necessary for the purposes specified in Schedule 1 of this Appendix and in accordance with the Company's instructions from time to time and shall not process the Personal Data for any other purpose. The Processor will keep a record of any processing of personal data it carries out on behalf of the Company.
- 1.3 Both Parties shall comply with Article 5 of GDPR and agree that Personal Data shall be:
 - (a) processed lawfully, fairly and in a transparent manner in relation to individuals;
 - (b) collected for specified, explicit and legitimate purposes and not further processed in a manner that is incompatible with those purposes; further processing for archiving purposes in the public interest, scientific or historical research purposes or statistical purposes shall not be considered to be incompatible with the initial purposes;
 - (c) adequate, relevant and limited to what is necessary in relation to the purposes for which they are processed;
 - (d) accurate and, where necessary, kept up to date; every reasonable step must be taken to ensure that personal data that are inaccurate, having regard to the purposes for which they are processed, are erased or rectified without delay;
 - (e) kept in a form which permits identification of data subjects for no longer than is necessary for the purposes for which the personal data are processed; personal data may be stored for longer periods insofar as the personal data will be processed solely for archiving purposes in the public interest, scientific or historical research purposes or statistical purposes subject to



implementation of the appropriate technical and organisational measures required by the GDPR in order to safeguard the rights and freedoms of individuals;

- (f) processed in a manner that ensures appropriate security of the personal data, including protection against unauthorised or unlawful processing and against accidental loss, destruction or damage, using appropriate technical or organisational measures.
- 1.4 Both Parties shall promptly comply with any request to supply, amend, transfer or delete the Personal Data (and to procure that any Recipient also does so).
- 1.5 The Processor shall only collect Personal Data on behalf of the Company in the form and to the extent required by the Company and providing the data subject with a data protection notice informing the data subject of the identity of the Controller, the identity of any data protection representative it may have appointed, the purposes or purposes for which their Personal Data will be processed and any other information which is necessary having regard to the specific circumstances in which the data is, or is to be, processed to enable processing in respect of the data subject to be fair. The Processor shall not collect or modify or alter the required data in any way without the prior written consent of the Company.
- 1.6 If the Processor receives any complaint, notice or communication (including a notice of failure of an information security audit) which relates directly or indirectly to the processing of the Personal Data or to either party's compliance with the GDPR and the data protection principles set out therein, it shall immediately notify the Company and it shall provide the Company with full co-operation and assistance in relation to any such complaint, notice or communication.
- 1.7 At the Company's request, the Processor shall provide to the Company a copy of all Personal Data held by it in the format and on the media reasonably specified by the Company.
- 1.8 The Processor shall not transfer the Personal Data outside the European Economic Area without the prior written consent of the Company.
- 1.9 The Processor shall promptly inform the Company if any Personal Data is lost or destroyed or becomes damaged, corrupted, or unusable. The Processor will restore such Personal Data at its own expense.
- 1.10 The Processor as expressly permitted in the Agreement, shall keep all data concerning the Company, Administrators and End-Users which is gathered or created in the course of the performance of this Agreement (Confidential Information) confidential and will not disclose the same to any third party.
- 1.11 The Processor may disclose Personal Data and Confidential Information in the following circumstances:
- Where the disclosure is to a professional advisor in circumstances where they owe a duty of confidence
 - Where the disclosure is required in compliance with any statutory law
2. **Processor's Obligations**
- 2.1 The Processor shall ensure that access to the Company's Personal Data and Confidential Information is limited to:
- 2.1.1 those employees who need access to the Personal Data to meet the Processor's obligations under this Appendix;
- 2.1.2 To third party contractors where it is reasonably necessary or advantageous for the performance of this agreement, provided that any recipient shall be bound to keep such data confidential under equivalent terms to those contained in this Agreement and not to use it for any other purpose; and

2.1.3 in the case of any access by any employee, such part or parts of the Personal Data as is strictly necessary for performance of that employee's duties.

2.2 The Processor shall ensure that all of the parties listed above:

2.2.1 are informed of the confidential nature of the Personal Data;

2.2.2 have undertaken training in the laws relating to handling personal data; and

2.2.3 are aware both of the Processor's duties and their personal duties and obligations under such laws and this Appendix.

2.3 The Processor shall take reasonable steps to ensure the reliability of any of the Processor's employees, group companies and third parties who have access to the Personal Data.

3. Rights of the Data Subject

3.1 The Company shall notify the Processor, within 2 business days, if it receives a request from a Data Subject for access to that person's Personal Data.

3.2 The Processor shall provide full co-operation and assistance in relation to any request made by a Data Subject to have access to that person's Personal Data.

3.3 The Processor shall not disclose the Personal Data to any Data Subject or to a third party other than at the request of the Company or as provided for in this Appendix.

4. Warranties

4.1 The Processor warrants that:

4.1.1 it will process the Personal Data in compliance with all applicable laws, enactments, regulations, orders, standards and other similar instruments; and

4.1.2 it will take appropriate technical and organisational measures against the unauthorised or unlawful processing of personal data and against the accidental loss or destruction of, or damage to, personal data to ensure compliance with the sixth data protection principle including, but not limited to, the security measures set out in Schedule 2.

4.2 The Processor shall notify the Company immediately if it becomes aware of:

4.2.1 any unauthorised or unlawful processing, loss of, damage to or destruction of the Personal Data;

4.2.2 any advance in technology and methods of working which mean a revision of the security measures set out in Schedule 2.

5. Appointment of subcontractors or third parties

5.1 The Processor may authorise any third party or sub-contractor to process the Personal Data.

5.2 The Processor may only authorise a third party (**sub-contractor**) to process the Personal Data:

5.2.1 subject to the Company's prior written consent where the Processor has supplied the Company with full details of such sub-contractor;

5.2.2 provided that the sub-contractor's contract is on terms which are substantially the same as those set out in this Appendix; and

5.2.3 provided that the sub-contractor's contract terminates automatically on termination of this Appendix for any reason.

Schedule 1 Purposes for which the Processor may process the Personal Data – Definitions as per the Agreement**1.1 Performing the Agreement**

In terms of this Agreement, the Personal Data means the following information about the customer:

- Birthday Date
- Email address
- Phone number
- Address

1.2 To provide services to/from the Company

The Processor may process the Personal Data for the following purposes:

- Risk assessment and management
- Customer Relationship Management (CRM)
- Marketing

1.3 For Risk Assessment and Management the Processor will process the customer's personal data for customer verification and KYC processes.

1.4 For Customer Relationship Management the Processor will process the customer's personal data

1.5 For Marketing, the Processor will process the customer's personal data to understand their preferences, age group, etc...



Schedule 2 Security measures**Database Security**

The Processor's database uses Microsoft Dynamic Data Masking Protocol to mask the following columns:

- Birthday Date -(e.g. XX/XX/XXXX)
- Email address -(e.g. aXXXXXXXXXX@XXXX.com)
- Phone number -(e.g. +XXXXXXXXXX)
- Address – (e.g. XXXXXX XXXX XXXX)

The Database stores the Personal data only in a masked form.

The Unmasked Personal data may be available only to the "Spring" system and application.

The DPO will perform quarterly database audits for the processes of personal data masking.

Application Security

The Processor's application now has "View Client Contacts" permission, which allows to see the clients' personal data in the system.

This permission will be provided to users only after signing a Non-Disclosure Agreement.



APPENDIX 4. FEES

1. List of Products

- Sportsbook and E-Sports. The system includes all major sports, including football, tennis, volleyball, ice hockey, table tennis etc.
- Live Dealer Casino. The system includes the games of Company and some other products of third-party content providers.
- Stretch Network.
- Casino Suite. The system includes BetConstruct's RNG games and some other RNG games of third-party content providers.
- Virtual Games and Sports. The system includes Virtual Games, Virtual Sports and other games of the Company and of third party content providers.
- Skill Games. The system will include P2P games of Company and of other third-party providers.
- Jackpot.

2. Set-up Fee and Monthly Fees

Service	Fee type	Fee basis	Fee (EUR)	Due/ Comment
Setup	Set-up Fee	One-off	0 ¹	
Website	Website fee	Monthly	2,000	Monthly, starting from the 7 th month upon the Launch date of the Website ²
Domain Management, including Domain Release (Free Plan), Domain Reserve/ Mirror (subject to Partner's request), SSL Certificate issuance and use of HTTPS, GEO blocking, Device detection and redirection, necessary products configuration, HTTP/HTTPS DDOS Protection	Service Fee	Monthly	500	Monthly (In case, when the Partner does not pay the Monthly Service Fee, Company may, without any prior notice, block the Website for an indefinite period.)
AGP	Monthly fee	each backoffice (AGP) user's access	10	Monthly
Agent System	Fixed monthly fee	monthly	1,000	Monthly while the product is active on Website, starting from 2 nd month

¹ The Partner had initially paid EUR 14 000 for "360DevPro Business Development" service pursuant to the Memorandum of Understanding dated October 20, 2025. Given that the service was neither activated nor utilized, the Parties hereby agree to reclassify this payment as a setup fee. Combined with the previous partial payment made by the Partner, the Parties acknowledge a remaining prepayment balance of EUR 1,314.76.

