

SOFTWARE LICENSE AND SERVICES AGREEMENT

This Software License and Services Agreement (the "**Agreement**") is entered into on the Effective Date by and between:

- (1) **7RINGS GAMING LIMITED**, existing under the law of Cyprus, with offices at Antheon 13, Aradippou, Larnaca 7103, Cyprus and company registration number **HE 465901**, hereinafter referred to as the "**Licensor**"; and,
- (2) **Globonet B.V.**, with offices at Kaya Richard J. Beaujon Z/N Willemstad, Curacao, with company registration number **146296**, hereinafter referred to as the "**Licensee**".

Hereinafter also referred to individually as "**Party**" or collectively as "**Parties**".

WHEREAS the Licensee is providing gaming services in a business-to-customer capacity.

WHEREAS the Licensor is a legal entity, which is responsible for managing, hosting and controlling the Licensed Software.

WHEREAS the Licensor is willing to grant the Licensee a non-exclusive, non-assignable, revocable and non-transferable licence to the Licensed Software, under the terms and conditions stipulated in this Agreement.

WHEREAS the Parties agree that this Agreement will set out the terms and conditions to govern a non-exclusive agreement for licensing of Licensed Software to be used by the Licensee.

NOW THEREFORE THE PARTIES HEREBY AGREE AS FOLLOWS

1. Definitions

For purposes of this Agreement, the following terms shall have the following definitions:

"Confidential Information" shall mean any information disclosed by one of the Parties or its agents or representatives (the "Disclosing Party") to the other Party (the "Receiving Party") which is not known at the time of its disclosure in the public domain.

"Customer Information" shall mean all data collected and stored on the Licensee's Customers, including, username, amounts wagered and frequency of wagering. The customer database, statistical information and casino name of the Licensee shall be considered as a proprietary information of the Licensee, and the Licensee shall be the sole owner thereof, and the Licensor shall not disclose or otherwise use, distribute or reveal the customer statistical information without the prior written explicit consent of the Licensee.

"Customers" shall mean any player that conducts any financial transactions within the Website.

"Effective Date" shall mean the date on which this Agreement has been signed by the Parties. If the Agreement has been signed at two different dates, the latter shall be considered to be the Effective Date.



“Games” shall mean the RNG games and other games, licensed by the Licensor to the Licensee as part of the Licensed Software in accordance with the terms of this Agreement.

“Go-Live Date” shall mean the first day of Licensed Software operation and availability to the public for real money wagering and date on which the Games are available online for Customers.

“Intellectual Property” shall include the inventions, designs, processes, formulae, notations, improvements, all financial information of the Licensor, know-how, moulds, get-up, logos, devices, marks, charts, plans, models, mask designs, and graphic displays, photographs, digital and other artworks, sequences of digital or photographic images both coded and visual, sounds however stored or played, and all other copyright works, and in relation to the Licensed Software particularly and without limitation, the source code and architecture of the software, look and feel of the software, and trade secrets including details of performance or design or any part of the Licensed Software.

“Intellectual Property Rights” shall include patents, design rights, trademarks, trade names, domain names, copyrights, mask works, rights in unlawful competition and passing off, and all other rights, statutory or otherwise, covering the Intellectual Property and all features thereof and all ancillary matter and covering, in each case in any part of the world and whether or not registered or registrable and to the fullest extent thereof and for the full period thereof and all extensions and renewals thereof, and all applications for registration thereof and all rights and interests thereto.

“Jackpot Changes” shall mean the total amount of Jackpot Contributions each relevant calendar month less Jackpot Pay-outs.

“Jackpot Contribution” shall mean the total share of Bets being used as deposit for Jackpot Pay-outs.

“Jackpot Pay-out” shall mean the total amount paid as jackpots to Customers.

