

G2TECH B.V.

RESPONSIBLE GAMING POLICY

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Last updated: 19.09.2025

1. Policy Statement

1.1. **G2Tech N.V.** (hereinafter referred to as the “**Company**”, “**We**”), Reg No. **162012**, having its registered address at **Abraham Mendez Chumaceiro Boulevard 03, Willemstad, Curaçao**, manages financial transactions at the **betpari.com** website (hereinafter referred to as the “**Website**”) and licensed and regulated by **The Curacao Gaming Control board** to conduct online gaming operations under license No. **OGI/2024/987/0597**, organizes gambling via the Website.

1.2. “Responsible gaming” (RG) is the concept of gaming in a safe and controlled manner. Customers are encouraged to practice responsible gaming by making informed choices while the operators are required, by the legislation and their licence terms, to provide fair and safe games to everyone who is legally able to game but also help and support to those who might not to be in a position to control their gaming. Responsible Gaming is monitored and regulated by Curacao Gaming Control Board who has the responsibility to ensure that responsible gaming environment is established and maintained in Curacao.

1.3. We understand that problem gaming may adversely affect not only individual customers and even communities, but also the gaming industry itself and thus it is in everyone’s interest to develop responsible gaming environment. We always operate with this understanding, and we are dedicated to the prevention of problem gaming both in Curacao and elsewhere.

1.4. Since the Company is going to expand its operations on various markets, we are bound take a proactive approach in responsible gaming and therefore we are ready to go even beyond the set legislative requirements currently applicable to us and implement the best existing practices in responsible gaming that are accepted in the most developed legal regimes.

2. Purpose

2.1. The purpose of this Policy is to ensure that the Company complies with the obligations and requirements set out by the Curacao rules for casinos and other obliged entities related to responsible gaming.

2.2. This includes ensuring that we have adequate systems and controls in place to mitigate the risks related to problem gaming.

2.3. This policy takes into account the best practices related to responsible gaming, including those accepted in the UK.

3. Scope and Relevant Regulations

3.1. This policy applies to all staff and infrastructure within the Company (meaning permanent, fixed term, and temporary staff, any third-party representatives or sub-contractors, agency workers, volunteers, interns and agents engaged with the Company in Curacao or overseas). Adherence to this policy is mandatory and non-compliance could lead to disciplinary action.

3.2. The policy shall state the Company’s intention to comply with current and desirable responsible gaming provisions (including those under development in Curacao), in particular GCB Guideline Responsible Gaming, implementing Article 7a of Island Ordinance Casino Sector Curacao (OB 1999 no. 97 as amended).

3.3. The policy also takes into account the relevant best practices established in other jurisdictions, including the UK, and in particular:

- UK Gambling Commission Licence conditions and codes of practice (2020)

4. Supervision

The Company's Supervisory Authority is the Curacao Gaming Control Board (GCB). Depending on the developments in the geographical concentrations of the Company's customers, the Company may become subject of other gaming regulators as well.

21.5 Responsible Gaming Officer

5.1. The Company shall appoint a Responsible Gaming Officer whose role is to monitor areas related to social responsibility issues, such as responsible or safer gambling, self exclusion, protection of children and other vulnerable persons.

5.2. Responsible Gaming Officer shall be the primary point of contact for the GCB with respect to any responsible gaming issues.

6. Procedures and Controls

6.1. The procedures and controls related to Responsible Gaming are:

- Facilitation of voluntary self-exclusion
- Monitoring and detection of voluntary and non-voluntary self-excluded persons
- Detection of problem gaming
- Age verification
- Exclusion of the underage, self-excluded persons and problem gamers from gaming
- Exclusion of the underage, self-excluded persons and problem gamers from advertising and promotions
- Training of the employees related to responsible gaming

7. Customer Assessments

7.1. The Company shall at all times carry out regular assessments as to which countries are becoming significantly or predominantly covered by the Company's operations or which countries are targeted by its advertising and marketing ("Target Audiences").

7.2. The Company shall promptly adjust its responsible gaming procedures and controls to the requirements established in the countries where the Target Audiences are located.

8. Self-Exclusion

8.1. "Self-exclusion" means voluntarily or non-voluntarily being barred from any casino in respective jurisdiction and from all gaming-related activities and privileges.

8.2. The Company shall constantly search for available voluntary and non-voluntary self-exclusion lists available in the countries where the Target Audiences are located and integrate its information systems with such lists where it is reasonably possible.