² If however the total amount (which shall include but not limited to Company's Gross Gaming Revenue (GGR) share, fees of the activated tools and provided services) payable for the particular month to Company exceeds this amount of EUR 2,000 per month, the Partner shall pay the higher amount.




Service	Fee type	Fee basis	Fee (EUR)	Due/ Comment
Statistics of Statify Package	Fixed monthly fee	monthly	1,500	Monthly while the product is active on Website, starting from 2 nd month
CRM Expert Full service, which includes dedicated multilingual support (the language shall be additionally confirmed between the Parties before the activation of the service)	Fixed monthly fee	monthly	2,000	Monthly while the service is being provided for the Partner, starting from 2nd month The Partner is responsible for the risk management and analytical assessments related to the bonus, logic, as well as for the compliance of the bonus schemes with applicable laws and regulations. The one month free trial of the service shall be applicable in the event CRM tool as prescribed below and CRM Expert Full service will be requested to be launched jointly
Moving 1 Website account to Enterprise account	Fixed monthly fee	Monthly	280	While the Website(s) is under Company's Enterprise or Pro account. In case of non-payment of the fixed monthly fees, Company may calculate an interest of 50% of the fixed monthly fee for each month of late payment and, shall such non-payment last more than 3 consecutive months, with a prior notice remove the Website's account from Enterprise/Pro account.
Moving more than 1 Website accounts to Pro account	Fixed monthly fee	Monthly	1,450	
Affiliate Landing Page	Set-up fee	One-off	500	Before the activation of the product.
	Fixed monthly fee	Monthly	100	Monthly fee while the product is active on Website
Lucky Wheel or Lucky Box	Fixed monthly fee	Monthly	1,000	Monthly while the product is active on Website ¹
Missio	Fixed monthly fee	Monthly	1,000	Monthly while the product is active on Website ¹
Safe Promo	Fixed monthly fee	Monthly	500	Monthly while the product is active on Website ¹
Scratch and Win	Fixed monthly fee	Monthly	1,000	Monthly while the product is active on Website ¹
Dedicated Account Management	Fixed Monthly fee	Monthly	3,000	Monthly while service is being provided to Partner. The service includes 1 Dedicated Account Manager
Partner External API	Fixed Monthly fee	Monthly	1,000	Monthly while service is being provided to Partner
Test Website	Fixed Monthly fee	Monthly	1,000	Monthly while the Test Website is active on Website. In the event the Test Website is activated for a minimum 6 month period, the Partner shall pay a one-time fee of EUR 6,000 before the activation of Test Website. Starting from the 7th month upon the activation date, the Partner shall pay a fixed monthly fee of EUR

¹ The Partner is responsible for ensuring that the Product's terms and conditions are read and accepted by the Registered Players, as well as for awarding the prizes displayed on the Product on its own behalf and expense. Furthermore, each Product shall be activated only after receiving the settings form from the Partner, such settings to be set-up by the Company and approved by the Partner.




Service	Fee type	Fee basis	Fee (EUR)	Due/ Comment
				1,000 until the Test Website is activated. If Partner requests to deactivate the Test Website after the expiration of the 6 month period, Partner may at any time request to reactivate Test Website after paying a one-time fee of EUR 6,000. Activities of Test Website shall not be included in calculation of GGR with the limit of EUR 1,000, which shall be applicable for "Sportsbook", "BetConstruct RNG Games", "Pascal Gaming", "Popok Gaming" and "CreedRoomz Live Casino" products. The activities of Test Website shall always be included in calculation of GGR for third party providers
Pascal Gaming's Champions Challenge	Set-up fee	One time	500 per event	The Set-up fee shall be paid to Company before the activation of the product. The activation of the product and the price per each additional new event is subject to Company's prior approval
Predictor	Fixed Monthly fee	Monthly	500	Monthly while the product is active on Website
Dynamic Data Feed	Fixed Monthly fee	Monthly	500	Monthly while the product is active on Website
Live Sports Video Streaming package of Beter e-sports content	Fixed Monthly fee	Monthly	1,500	Monthly, while the product is active on the Website, starting from the 4 th month
Homework	Fixed Monthly fee	Monthly	500	Monthly while the product is active on Website

3. Payment systems

3.1. Integration fees: EUR 500 for each payment method integration, EUR 1,000 for each payment gateway integration that are not integrated into the Company platform at the date of signature of this Agreement, upon the launch date of such method.

3.2. Branded Crypto Wallet: Set-up Fee of EUR 2,500 payable upon the signature of this Agreement, and monthly share consisting of 18% of the total generated revenue from Branded Crypto Wallet payable on monthly basis. The Set-up Fee shall be only applicable and paid by Partner if the latter's activation will be requested by Partner.

3.3. Fulgurpay payment system fees:

Transaction	Fulgurpay Commission fee	Network Fee
Registered Player's Deposits	1 %	-
Registered Player's Withdrawals	1 %	The Network Fee may vary based on network traffic
Partner's settlements	1 %	

4. Affigates and CRM

4.1 The Partner shall pay to Company the following subscription fees for Affigates product during 12 months upon the launch date:

Partner shall choose whether monthly subscription or annual subscription.

Plan Name	Fixed Monthly Fee (EUR) payable started upon the 2nd month of the launch date of product, which is applicable both for Fixed Monthly Fee and for the payable percentage of the budget	Annual Fee (EUR) payable upon the receipt of the respective invoice
Core Plan	1 500	15 000
Pro Plan	2 500	25 000
Partner Plan	3 500, plus 10% of agreed budget. In the event the budget is more than EUR 55 000 with Affigates, the fixed monthly fee of EUR 3 500 shall be waived and only 10% shall be payable	N/A

Additionally, Parties shall negotiate and agree on a monthly budget to be used for the product, which shall be paid by Partner to Company upon the receipt of the respective invoice (confirmation made via email shall be sufficient).

It is being acknowledged, that started from the 13th month the commercial terms shall be renegotiated between the Parties. In the event Parties do not sign additional Addendum within above-mentioned period of time, the commercial terms and conditions prescribed in this Addendum shall continue apply.

4.2 The Partner shall pay to Company the following subscription fees for CRM product started from the 2nd month upon the launch date:

Plan Name	Fixed Monthly Fee (EUR)
Basic Plan	1 500
Advanced Plan	3 000 (includes Basic Plan plus additional features)
Expert Plan	5 000 (includes Advanced Plan plus CRM Expert Service)

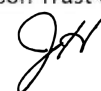
Additionally, Partner agrees to pay the below-mentioned additional amounts for monthly active users (hereinafter "MAU") as prescribed below:

Number of MAUs per month	Fixed Monthly Fee (EUR)
0 – 1 000	Free of charge
1 001 – 10 000	1 000
10 001 – 20 000	2 000
For the sake of clarity for each extra 10 000 MAUs additional EUR 1000 shall be added	

For example, if Advanced Plan is activated for the Partner and within the month Partner has 35 000 MAUs, the due amount shall be equal to EUR 7 000 (EUR 3 000 for Advanced Plan plus EUR 4 000 for MAUs).

It is agreed upon that the payable fixed monthly charge will be further negotiated and accepted in writing, if the monthly number of MAUs reaches or surpasses 100 000. However, if no further agreement is reached between the Parties, the same reasoning will be used, meaning that the Partner will have to pay an extra EUR 1 000 for every additional 10 000 MAUs.

A Registered Player shall be considered an active user if they place a bet at least once during a month.

5. Hoory

Package type	Monthly fee (EUR)	Annual fee (EUR)
Personal package includes 3 channels and 1 AI assistant ¹	6 per customer support agent	54 per customer support agent
Startup package includes 5 channels and 2 AI assistant	16 per customer support agent	168 per customer support agent
Team package includes 8 channels and 5 AI assistant	26 per customer support agent	252 per customer support agent
Enterprise package includes 12 channels and 8 AI assistant	42 per customer support agent	408 per customer support agent

Monthly Package: fees are payable starting from the 4th month upon the activation of Hoory and while it is being provided for the Website. Partner is entitled to cancel its monthly subscription at any time upon the proper written notification to the Company.

Annual Package: fees are payable starting from the 7th month (the 6 month free trial period shall be provided once) upon the activation of Hoory and while it is being provided for the Website. Following the 1 year period of Hoory activation, the term shall be automatically renewed for successive one-year period, unless at least 30 business days before the end of the 1 year period, Partner gives a prior notice of cancellation.

Partner is not entitled to receive any refunds in the event of cancellation of any of the packages.

6. Data and Analytical tools and services

6.1. Business Dashboard

"Business Dashboard" fees are payable starting from the launch date of the service and while it is being provided to Partner.

Package type	Monthly fee (EUR)
Basic package	400
Advanced package	800
Premium package	1,600 plus fixed monthly fee of EUR 50 for each additional Registered Player

6.2. Dataspot

"Dataspot" fees are payable starting from the launch date of the tool and while it is activated on the Website:

Number of Unique Visitors ²	Monthly fee (EUR)
0 to 20,000	900
20,001 to 40,000	1,100
40,001 to 65,000	1,300
65 001 to 85,000	1,500
85 001 to 100,000	1,650
100,001 and over	for each additional 50,000 Unique Visitors above 100,000, the monthly fee shall be 10% of the monthly fee of the previous bracket

¹ Partner may request to add more agents or upgrade the package plan at any time upon the proper written notification. However, such requests will lead to adjustments in the Partner's payment obligations, as Company will issue additional invoices reflecting these changes.