“Licensed Software” shall mean (a) the Games and the software supporting the Games, provided by the Licensor in executable form (b) unless otherwise mutually agreed between the Parties, any and all software releases, patches, updates and other deliverables supplied by the Licensor to the Licensee; and (c) any derivative work of the software resulting from enhancements, changes, additions or modifications made to it under the terms of this Agreement.

“Net Gaming Revenue” shall mean, for any given calendar month, revenue earned from Customers’ total wagers (Bets) less any and all winnings by Customers, and Bonuses (Jackpot Changes, verifiable chargebacks and discounts - all together capped at 10 % of Bets-Winnings).

“Websites” shall mean the casino internet web site(s) directly or indirectly owned or controlled by the Licensee or its agents, representatives or assignees and which utilizes, in whole or in part, Licensor’s Licensed Software and system including the mobile APP versions.

2. License

2.1 Subject to the terms and conditions of this Agreement, the Licensor hereby grants to the Licensee a



non-exclusive, non-assignable, non-sublicensable, revocable and non-transferable license for the use of Licensor's Licensed Software.

3. Conditions of License

- 3.1 Ownership of Licensed Software. All rights, title and interest in and to the Licensed Software, and any copies thereof and all documentation, code and logic, which describes and/or composes such software remains the sole and exclusive property of the Licensor or its agents, as the case may be, pursuant to the terms of Licensor's agreements with its agents, if any.
- 3.2 Non-Exclusive Agreement. The Licensee acknowledges that this is a non-exclusive agreement, and that the Licensor will sell or license its Licensed Software to as many other parties as are willing to enter into a licensing agreement with the Licensor, including, without limitation, potential competitors to the Licensee.
- 3.3 The Licensee shall not knowingly permit any third party to use or access the Licensed Software, other than Customers for the sole purpose of playing the Games in accordance with the terms of this Agreement, without the Licensor's prior written consent.
- 3.4 The Licensee hereby acknowledges that it is licensed to use the Licensed Software only in accordance with the express terms of this Agreement and not further or otherwise.
- 3.5 The Licensee agrees it shall not at any time be permitted to have any access, other than to guarantee the correct implementation and operation of the Licensed Software with the Licensee's own software, to the server systems that host the games and the associated software and databases, wherever they may be.
- 3.6 The Licensee shall be solely responsible for determining the jurisdictions in which it chooses to accept and/or to receive wagers. However, notwithstanding the foregoing, the Licensee agrees that it will not solicit wagers from or use the Licensed Software in any jurisdiction which has been specifically prohibited by law. The list of prohibited jurisdictions is included in Exhibit D hereto. The Licensee shall access any and all updated lists of prohibited jurisdictions and applicable lists of Games through the client area, access to which shall be provided by the Licensee's designated account manager.

4. Licensing Fees

- 4.1 Monthly Fee. The Licensor shall charge a monthly fee based on a percentage of Licensee's Net Gaming Revenue, in accordance with Exhibit B of this Agreement. These monthly fees shall commence on the Go-Live Date. The Licensee shall pay the monthly fees for the previous month within fifteen (15) business days from the date of invoice receipt by the Licensee.
- 4.2 If Net Gaming Revenue results in a negative amount in any Month, the Monthly Revenue Share Fee for such Month is not paid and that negative amount shall be carried over to the subsequent Month for the purposes of calculating the Monthly Revenue Share Fee of the subsequent Month.



5. Intellectual Property

- 5.1 Ownership of Intellectual Property Rights. All Intellectual Property Rights in the Licensed Software, as well as additions, corrections, improvements thereto, and in any other proprietary software provided by the Licensor to the Licensee will at all times remain the property of the Licensor. The Intellectual Property Rights in all work done by the Licensor or its contractors for the Licensee remain with the Licensor and are licensed to the Licensee hereunder together with the Licensed Software.
- 5.2 Upon termination of Agreement. The Licensee agrees with the Licensor that at any time after termination of this Agreement, the Licensee shall not knowingly disclose to any other person, firm or company, particulars of any Intellectual Property Rights of the Licensed Software or wilfully infringe any of the Intellectual Property Rights of the Licensor.
- 5.3 Any Intellectual Property Rights owned or controlled by either Party prior to the Effective Date of the Agreement or acquired by such Party independently shall, at all times, continue to be owned or controlled by said Party.