8.3. The Company shall maintain its own infrastructure facilitating self-exclusion for problem gamers, including information materials related to voluntary self-exclusion in the given jurisdiction.

8.4. During CDD and Ongoing CDD, the Company shall monitor whether any of its customers or prospective customers are appearing on any self-exclusion lists with which its information systems are integrated (see Clause 9.2).

8.5. The Company shall exclude any detected self-excluded persons from any of its services.

8.6. The Company shall exclude any detected self-excluded persons from its advertising and marketing.

8.7. The Company shall not disclose self-exclusion lists to which it obtained access.

9. Problem Gaming

9.1. "Problem Gaming (Gambling)", or Pathological Gambling, or Ludomania is an addictive disorder in the form of urge to gamble continuously despite negative consequences or a desire to stop.

9.2. The Company shall take reasonable endeavors to detect problem gamers amongst its customers.

9.3. In particular, the Company shall verify whether the customer plays affordably by either requiring, where reasonably possible, the documents confirming the source of wealth corresponding to the amounts in play, or by using innovative technologies providing limited access to the customer's bank account for the purpose of calculation of the customer's median income, or by using other methods helping to determine whether the customer plays affordably.

9.4. The Company may, where reasonably possible, monitor the behavior of its customers in order to detect any signals of addictive or problem gaming.

9.5. The Company shall not accept credit cards as source of payment from customers.

9.6. The Company shall monitor the practices of various leading gambling regulators, such as the UK Gambling Commission in order to adapt its responsible gaming procedures to these practices.

9.7. Examples of source of wealth verification of the purposes of affordability checks:

Type of Income	Required Information	Required Documents
Employment	• Occupation • Name and address of the employer • Annual salary and bonuses for the last couple of years	• Last month/recent payslip • Confirmation from the employer of annual salary • Bank statements clearly showing receipt of most recent salary payments from named employer
Self-employment	• Occupation • Name and address of the company • Annual salary amount	• Latest accounts • Tax declaration
Savings/deposits	• Occupation • Name and address of the employer • Annual salary and bonuses for the last couple of years	• Last month/recent payslip • Confirmation from the employer of annual salary • Bank statements clearly showing receipt of most recent salary payments from named employer • Latest accounts or tax declaration if self-employed • Bank statement and inquiry of the source of wealth
Property Sale	• Address of property • Date of sale • Amount	• Copy of contract of sale • Signed letter from solicitor

		• Title deed from land registry • Signed letter from estate agent (if applicable)
Other	• Nature of income • Amount • Date received • From whom	• Account statements • Official letters from regulated entities • Media coverage

10. Age Verification

10.1. The Company shall not accept the underage (below 18 years of age) customers.

10.2. To exclude the underage customers, the Company shall verify the customer's age during CDD procedures.

11. Information Support for Customers

11.1. The Company shall maintain the information infrastructure sufficient to inform its customers of the objectives of the relevant Responsible Gaming procedures.

11.2. In the process of communication with the customer or prospective customer, the Company shall at all times provide clear requests related to the procedures and controls related to Responsible Gaming.

11.3. The Company shall maintain the information infrastructure sufficient to fulfill its obligations substantiated in the Responsible Gaming Policy.

12. Record Keeping

12.1. The Company shall maintain records, containing the information and documentation necessary to decide whether the Responsible Gaming procedures and controls have been carried out.

12.2. Such records shall be made readily available at the request of the Gaming Control Board.

13. Training

13.1. The Company has implemented a dedicated Employee Training & Development Program to ensure that all staff responsible for transaction processing and/or initiating and/or establishing business relationships, undergo training in Responsible Gaming issues.

13.2. Training may take the form of:

- Training Workshops
- Assessment Tests
- 1-2-1 Coaching & Mentoring
- Webinars
- AML Scripts and Reminders
- Intranet & Resources

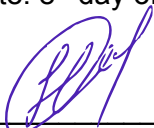
14. Data Protection

14.1. The Company has developed the Data Protection Policy in place to ensure that we abide by the Curacao Data Protection Ordinance (Ordinance No. 84 of 4 September 2010 Laying Down Rules on the Protection of Personal Data), the EU GDPR and other regulations that might be applicable to the data processing carried out by the Company in relation to AML/CFT Procedures.

14.2. As a summary note, we ensure that all customers and those entering into a business relationship with the Company are given access to a clear and compliant privacy notice statement that includes details of our money laundering obligations and how personal data will only be used for the Responsible Gaming purposes.

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Date: 8th day of December 2025



Diana Bober
Director G2Tech B.V.