² "Unique Visitors" shall be considered the ones who have visited the Website at least once and shall be counted only once (in the event the same device is being used) within the Settlement Period.

"Dataspot" fees with activated Funnel feature (includes funnel charts describing Unique Visitors activity on the Website) are payable starting from the launch date of the tool and while it is activated on the Website:

Number of Unique Visitors ¹	Monthly fee (EUR)
0 to 20,000	1,035
20,001 to 40,000	1,265
40,001 to 65,000	1,495
65 001 to 85,000	1,725
85 001 to 100,000	1,898
100,001 and over	for each additional 50,000 Unique Visitors above 100,000, the monthly fee shall be 10% of the monthly fee of the previous bracket

7. Zone Solutions and Partner Domains Limit Upgrade

7.1 Fixed monthly fee for "Starter" package of "Zone Solutions" is EUR 400. "Starter" package includes the below-prescribed services:

- *IP Blocking from Company's side*
- *Authentication Method for Partner's Custom FQDN*
- *Browser Cache, Server Side Caching or Bypass Cache*

Fixed monthly fee for "Pro" package of "Zone Solutions" is EUR 900. "Pro" package includes the below-prescribed services:

- *URL Rewriting (www, @, another custom subdomains)*
- *IP Blocking from Company's side*
- *SSL Certificate for API Partners plus Push Notifications for Partner's SSL Expiring plus Always USE HTTPS*
- *Authentication Method for Partner's Custom FQDN*
- *Browser Cache, Server Side Caching or Bypass Cache*
- *Geo Mapping block*

Fixed monthly fee for "Enterprise" package of "Zone Solutions" is EUR 1,200. "Enterprise" package includes the below-prescribed services:

- *URL Rewriting (www, @, another custom subdomains)*
- *IP Blocking from Company's side*
- *SSL Certificate for API Partners plus Push Notifications for Partner's SSL Expiring plus Always USE HTTPS*
- *Authentication Method for Partner's Custom FQDN*
- *Browser Cache, Server Side Caching or Bypass Cache*
- *Geo Mapping block*
- *GEO Mapping Domain Redirections, Custom Redirection Rules*
- *Prerender SEO Optimization*
- *Wrangler for real time logging lookup*
- *Custom Landing Page*
- *Rate Limiting, dirty URI pattern block*

Fees for "Zone Solutions" are payable starting from the launch date of the solution and while it is activated on the Website.

7.2 Fixed monthly fee for each additional 20 domains equal to EUR 200 payable before the upgrade of the limit. For the sake of clarity partial increments are not applicable.

8. Data replication service

Fixed monthly fees for "Data Replication Service" are prescribed in the table below and are payable for the Website starting from the launch date of the service and while this service is being provided on the Website.

Number of Transactions ¹	Fixed Monthly Fee (EUR)
0 to 1,000,000	3,000
1,000,001 to 3,000,000	4,200
3,000,001 to 5,000,000	5,000
5,000,001 to 10,000,000	6,000
10,000,001 to 50,000,000	9,000
50,000,001 to 100,000,000	12,000
100,000,001 to 150,000,000	13,000
150,000,001 to 200,000,000	14,000
Over 200,000,000	Fixed Monthly Fee of EUR 14,000 plus EUR 0.00002 for each transaction exceeding 200,000,000

Company shall have the obligation to render Data Replication Service only if the Partner supports prescribed security and technical requirements².

The Partner may request to suspend "Data Replication Service" at any time with prior written notice to the Company.

9. Other services and products

9.1 The fees for "Bet on League", as prescribed below, are payable starting from the launch date of the solution and while it is being provided to Partner.

Package type	Fixed Monthly fee
Package 1 (1 competition)	EUR 400
Package 2 (up to 3 competitions)	EUR 1,000
Package 3 (up to 10 competitions)	EUR 2,000
Over 10 competitions	Subject to additional agreement

9.2 Fixed monthly fee for Bet Insights tool is EUR 2,000; payable from the launch date of the tool and while it is activated on the Website.

9.3 Fixed monthly fee for iGaming Bot product is EUR 2,000; payable starting from the 2nd month upon the launch date of the product and while the product is being provided to Partner.

9.4 Fixed monthly fee for Betnetwork product is:

¹ Transaction shall mean any financial transaction made by Partner or Partner's Website's Registered Player.

² As of the date of this agreement:

- (i) technical requirements for destination server include: not less than CPU 8 Core, Network 500Mb/s, Solid State Drive 500GB (may be upgraded according to the volume), RAM 32GB, MSSQL 2016 standard (or higher) edition, preferred OS Windows Server 2016 Datacenter, SA (default) user must be kept disabled. Database user password must be strong (contain 8 characters, with capital and small letters, number and symbol). The Partner shall provide to the Company MSSQL user with SYSAdmin permission;
- (ii) Security requirement include encryption of database server traffic from Company to Partner. In order to implement this, VPN (open VPN) is provided by the Company for keeping secure connection End-To-End. All the data replication traffic is passing through VPN which must be encrypted.

a) EUR 2,500 (includes social/friends' network, chats, advanced user profile, user generated content platform, Youtuber for iGaming and business-generated content); or

b) EUR 1,520 (includes the package of chats);

payable starting from the launch date of the product and while it is activated on the Website.

9.5 Bet Easy mobile application is provided free of charge if the Website operates on the Company's platform. Whenever Partner requests additional customized elements, the price of the latter shall be agreed additionally.

9.6 Fixed monthly subscription fee for Special Bets Product (promotional and engagement-driven betting module) is EUR 500; payable starting upon the launch date of the product and while the product is being provided to Partner.

10. SIS Horse and Greyhound racing

Fixed monthly fee for SIS Horse and Greyhound racing is EUR 1,000; payable starting from the launch date of the product and while it is being activated on the Website. If however the generated Gross Gaming Revenue (GGR) share payable for the particular month to Company exceeds this amount of EUR 1,000 per month, the Partner shall pay the higher amount.

Additionally, GGR generated from SIS Horse and Greyhound racing shall be shared between the Partner and Company as follows:

GGR per month (EUR)	Partner's share (%)	Company's share (%)
Over 0	80	20

11. Pool Masters

Set-up Fee of EUR 0;

The Partner shall pay to Company the following fees for Pool Masters product started upon the launch date of the product and while it is being activated:

Model Name	Monthly Fee and Monthly Operations Fee	Monthly Revenue Sharing (GGR)
Company Pool Model (all the risks are being covered by Company)	EUR 0	Partner's share – 10% Company's share – 90%
Monthly Fee Model	EUR 1500 monthly fee. Additionally EUR 500 monthly operations fee in case Company manages the operation Partner keeps 100% of local earnings from the pools organized by Partner	No revenue sharing is applicable
Partner Pool Model (all the risks are being covered by Partner)	EUR 0 monthly fee and EUR 500 monthly operations fee in case Company manages the operation	Partner's share – 90% Company's share – 10%

Event/game cancellation/postponement:

- In case of event/game cancellation, 1 cancelled event/game is considered equal to 1 won event/game.

- In case there are more than 1 cancelled events/games, the pool shall be considered as cancelled and all the collected bets shall be returned to Registered Players.
- In case the event/game postponement for more than 72 hours, the game/event and the pool shall be considered as cancelled and all the collected bets shall be returned to Registered Players.

12. Player Management API

Monthly fees for "Player Management API" service are prescribed below, payable starting from launch date of the service and while it is being provided to the Partner.

Number of requests	Fixed monthly fee (EUR)
Up to 2	1,000
Up to 4	2,000
Up to 10	5,000
Over 10	Subject to additional agreement

13. BetBuilder

BetBuilder product shall be provided to Partner for free of charge.

14. PoolX

25% share as a platform fee from Partner's revenue amount which was generated from the provision of PoolX product. In the scope of this Agreement, the Partner's revenue is equal to 10% from the total Registered Player bets; payable starting from the launch date of the product and while it is being activated on the Website.

15. Umbrella Risk Management tool

Fixed monthly fees as prescribed below for Umbrella Risk Management tool which includes "Sportsbook Risk Management" and "Anti-Money Laundering (AML) and Responsible Gambling (RG)" tools; payable starting from the 2nd month upon the launch date of these tools and while these tools are activated for the Website:

- Fixed monthly fees as prescribed in the table below for "Sportsbook Risk Management" tool;

Number of Active Players*	Fixed Monthly Fee (EUR)
0 to 499	1,000
500 to 999	1,500
1 000 to 4 999	3,000
5 000 to 19 999	5,000
20 000 and over	10,000

*"Active Player" shall mean the number of unique accounts which have made at least one financial activity in Sportsbook product per month.