6. Confidentiality

- 6.1 The Licensee shall not disclose the Confidential Information of the Licensor to any third party without the prior written consent of the Licensor, nor shall the Licensee disclose the terms or contents of this Agreement to any third party who is not bound to maintain the confidentiality.
- 6.2 The Licensor shall not disclose the Confidential Information of the Licensee to any third party without the prior written consent of the Licensee, nor shall the Licensor disclose the terms or contents of this Agreement to any third party who is not bound to maintain the confidentiality.
- 6.3 All Confidential Information shall
- a) not be copied, disclosed, published, distributed or disseminated in any way or form by the Receiving Party without the prior written consent of the Disclosing Party;
 - b) shall be maintained in confidence and may only be disclosed to those employees of the Receiving Party or of its affiliates who have a need to know for the purposes of this Agreement; provided that prior to such disclosure, such entities or individuals shall have been apprised of the proprietary nature of the Confidential Information and shall have executed written agreements consistent with the terms hereof;
 - c) shall not be used by the Receiving Party for any purpose, except for the purposes expressly stated herein, without the prior written consent of the Disclosing Party;
 - d) be protected and kept in strict confidence by the Receiving Party, who must use the same degree of precaution and care as it uses to protect its own Confidential Information of like importance, but in no case less than reasonable care; and
 - e) shall remain the property of and be returned to the Disclosing Party (along with all copies thereof) within thirty (30) days of receipt by the Receiving Party of a written request from the Disclosing Party that sets forth the Confidential Information to be returned. Without derogating from the generality of the foregoing, neither the Receiving Party nor any of the Receiving Party's affiliates, employees or agents shall transfer to a third party or publish any information or data arising or derived from any use or processing of the Confidential



Information of the Disclosing Party without the prior review and written consent of the Disclosing Party.

- 6.4 Upon written demand from the Disclosing Party to the Receiving Party either to return the Confidential Information disclosed by, belonging to or about the Disclosing Party or to destroy such Confidential Information, the Receiving Party shall return the Confidential Information disclosed by, belonging to or about the Disclosing Party (and any copies) or to confirm to the Disclosing Party in writing that it has been destroyed.
- 6.5 This whole Section 7 constitutes an ongoing, continuous, perpetual condition of this Agreement and shall endure beyond the expiration or termination of this Agreement (howsoever caused).
- 6.6 Each Party will procure that all persons associated with it, whether as directors, employees or advisers, comply with the provisions of this clause.

7. Customer Data

- 7.1 Database. The Licensor shall maintain for the period of this Agreement a database tracking any and all of Licensee's Customers' activity related to the Licensed Software.
- 7.2 Use of Customer Information. The Licensor shall not disclose the Customer Information to any third party and shall not utilize the Customer Information in any way and for any purpose whatsoever (including statistical and analytical purposes). This clause constitutes an ongoing, continuous, perpetual condition of this Agreement and shall endure beyond the expiration or termination of this Agreement (howsoever caused).

8. Term and Termination

- 8.1 Term. This Agreement shall commence and be deemed effective on the Effective Date. This Agreement shall remain in effect for a period of one (1) year from the Effective Date (the "Initial Term") and shall be automatically renewed indefinitely for additional one-year terms (each a "Renewal Term"). Either Party may terminate this Agreement by giving the other Party thirty (30) days' notice in writing before the expiry of the Initial Term or each Renewal Term.
- 8.2 This agreement may be terminated if one of the following events occur:
 - 8.2.1 Termination for Failure to Pay Fees. The Licensor may terminate this Agreement at any time immediately upon giving a written notice if the Licensee is more than thirty (30) days in arrears in paying any monthly fees due.
 - 8.2.2 Bankruptcy. Either party may terminate this Agreement at any time immediately upon giving a written notice if the other party is subject to a petition in bankruptcy or insolvency proceedings, or ceases carrying on business for any reason for a period of one hundred and eighty (180) days or more.
 - 8.2.3 Termination for Breach. Either party may terminate this Agreement at any time upon fifteen (15)



business days' notice if the other party is in breach of this Agreement and fails to cure such breach within this notice period.