The "Sportsbook Risk Management" tool includes the following services:

- Automated detection of risky and fraudulent behavior:
- Automated identification of linked/multiple accounts:
- Global categorization of Registered Players:
- Determination of VIP Registered Players:
- Advanced alerting system:
- Group actions and advanced filtering possibility:
- High-quality 24/7 support and training:
- Outstanding user interface:




- Fixed monthly fees as prescribed in the table below for Anti-Money Laundering (AML) and Responsible Gambling (RG) tool;

Number of transactions	Fixed Monthly Fee (EUR)
0 to 74 999	1,000
75 000 to 199 999	2,000
200 000 to 399 999	4,000
400 000 and over	6,000

The "Anti-Money Laundering (AML) and Responsible Gambling (RG)" tool includes the following services:

- Approving verified Registered Players' requests
- Checking accuracy of Registered Player's Deposit and Withdrawal purse.
- Informing Registered Players (via customer support) about rejected requests.
- Preparing monthly reports of approved and rejected requests.

16. Sport Fraud Fighter

Fixed monthly subscription fee of EUR 800; payable starting from the subscription date to the platform and while the Partner's subscription is active.

17. AI Products

17.1 Recommendation System (RecSys) - the commercial terms are prescribed below, payable upon the launch date of the tool:

Fixed Monthly Fee of EUR 1,000, additionally:

Number of Monthly Active Users (MAU)	Fixed Monthly Fee (EUR)
0 - 1,000	Free of charge
1,001 - 10,000	1,000
10,001 - 20,000	2,000
For each extra 10,000 MAUs, additional EUR 1,000 shall be added. Monthly Active Users (MAU) shall mean any Registered Player who places a bet on Casino product during a month; the bets placed on other products, such as Sportsbook or Live Casino shall not be counted.	

17.2 Umbrella AI - the commercial terms of Umbrella Risk Management tool shall be applicable upon the launch date of the tool.

17.3 AI-powered CRM - which is included in CRM product's Advanced and Expert Plans, the commercial terms of CRM product's Advanced and Expert Plans shall be applicable upon the launch date of the tool. In terms of the AI Bundle concept, the Basic Plan of CRM product shall be included in the concept.

17.4 Betting Mate - commercial terms: 3.99% shall be added to the Company's respective month's GGR share percentage of Sportsbook product. For the sake of clarity, this shall be only limited to the bets generated through Betting Mate tool for Sportsbook product.

17.5 AI-impact dashboard - provided free of charge, in case the Partner activates at least 2 AI Products.

AI Bundle concept

In the event that Partner launches all the AI Products or any combination of them simultaneously in one package, the following discounts shall be applicable:

- For 2 tools: 10% discount shall be applied on each tool
- For 3 tools: 15% discount shall be applied on each tool
- For 4 tools: 20% discount shall be applied on each tool

AI-impact dashboard shall not be included in AI Bundle concept.

If Partner decides to deactivate any tool from AI Bundle at any time, the applicable discount is subject to be adjusted accordingly.

18. Revenue Sharing (GGR share, unless otherwise specified)

A. SPORTSBOOK and E-SPORTS

GGR per month (EUR)	Partner's share (%)	Company's share (%)
0 to 150,000	84	16
150,001 to 250,000	85	15
250,001 to 500,000	86	14
500,001 to 1,000,000	87	13
1,000,001 to 2,000,000	88	12
2,000,001 to 3,000,000	89	11
Over 3,000,000	90	10

Provider	Partner's share (%)	Company's share (%)
B. LIVE DEALER CASINO		
7Mojos	86	14
Amusnet Live Games	85	15
	1,000 EUR Minimum Monthly fee ¹	
Asia Gaming (AG)	86	14
Betgames TV	85	15
CreedRoomz (see Appendix 6)	85	15
Ebet	84	16
Eclipse Casino (see Appendix 6)	85	15
Evolution (see Appendix 5)	82	18
Ezugi	85	15
	Branded Games - 83	Branded Games - 17
Fashion TV Gaming (see Appendix 6)	85	15
Fazi	86	14
HollyWood TV	82	18
ICONIC21	85	15
Kiss AI	96	4
Live88	84	16
Livetech	85	15
Live Vegas	85	15
Lucky Streak	85	15
Microgaming ²	85	15
	Branded Games - 82	Branded Games - 18
Popok Gaming	85	15
Pragmatic Play (see Appendix 7)	85	15
	Branded Games - 82	Branded Games - 18
Real Dealer Games	86	14
Rival	88	12

¹ In the event generated GGR share from Amusnet and Amusnet Live Casino payable to Company for any of the websites is less than the fee payable for the particular third-party provider prescribed in the table above per month, the Partner shall pay to Company for each such website a minimum monthly fee as stipulated in the table above. If the generated GGR share payable to Company for any of the websites is more than the fee as stipulated in the table above per month, the Partner shall pay to Company the actual generated GGR share for each such website for the Settlement Period.

² Partner shall pay additional three percent (3%) of the Gross Gaming Revenues generated from 21+3 (side bets) of Microgaming provider's Blackjack game.

Provider	Partner's share (%)	Company's share (%)
SA Gaming	83	17
SkyWind	85	15
	Branded Games – 82.5	Branded Games – 17.5
SportGamesTV	86	14
Stakelogic	80	20
	Branded Games - 78	Branded Games - 22
Super Spade Games	84	16
Twain Sport	82	18
TVBET	86	14
Vision Casino (see Appendix 6)	82	18
Vivo Gaming	86	14
Winfinity	85	15
XPRO	85	15
YeeBet	88	12
C. STRETCH NETWORK ¹		
All games, Rake amount:		
0 to 100,000:	90	10
100,001 to 250,000:	91	9
250,001 to 500,000:	92	8
Over 500,000:	93	7
D. CASINO SUITE		
1spin4Win	86	14
1x2Gaming	86	14
3 oaks Gaming	86	14
	Branded Games - 84	Branded Games - 16
5Men (Five Men)	86	14
77 Gaming	89	11
7777 Gaming	89	11
7mojos	86	14
Ad Lunam	86	14
AGT	88	12
Ainsworth	83	17
Air Dice	86	14
AllWaySpin	86	14
Amatic	83	17
Amigo Gaming	85	15
Amusnet	83	17
Apparat Gaming	86	14
Apollo Games	83	17
Arcadem	85	15
Aspect Gaming	86	14
Atlas-V	87	13
Aura Gaming	86	14
Avatar UX	89	11
Aviatrix	88	12
Azure	86	14
Bally Wulf	87	13
Banana Games	86	14

¹ Fees/rates apply to the Rake, the latter being the amount collected from Registered Players by Company.

Provider	Partner's share (%)	Company's share (%)
Barbara Bang	87	13
Belatra Games	85	15
BetConstruct RNG Games	90	10
BetSoft	85	15
Betsolutions	86	14
BF Games	86	14
BGaming	87	13
	Branded Games - 86	Branded Games - 14
Big Time Gaming (BTG):		
Slots	86	14
Table Games	89	11
Branded Games	84	16
Blue Horn Games	85	15
Blueprint Gaming	82	18
	Branded Games - 80	Branded Games - 20
Boldplay	86	14
Bolegaming	86	14
Booming Games	86	14
Boss Gaming	84	16
BRAGG Gaming	85	15
Caleta Gaming	86	14
CandleBets	85	15
Capecode	83	17
Casimi	86	14
Champion	87	13
Charismatic	86	14
Clawbuster	88	12
Consulabs	90	10
CT Interactive	83	17
DLV	83	17
Dragon Gaming	86	14
DreamGaming	84	16
Dream Play Gaming	86	14
EA gaming	84	16
Edict	83	17
	Branded Games - 81	Branded Games - 19
EGT Digital	84	16
ELA Games	86	14
Elbet	87	13
Electrocoin	84	16
ELK Studios	83	17
ELYSIUM Studios	86	14
Endorphina	84	16
Espresso Games	87	13
	Branded Games - 86	Branded Games - 14
Evolution (see Appendix 5):		
Slots	86	14
Table Games	89	11
"First Person" Games	84	16
Premium & Branded Games	84	16
First Person Deal or No Deal	81	19




Provider	Partner's share (%)	Company's share (%)
Evoplay	90	10
Expanse	86	14
Eyecon	83	17
F*Bastards	86	14
Fazi	86	14
Fa Chai	88	12
Fashion TV Gaming	85	15
FBMDS	86	14
Felix Gaming	86	14
Fils Game	86	14
Fsport	80	20
Fugaso	85	15
Full Color Games	85	15
G Games		
Slots	86	14
Branded Games	84	16
Table Games	88	12
Game2Slots	88	12
GameArt	83	17
	Branded Games - 80	Branded Games - 20
Gamebeat	88	12
Games Global	83	17
	Branded Games - 80	Branded Games - 20
GameTime Tech	87	13
Gaming Corps	86	14
	Branded Games - 84	Branded Games - 16
GAMOMAT	81	19
	Branded Games - 78	Branded Games - 22
Gamshy	83	17
Gamzix	86	14
Ganapati	83	17
Genesis Gaming	87	13
Genii	87	13
Givme Games	83	17
Golden Hero	84	16
GR8 Tech	84	16
Green Jade, Slots & Slots KO	86	14
Green Jade, Arcade Skill	85	15
GreenTube ¹	78	22
Habanero	87	13
Hacksaw Gaming	83	17
High 5 Games	83	17
ICONIC21	86	14
Igrosoft	88	12
Iron Dog	86	14
iSoftBet	85	15
	Branded Games - 82	Branded Games - 18
JDB Gaming	86	14

¹ Partner shall pass DD procedure with the content provider before confirmation and activation, minimum monthly fee may be applicable, to be agreed with GreenTube




Provider	Partner's share (%)	Company's share (%)
Join Games	83	17
Justplay	86	14
KA Gaming	87	13
Kajot	83	17
Kalamba Games	86	14
Lady Luck	84	16
Lambda Gaming	86	14
Leander	85	15
Leap Gaming	88	12
Live Games	87	13
LiveSpins	83	17
Livetech	85	15
Lucky numbers	83	17
2,000 EUR Minimum Monthly fee ¹		
Lucky Elephant	87	13
Macaw Gaming	88	12
Mancala Gaming	85	15
MannaPlay, Slots	86	14
MannaPlay, BIT Clash games	84	16
Mascot Gaming	86	14
Microgaming ²		
Slots	83	17
Branded Games	80	20
Table Games	88	12
MrSlotty	86	14
Multislot	86	14
Nemesis	89	11
NetEnt, Slots	86	14
NetEnt, Branded Games	84	16
NetEnt, Table Games	89	11
NetGame Entertainment	86	14
NetGaming	84	16
	Branded Games - 83	Branded Games - 17
Next Spin	89	11
Nolimit City	83	17
NSoft	85	15
Octoplay	86	14
OMI Gaming	86	14
OneTouch	88	12
OnlyPlay	86	14
Orbital Gaming, RNG games	89	11
Orbital Gaming, Crash Games	87	13
Ortiz Gaming	85	15
ORYX	85	15
Pandora Games	86	14

¹ In the event generated GGR share payable to Company for any of the websites is less than the fee payable for the particular third-party provider prescribed in the table above per month, the Partner shall pay to Company for each such website a minimum monthly fee as stipulated in the table above. If the generated GGR share payable to Company for any of the websites is more than the fee as stipulated in the table above per month, the Partner shall pay to Company the actual generated GGR share for each such website for the Settlement Period

² Partner shall pay additional three percent (3%) of the Gross Gaming Revenues generated from 21+3 (side bets) of Microgaming provider's Blackjack game.




Provider	Partner's share (%)	Company's share (%)
Paragonex	83	17
Pascal Gaming ¹	90	10
PatePlay	88	12
Peter & Sons	87	13
PG Soft	86	14
Phoenix 7	89	11
Pin Project	84	16
Platin Gaming	87	13
Platipus	85	15
Play'n Go ²	82	18
	Branded Games - 78	Branded Games - 22
PlayMatrix	All and Branded Games - 84	All and Branded Games - 16
PlayPearls	86	14
Playrogue	90	10
Playson	85	15
	Branded Games - 83	Branded Games - 17
PlayStar	86	14
Playzia	87	13
PopiPlay	86	14
Popok Gaming		
Slots	88	12
Branded Games	85	15
Instant Games	90	10
Avi Game	95	5
PPlay	88	12
Pragmatic Play (see Appendix 7)		
Slots	86	14
Branded Slot Games	83	17
Scratch games	88	12
Table games	86	14
Branded Table Games	83	17
Bingo	83	17
Prospect Gaming	86	14
Push Gaming	85	15
Quickspin	82	18
R. Franco Games	83	17
	85	15
RAW iGaming	Branded Games - 83	Branded Games - 17
Realistic Games	86	14
Red Rake Gaming	85	15
RedTiger		
Slots	86	14
Branded Games	84	16
Table Games	89	11
ReelNRG	83	17
Relax Gaming / Silver Bullet	83	17
Retro Gaming	84	16

¹ Partner shall pay additional three percent (3%) of the Gross Gaming Revenues generated from 21+3 (side bets) and Perfect Pairs (PP) from Pascal Gaming provider's games.

² Partner shall pass DD procedure with the said third party provider and receive its confirmation before the activation.




Provider	Partner's share (%)	Company's share (%)
Revolver Gaming	83	17
Riddec	90	10
Rival	88	12
Ruby Play	88	12
SA Gaming	83	17
Salsa Technology	84	16
Scatterkings	87	13
Shacks Evolution	88	12
Simple Play	87	13
Skywind	85	15
	Branded Games – 82.5	Branded Games – 17.5
SlotLand	86	14
SlotMatrix	84	16
Slotmill	85	15
Slotopia	87	13
SmartSoft	86	14
Spadegaming	89	11
Spearhead (via SlotMatrix)	82	18
Spiffx-Take 5	84	16
Spigo	83	17
	Branded Games - 80	Branded Games - 20
Spin Tech	83	17
	Branded Games - 80	Branded Games - 20
Spin2Win	88	12
Spinberry	84	16
Spinmatic	86	14
Spinomenal	84	16
Spinthon	84	16
Stakelogic	83	17
	Branded Games - 78	Branded Games - 22
Studio 21	87	13
Summus	87	13
SuperBingo	86	14
SuperLotto	84	16
Synot Games	86	14
Tada Gaming	88	12
The Choice Gaming	88	12
Thundercick	82	18
TokaCity ¹	85	15
Tom Horn Gaming	85	15
Trade	80	20
Triple Cherry	85	15
Tronix Zone	90	10
Truelab	85	15
Turbo Games	87	13
UGC (N2)	83	17
Upgames	85	15
Urgent Games	87	13

¹ Fees/rates apply to the Rake, the latter being the amount collected from Registered Players by Company.

Provider	Partner's share (%)	Company's share (%)
Vela Gaming	86	14
Victory Arc	86	14
VoltEnt	87	13
WeAreCasino (WAC)	86	14
	Branded Games - 84	Branded Games - 16
Wild Gaming	87	13
Wizard	85	15
	Branded Games - 80	Branded Games - 20
WorldMatch	87	13
	Branded Games - 83	Branded Games - 17
Yggdrasil	83	17
Zeusplay	86	14
Zitro	83	17
E. VIRTUAL GAMES AND SPORTS		
BetConstruct Virtual Games	90	10
BetConstruct Virtual Sports	90	10
Betradar	82	18
DS Virtual	83	17
EDGE Gaming	87	13
GlobalBet	84	16
Golden Race, based on monthly GGR (in EUR) as per the below:		
0 to 500,000:	85	15
500,001 to 1,000,000:	86	14
1,000,001 to 5,000,000:	87	13
Over 5,000,000:	88	12
Inbet Games	88	12
Kiron Interactive	85	15
Leap Gaming	83	17
Momentum (Pascal Gaming)	90	10
Pragmatic Virtual (see Appendix 7)	86	14
	Branded Games - 83	Branded Games - 17
Virtual Generation	86	14
F. SKILL GAMES		
BetConstruct Skill Games	90	10
All Games	90	10

G. Third party games

Third party games that are integrated into the system via direct agreements with third party providers are subject to 5% share from the generated GGR due to the Company. There can be also an integration fee involved, which will be discussed and calculated with Company's technical department accordingly to the resources that the integration process requires.

APPENDIX 5.
FEES FOR EVOLUTION LICENSED GAMES

The following fees shall apply for the licensed games of the Evolution product.

Licensed Game	Licensed Game Fee (per Licensed Game basis)	Notes
High Stake Table	€0.40 per bet placed by a User on a High Stake Table	
Casino Hold'Em	1% of the GGR generated by Casino Hold'Em	
Dragonara Dual Play Roulette	3% percent of the GGR generated by Dragonara Dual Play Roulette	The service levels for the services provided under the Agreement do not apply to Dragonara Dual Play Roulette
5+1	3% of the GGR generated by 5+1	
Speed Roulette	0% of the GGR generated by Speed Roulette	Usually offered at 3% of the GGR generated by Speed Roulette
Dream Catcher (Money Wheel)	0% of the GGR generated by Dream Catcher (Money Wheel)	Usually offered 3% of the GGR generated by Dream Catcher (Money Wheel)
Lightning Roulette	3% of the GGR generated by Lightning Roulette	
21+3	3% of the GGR generated by 21+3	
Perfect Pairs for Blackjack	3% of the GGR generated by Perfect Pairs for Blackjack	
Perfect Pairs for Baccarat	3% of the GGR generated by Perfect Pairs for Baccarat	
Caribbean Stud Poker	3% of the GGR generated by Caribbean Stud Poker	
Double Ball Roulette	3% of the GGR generated by Double Ball Roulette	
Ultimate/Extreme Texas Hold'Em®	3% of the GGR generated by Ultimate and Extreme Texas Hold'Em	License is subject to the conditions set out in Annex A.
Triple Card Poker/Three Card Poker®, with 6 card bonus	3% of the GGR generated by Three Card Poker, with 6 card bonus	License is subject to the conditions set out in Annex A.
Top Card/ Live Football Studio	a monthly fee of 0 EUR	Opening Times – 24h
Arabic Roulette		Opening Times – 24h
Turkish Roulette		Opening Times – 24h
Swedish Roulette		Opening Times – 12pm-4am
Danish Roulette		Opening Times – 4pm-4am
Blackjack Growth Package	A fee of €0.12 per main bet placed by a User on any of the Blackjack Classic Tables	
2 Hand Casino Hold'Em	1% of the GGR generated by 2 Hand Casino Hold'Em	
Sic Bo	No additional fee, i.e. the standard commission of the GGR as set out in the Agreement	
Side Bet City		
Lightning Dice	3% of the GGR generated by Lightning Dice	
Monopoly Live	5% of the GGR generated by Monopoly Live	License is subject to the conditions set out in Annex A and Annex B
Free Bet Blackjack®	3% of the GGR generated by Free Bet Blackjack®	License is subject to the conditions set out in Annex A
RnG Roulette	15% of the GGR generated by the Partner from the relevant RNG Game	
RnG Blackjack		
RnG Dreamcatcher		
RnG Lightning Roulette		

ANNEX A

1. The license to Three Card Poker®, Ultimate Texas Hold'Em® and Free Bet Blackjack® excludes dedicated gaming devices (which shall be understood to mean mobile and portable devices provided by casinos to their customers solely to make wireless gaming available at such casino) in The Republic of Ireland, Northern Ireland, Wales, Scotland, England, the Channel Islands and the Isle of Man.
2. The license grants to the games owned or licensed by Scientific Games (Gibraltar) Limited excludes such jurisdictions as notified by Evolution from time to time (email sufficing).

ANNEX B

1. Paragraph 2 of Annex A above shall apply to the game Monopoly Live. In addition, the following jurisdictions are excluded from the license grant of Monopoly Live:
 - (a) Austria; and
 - (b) Germany (excluding Schleswig-Holstein).
2. The Partner undertakes to comply with such policies, procedures, guidelines and similar relating to the Right Holder's Intellectual Property Rights as provided by Evolution from time to time (email sufficing).



APPENDIX 6.
LIVE DEALER CASINO LICENSED GAMES

The fees for the licensed games of the Live Dealer Casino Product shall be as follows:

Game	Fee (calculated on a per Game basis)
Branded Live Blackjack	Additional fee of EUR 0.1 per bet placed by a Registered Player on a Branded Live Blackjack of CreedRoomz, Eclipse Casino, Vision Casino and Fashion TV Live Casino table having low limits (a maximum of 5 EUR).
Branded Live Show Games	Additional 3% of the GGR generated by the Branded Live Show Games of CreedRoomz, Eclipse Casino, Vision Casino and Fashion TV Live Casino.
Branded Aurum Roulette	Additional 3% of the GGR generated by the Branded Aurum Roulette of CreedRoomz, Eclipse Casino, Vision Casino and Fashion TV Live Casino.
Perfect Pairs for Blackjack	Additional 3% of the GGR generated by the Perfect Pairs of Blackjack of CreedRoomz, Eclipse Casino, Vision Casino and Fashion TV Live Casino.
Perfect Pairs for Baccarat	Additional 3% of the GGR generated by the Perfect Pairs of Baccarat of CreedRoomz, Eclipse Casino, Vision Casino and Fashion TV Live Casino.
21+3 (side bets)	Additional 3% of the GGR generated from side bets of 21+3 of CreedRoomz, Eclipse Casino, Vision Casino and Fashion TV Live Casino.
Casino Hold'em	Additional 1% of the GGR generated by Casino Hold'em of CreedRoomz, Eclipse Casino, Vision Casino and Fashion TV Live Casino.
Triple Card Poker/ Three Card Poker with 6 card bonus	Additional 3% of the GGR generated by Triple Card Poker with 6 card bonus of CreedRoomz, Eclipse Casino, Vision Casino and Fashion TV Live Casino.
High Stake Table	Additional fee of EUR 0.3 per bet placed by a Registered Player on a High Stake Table having a minimum limit of EUR 50 and over of CreedRoomz, Eclipse Casino, Vision Casino and Fashion TV Live Casino.

APPENDIX 7.
PRAGMATIC PLAY BRANDED GAMES

The following Branded Games shall be subject in addition to the general terms and conditions as set out in the Agreement.

Licensed Game	Additional terms applicable for the license
Slot Games: Mini Games for Bingo	The Partner shall, except as otherwise determined by the Company in writing, additionally pay a monthly fee equal to 3%, calculated on Slot Games GGR, over and above the Slots Games fee, for every Branded Game the Partner makes available to its end.
Live Casino – Network Games	Partner shall additionally pay the Company a fee equal to 3% of the Live Casino Gross Gaming Revenues generated by the sidebets for any and all side bets, including but not limited to “21+3” and “Perfect Pair”. Partner shall additionally pay the Company for Blackjack tables in Azure Studio 2 and all other studios - €0.08 per base bet, charged for all bets on Generic Blackjack tables where the minimum bet is €10 or below, and which fee shall apply only to the base bet (and shall not include, <i>inter alia</i> side bets, double bets or split bets) and shall not apply to Blackjack tables Azure Studio 1 and Green Studio. Roulette Native Language Tables: The Company shall also offer Roulette Native Language Tables to the Partner. In addition to the Live Casino fee due for the provision of Roulette Native Language Tables, during the term of this Agreement, the Partner shall pay the Company an additional monthly fee of €3,000 (which fee is calculated on a per language basis): Branded Games: The Partner shall, except as otherwise determined by the Company in writing, additionally pay a monthly fee equal to 3%, calculated on Live Casino Network Games GGR, over and above the Live Casino Network Games fee set out herein, for every Branded Game the Partner makes available to its Registered Players.
Table Games and RNG Games (unless otherwise set out herein or agreed between the Parties)	The fee will apply with respect to any amount of GGR generated by the following Table Games or any other iGaming or gambling games the Company may determine is a Table Game from time to time: • American Blackjack • Blackjack • Multihand Blackjack • Roulette • Jacks or Better • Video Poker • Baccarat • Keno Branded Games: The Partner shall, except as otherwise determined by the Company in writing, additionally pay a monthly fee equal to three percent (3%), calculated on Table Games GGR, over and above the Table Games fee set out herein, for every Branded Game the Partner makes available to its Registered Players.
Scratch Cards	The fee will apply with respect to any amount of GGR generated by the following scratch cards or any other Games the Company may determine is a Scratch Card from time to time: • 7Piggies (max prize in local currency: 5,000) • Panda Gold (max prize in local currency: 10,000) • Hot Safari (max prize in local currency: 50,000) • Queen of Gold (max prize in local currency: 100,000) • Diamond Strike (max prize in local currency: 100,000) • Gold Rush (max prize in local currency: 250,000) • Wolf Gold (max prize in local currency: 1,000,000) Branded Games: The Partner shall, except as otherwise determined by the Company in writing, additionally pay a monthly fee equal to 3%, calculated on Scratch Cards GGR, over and above the Scratch Cards fee set out herein, for every Branded Game the Partner makes available to its Registered Players.
Bingo	Bingo Network Fee: Partner shall pay Company on a monthly basis an amount of €5,000 as of the date it goes live on the Bingo Network.

The Bingo Network fee is in place as licensees (including the Partner) benefit from the expertise of the network being run by the Company's bingo team and the combined liquidity, and mainly gives licensees (including the Partner) access to large guaranteed monthly jackpots which are funded by the contribution of the network fee. Any shortfall in ticket sales for these bingo games is funded by the Company as opposed to a network adjustment being applied. The guaranteed big network games give licensees the chance to market high guaranteed jackpot amounts which they would not be able to afford on their own.

Mini Games: For the duration of the Agreement, the Partner shall ensure that 75% of mini games on the Partner's Websites shall be the Pragmatic Play's Mini Games. The Partner commits to display the Mini Games in a prominent position on the Partner's Websites for the duration of the Agreement.

Chat Moderators Services (optional) – The cost of single chat moderator managing a bingo room shall be €18 per hour and the cost of a dual chat moderator (moderator managing two rooms) shall be €25 per hour. The pricing set out herein is the pricing at the date of this Agreement for English speaking moderators. Chat moderator services in other languages will only be offered by mutual agreement. These services shall carry a one-time set up fee of €10,000 per language, and separate hourly costs to be agreed between the Parties. For the avoidance of all possible doubt the Company may at its sole discretion discontinue all or part of the Chat Moderator Services at any time.

Game Languages (without chat moderators)– the default languages of the Bingo Games will be English, Swedish, Finnish, Danish, German, Spanish, Russian, Turkish, Croatian, Portuguese, Portuguese Brazil, Italian, Greek, Dutch, Romanian, French Canadian, Mexican Spanish, and Norwegian; each additional language shall carry a one-off cost of €5,000.

Currencies: the default currencies are EUR, USD, AUD, ZAR, CAD, GBP, NOK, SEK, DKK, NZD, MXN, TRY, JPY, RUB, IDR, BRL, TND, NGN, HRK, CHF, CLP, INR, KES, PLN, RSD, RON, AMD, VES, PEN and XAF. Any additional currency not yet supported shall carry a one-off cost of €2,000 per currency.

Free tickets – Free tickets are a redeemable currency that may be utilised by Registered Players to purchase Tickets. The Partner may use standard free tickets ("Standard Free Tickets") and/or monetary free tickets ("Monetary Free Tickets") as follows: Standard Free Tickets hold no monetary value, nor do they contribute to any game prize and/or progressive jackpots. The Standard Free Tickets are a feature that the Partner may use in Standalone Bingo Rooms only, which rooms are managed and solely funded by the Partner. Monetary Free Tickets contribute to the game prize and/or progressive jackpots. The Company may, at its discretion, distribute Monetary Free tickets to the Partner, the quantity and value of which shall, unless agreed otherwise on a case-by-case basis, be determined at Company's sole discretion. Should the Partner opt to offer the Monetary Free Tickets to Registered Players, unless explicitly agreed otherwise, the Partner shall pay the Company an amount equal to the price of the Monetary Free Tickets at the value redeemed, which amount shall be included in the Monthly invoice issued by the Company. Monetary Free Tickets will equate to 100% real cash value unless otherwise agreed on a case-by-case basis. The Company may limit the quantity of free tickets distributed on any Network Bingo Game and/or room in its discretion.

Skinning: a one-time fee of €5,000 shall be payable by the Partner for the Skinning of all bingo rooms, which fee shall be payable on a per brand basis.

Theming: The Parties agree that any additional change of room(s) themes (background creative change, lobby thumbnails) outside of an overall change of skin request, shall incur an additional cost of €500 per room, per request for any Standalone Bingo Rooms and Network Bingo Rooms respectively, which shall be payable by the Partner upon issuance of the invoice by the Company. **Branded Games:** The Partner shall, except as otherwise determined by the Company in writing, additionally pay a monthly fee equal to three percent (3%), calculated on Bingo GGR, over and above the Bingo Games fee set out herein, for every Branded Game the Partner makes available to its Registered Players. **Bespoke or Additional Development:** The Parties agree that any bespoke development that is requested or required by the Partner and which is not part of the Company's development roadmap (as determined by the Company in its sole discretion) shall be charged to the Partner at the cost of €750 per Man Day.




	With respect to funds provided as contributions by the licensees of the Bingo Network (collectively the "Members") to the Bingo Network, reconciliation relating to such contributions, shall be carried out by no later than the 13th business day of each Month. For the sake of clarity, in relation to funds to be reconciled when the latter are owed by the Bingo Network to the Members, such monies shall be subject to a reconciliation process by no later than the 5 th business day of each Month following the actual receipt of the contributions.
Virtual Games	The fee rate will apply with respect to any amount of GGR generated by the following Virtual Games or any other Games the Company may determine is a Virtual Game from time to time: • Horse Racing • Penalty Shootout • Greyhound racing • Fantastic League (single game, and league or weekly rounds) • Force 1 (car) racing Branded Games: The Partner shall, except as otherwise determined by the Company in writing, additionally pay a monthly fee equal to three percent (3%), calculated on Virtual Games GGR, over and above the Virtual Games fee set out herein, for every Branded Game the Partner makes available to its Registered Players.
Branded Games	As prescribed below.
Peakylinders	Excluded languages: Turkish, Mandarin, Cantonese Excluded domain extensions: .co.uk, .tr, .hk, .sg, .ir, .sy, .sd and .kp. Blocked Countries (Blocked Countries: India, Taiwan, USA, Restricted Countries: Bahamas, Gibraltar, Great Britain). A 3% Branded Fee calculated on the GGR generated on the Game, over and above the fee set out in this Agreement.
Peakylinders 2	Excluded languages: Turkish, Mandarin, Cantonese Excluded domain extensions: .co.uk, .tr, .hk, .sg, .ir, .sy, .sd and .kp. Blocked Countries (Blocked Countries: India, Taiwan, USA, Restricted Countries: Bahamas, Gibraltar, Great Britain). A 3% Branded Fee calculated on the GGR generated on the Game, over and above the fee set out in this Agreement.

1. The Partner hereby acknowledges that the selection of the Branded Game(s) and/or signing of this Appendix does not guarantee the provision of the Branded Game(s) by the Company. The Parties agree that the provision of the Branded Game(s) may be subject to and conditional upon further approvals and/or authorisations from time to time on a case-by-case basis. The Partner acknowledges that such further approval is at the sole discretion of the Company and its respective licensors.
2. Notwithstanding anything in this Agreement which states otherwise, the Company may, at its sole discretion and without incurring any cost or liability, modify or withdraw the provision of the Branded Game and the terms set out in this Appendix at any time during the term of this Agreement by providing written notice. The Partner accepts that where such modifications are not acceptable to the Partner, it shall be entitled to withdraw the offering of the Branded Game to its Registered Players without further recourse.




Appendix 8

Service Level Agreement

This Service Level Agreement ("SLA") is between the Company (**IT Management Santora B.V.**) and Partner (**Codex B.V.**) and sets out the performance KPIs, service levels, operational responsibilities, incident and problem management processes, reporting and contact details agreed between the parties regarding the availability and operation of the Services.

SLA DEFINITIONS

1. For the purposes of this SLA the definitions provided for in the Terms and Conditions of the Framework Agreement and the following definitions shall apply in respect of this SLA:

Agreement: means the Agreement (to which this SLA has been attached as Schedule 1) between Company and the Partner for the provision of the Licenced Software.

Availability Level: means availability of system and services during specified period with no unplanned outages.

Day: means a 24 hour period starting on 00.00 CET and ending at 23.59 CET.

Incident: means any failure, fault, malfunction in error or functional degradation of any part of the Service provided to the Partner. For the avoidance of doubt an Incident shall not include Planned Maintenance.

Licenced Software: shall have the meaning given to it in the Agreement.

Major Update: means an update requiring a change to base functionality of the Services.

Non-Peak Trading Period: means such periods as are not Peak Trading Periods.

Peak Trading Period: shall be as defined in Clause 6.

Planned Maintenance: means pre scheduled maintenance to the Services where Company performs a routine upgrade, repair, maintenance, replacement, regulatory inspection or other work on any systems or networks used in connection with its provision and operation of the Services that it deems necessary and that it has properly notified to Partner in accordance with the terms of this SLA.

Prime Contact: means the primary representative for the communication of information between the parties for any matters arising in connection with the provisions of this SLA and whose identities are detailed in the contact details section of this SLA, but which may change from time to time.

Service(s): means the service provided by Company under the Agreement.

Service Credits: penalty fee imposed on Company as defined in Clause 6.

Support Hours: means 24*7 provision of support and maintenance for each Service for the hours defined in the KPI Spec for that Service including public holidays.

System(s): means a collection of information technologies elements or components (servers, network and etc.) that are organized for providing services.



2. COMPANY SUPPORT RESPONSIBILITIES

2.1 Company shall support, manage and maintain all relevant versions and functions of the Licenced Software ensuring that all the systems and applications integrate seamlessly with each other and are as defined in the Product Specification and any further specification documentation agreed between the Parties. This support shall include the provision of Incident management and a contact facility during the Support Hours, including, without limitation, Incident coordination, calling on third party support providers where applicable, managing such third party support providers and resolving any issues that impact on the availability of the Services.

2.2 Company shall set up and upgrade from time to time such test and disaster recovery environments that are agreed with Partner as being appropriate for the operation and support of the Licenced Software. Company shall develop and maintain a Business Continuity & Disaster Recovery plan detailing the measures to be taken in the event of a disaster and a plan detailing its business continuity. Company and Partner shall review and test the Disaster Recovery Plan and Business Continuity Plan at least once annually. For the avoidance of doubt the support hours, service levels and KPIs defined in this SLA apply only to the production environment for each service, not to any other environments.

2.3 Company shall make available an operational and technical single point of contact facility, which shall enable the logging, reporting and fixing for resolution of any Incidents twenty-four (24) hours a day, seven (7) days a week including public holidays.

2.4 Company shall provide appropriate monitoring and fault diagnosis services for all elements of the Services and shall conduct regular performance testing of all the requisite elements of the Services to ensure it has been operated and managed to an optimum level and performed to the levels agreed between the parties in this SLA. The results of these performance tests will be shared with Partner in a monthly incident report which shall be delivered within five business days of the end of each calendar month. Company will provide incident reports regarding any priority 1 or priority 2 fault of error in such a calendar month, outlining all actions required to resolve the fault(s) or error(s) and what steps have been taken to ensure that the fault(s) or error(s) is not repeated in future

2.5 Company shall ensure that any agreed Major Updates are tested prior to implementation and the work relating to such implementation is completed within the time scales agreed by Partner. Major Updates shall be implemented in such a way that causes as little disruption as possible to the availability of the Services and following the implementation of the same Company shall ensure that the Services continues to function and perform at least to the same level of performance prior to the implementation of the Major Update.

2.6 Company shall communicate to Partner any event that may potentially and/or abnormally affect the Services at least four (4) weeks in advance of the event taking place.

Company shall nominate a Prime Contact who will communicate on a regular basis with Partner's Prime Contact regarding any matter arising in connection with the operation of the Services.

Company's Prime Contact shall also communicate promptly with any third party Company uses in connection with the provision of the Services when appropriate to do so.



3. PARTNER SUPPORT RESPONSIBILITIES

Partner shall supply a Prime Contact who will communicate on a regular basis with Company Prime Contact regarding any matter arising in connection with the operation of and the Services to be provided by Company in relation to the Services under this SLA. Partner shall also make available a Partner and technical single point of contact, which shall enable the reporting of any Incidents twenty-four (24) hours a day, seven (7) days a week including public holidays.

4. MONITORING & FAULT DIAGNOSIS

4.1 Company shall continuously monitor the Services and Systems, pro-actively managing and resolving any operational issues that arise.

4.2 Company shall be responsible for ensuring that appropriate monitoring takes place and shall ensure that it has adequate fault diagnosis tools to enable it to restore the Services as may be necessary.

5. TECHNICAL PERFORMANCE

5.1 Company shall make the Services available to end users on a continuous basis excluding downtime due to Planned Maintenance

5.2 Company shall ensure an Availability Level of 99.6% per cent per calendar month. Should the Service fail to meet this Service Level for any two consecutive months or any three given months (non-consecutive) during the Term, the Partner may terminate the agreement on 30 days' notice to Company. This does not preclude any other remedial action being available to the Partner (for example, Service Credits as per clause 6 below).

5.3 Company shall support and monitor the availability and functionality of the Services and systems in order to meet service level targets and KPIs agreed in this SLA.

5.4 For the sake of clarity, the Services shall not be considered unavailable in case of errors or failures to access the Services caused as a result of failures or communication problems beyond Company's reasonable control attributable to the internet or any other public or private networks (including but not limited to mobile phone networks) used by end users to access the Services and such time shall be disregarded when calculating the availability of the Services during any settlement period.

6. SERVICE AVAILABILITY AND SERVICE CREDITS

Peak Trading Period starts 3 (three) hours before any major sports event and ends 1 (one) hour after.

The following leagues shall be included in Peak Trading Period:

1	Football World Cup
2	European Championships
3	Champions League
4	Europa League
5	La Liga/Copa Del Rey
6	Premier League/FA Cup
7	Serie A
8	Bundesliga



9	French Ligue 1
10	Basketball World Cup
11	Euro Basket
12	NBA Play-offs
13	Euro League Play-offs
14	Spain ACB Play-offs
15	Tennis Australian Open
16	French Open
17	Wimbledon
18	US Open
19	NFL SuperBowl

Company and Partner will settle balances with intervals given by the following settlement periods:
Monthly, on the 1st of each month.

Availability Level	Service Credits Non-Peak Trading Period	Service Credits Peak Trading Period
99.6%* or Above	No service credit	No service credit
99.5% – 99.59%*	1% of monthly fee** for Settlement Period	2% of monthly fee** for Settlement Period
99.4% – 99.49%*	2% of monthly fee** for relevant Settlement Period	4% of monthly fee** for relevant Settlement Period
99.3% – 99.39%*	4% of monthly fee** for relevant Settlement Period	5% of monthly fee** for relevant Settlement Period
0 – 99.29%*	5% of monthly fee** for relevant Settlement Period	10% of monthly fee** for relevant Settlement Period

* Third party failures that are out of the Companies control, such as but not limited to failures arising because of Google/Azure platform, are not included in the in SLA calculation.

* DDoS attacks are not included in SLA calculation, if Company approves with incident report.

Company shall all the time protect its services against DDoS attacks

Company protects its services against DDoS attacks as follows

1. For all web requests we are using CDN providers' services with active cloud protection.
2. Our middleware and some parts of API/WEB components are located at Google and Azure clouds, which have a high throughput with DDoS protection. Database and rest of components are located at our Datacenters, which are equipped with a high throughput and protection layer.

** The amount of monthly fee received by the Company for relevant Settlement Period.




7. PLANNED MAINTENANCE

7.1 Company shall communicate in writing at least four (4) Business Days in advance for any requirement to conduct Planned Maintenance.

7.2 Company's Planned Maintenance requests shall contain full and complete details of what work is required, the potential impact of the change to the Services, the back-out plan, date and time and how long the maintenance will take to complete. Unless otherwise agreed, all Planned Maintenance affecting the continued availability of the Services will be carried out during Non-Peak Trading Period.

7.3 Company shall use reasonable endeavours to limit Planned Maintenance that will affect the availability of the Services to end users to no more than twelve (12) hours in any calendar month, unless otherwise agreed by Partner. This will be at the sole discretion of Partner.

7.4 When requested by Partner to do so (for reasonable business reasons), Company shall use reasonable endeavours to defer any requested Planned Maintenance to a more convenient time for Partner.

7.5 Company shall inform Partner at least 12-hours in advance that any agreed Planned Maintenance has been cancelled.

7.6 Services levels shall not apply to downtime caused by Planned Maintenance.

7.7 Hot fixes are not included in the Planned Maintenance.

8. LIMITATION OF LIABILITY

Hereby the Parties agree that the total amount of compensation for relevant Settlement Period under clause 6 of this Service Level Agreement may not exceed 30% of the amount of monthly fee determined in accordance with the Agreement.

9. CONTACT DETAILS

9.1 These details will change from time-to-time and it shall be the responsibility of the Prime Contact of each Party to update the other Party in writing of such changes.

9.2 Company contact details

Name	Position	Email
Zara Pambukhchyan	Head of Key Account Management	
24 hour support desk	Prime contact	zara.pambukhchyan@softconstruct.com

9.3 Partner contact details

Name	Position	Telephone	Email

24 hour support desk	Prime contact		af@redchips.com
----------------------	---------------	--	--

10. SUPPORT HOURS

The Service is supported by Company 24 hours x 7 days, 365 days a year

Signed by Yeva Asiryan
for and on behalf of Company



Signed by Kurason Trust Curaçao N.V.
for and on behalf of Partner

DocuSigned by:

BFFB053659204B9...





Private and confidential

Codex B.V.

Schottegatweg Oost 10 Unit 1-9 Bon Bini Business Center, Curaçao

By email

1st of February 2026

SUBJECT TO CONTRACT

Dear Sirs

Agreement between IT Management Santora B.V. ("Company") and Codex B.V. ("you"), dated of 1st of February 2026 for Software License Agreement (the "Agreement")

We refer to our discussions concerning the addition of services to be provided to you under the Agreement, and the terms on which such services shall be provided.

We are happy to confirm that we shall provide you with "*Live Data ITF Full Package*" (being all International Tennis Federation (ITF) Live Data from ITF events which is made available to us by Sportradar AG, hereinafter referred to as "*ITF Live Products*"). This letter sets out the terms on which the Agreement will be varied to include ITF Live Products.

In consideration of the provision of the ITF Live Products, and our respective obligations under this letter, you hereby acknowledge and agree as follows:

1. That the Key Supply Terms set out in Annex 1 (as updated and/or revised by the ITF from time to time) (the **Key Supply Terms**) shall be incorporated into the Agreement, and that you shall comply with such Key Supply Terms for the duration of the Agreement.
2. That the supply of ITF Live Products is terminable by us on written notice in the event that you have breached any of the Key Supply Terms set out in Annex 1.

Save for the variations to the Agreement expressly set out above, no other variations or amendments are made to the Agreement, which shall continue in full force and effect.

Unless the Agreement is already expressly subject to a different law and jurisdiction, this letter and the Agreement shall be governed by and construed in accordance with English law and Company and you submit to the exclusive jurisdiction of the English courts in relation to any matter arising in connection with them.

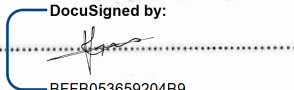
Please sign and date the enclosed copy of this letter to confirm your agreement to the above terms. The terms of this letter shall become effective from the first date on which you receive the ITF Live Products from Company.

Yours faithfully

Name: Yeva Asiryan, as a duly authorised representative of IT Management Santora B.V.

Signed: 

Name: Kurason Trust Curaçao N.V., as a duly authorised representative of Codex B.V.

Signed: 
DocuSigned by:
BFFB053659204B9...

Dated: 23.02.2026

Company: Yeva Asiryan 

Page 56 of 57

Partner: Kurason Trust Curaçao N.V. 

Annex 1

Key Supply Terms

Key Supply Terms means the following as may be amended and/or added to from time to time:

- (a) you shall not assign or sub-licence any of your rights or obligations under the Customer Supply Agreement;
- (b) you shall not onward supply any ITF Live Products;
- (c) you shall comply with the reasonable requests of the Tennis Integrity Unit relating to the investigation and prosecution of corruption;
- (d) you shall not use ITF Live Products in connection with unlawful gambling;
- (e) you shall not replicate or use any trade mark, badge, insignia or logo owned or used by the ITF or any of their commercial partners or any ITF tournament without the prior written consent of the appropriate owner of such a trade mark, badge, insignia or logo; and
- (f) you shall, wherever technically or commercially practicable ensure that whenever you produce the ITF Official Data relating to the ITF Live Products you shall include the following notice: *"Reproduced under licence from the ITF. All rights reserved"*.
- (g) you acknowledge and agree that we shall be entitled, on written notice to terminate and/or suspend the supply of the ITF Live Products to you with effect from midday on the fifth business day after receipt of such notice if you fail to obtain, abide by the Key Supply Terms at any point during the Term.