- 8.2.4 Loss of license. The Licensors may terminate this Agreement immediately upon giving a written notice if the Licensee fails to maintain the necessary licenses, permits, approvals and authorizations as required by the applicable laws in connection with its business operations and for the proper performance of its obligations arising under this Agreement.
- 8.2.5 On order of authority. The Licensors may unilaterally and without prior notice terminate this Agreement in the event that it is advised, ordered and/or guided to do so by the Curacao Gaming Authority.
- 8.3 Notwithstanding any other provision of this Agreement, either Party may terminate this Agreement for any reason (or no reason), only after the expiration of the Initial Term, upon thirty (30) days' prior written notice to the other Party.
- 8.4 Effect of Termination. Upon termination of this Agreement for whatever reason:
 - 8.4.1 The Licensee shall as soon as practicable return to the Licensors all of the Licensed Software and all Intellectual Property Rights licensed, supplied or delivered by Licensors to the Licensee pursuant to this Agreement and all copies of the whole or any part thereof, and the Parties shall promptly return to or if requested by the other destroy, any Confidential Information belonging to the other and certify in writing to such Party that its Confidential Information has been destroyed and, if requested by the Licensors, the Licensee shall, in the case of any software supplied to it under this Agreement, destroy it by erasing it irrecoverably from the magnetic media on which it is stored and certify in writing to the Licensors that it has been destroyed;
 - 8.4.2 The Licensors shall be entitled to cease providing any services to the Licensee, and to cease operating any hardware and software that is being operated for the Licensee by the Licensors under this Agreement, and delete all or any part of its Licensed Software from any place of installation thereof;
 - 8.4.3 The Licensee shall cease to use Licensed Software and all Licensors' Intellectual Property Rights, Licensors' trade secrets and technical know-how.
- 8.5 Any termination of this Agreement (howsoever occasioned) shall not affect any accrued rights or liabilities of either Party nor shall it affect the coming into force or the continuance in force of any provision hereof which is expressly intended to come into force or continue in force on or after such termination.

9. Obligations of Licensors

- 9.1 Licensed Software. The Licensors will provide to the Licensee the latest version of the Licensed Software as available for live release. Promptly following the execution of this Agreement, the Licensors shall integrate the Licensed Software and any of the selected Games into one or more of the Websites



belonging to the Licensee.

- 9.2 The Licensors shall be responsible for any bug or fault in the performance of the Licensed Software provided that they are not caused by any system changes made by the Licensee prior to receiving Licensors's approval.
- 9.3 If due to a defect, malfunction or error in Licensed Software (hereinafter referred to as "**Defect**") the Licensee is obliged to make payments to the Customers, that would not be made, unless such a Defect occurred (hereinafter referred to as "**Verifiable chargebacks**"), such financial losses shall be set off to the applicable Monthly Fee. Namely, the corresponding financial losses shall be deducted from Monthly Fee that applies to the Licensed Software in which Defect occurred until such financial losses are fully covered by the Licensors. The recalculations of the remainder shall be made on a monthly basis in accordance with Exhibit A.

10. Operation of the Licensed Software

- 10.1 Warranty. The Licensors warrants that the random number generator used by the Licensed Software for the purpose of choosing game outcomes is generated in an unbiased manner. Notwithstanding the foregoing, the Licensed Software, including, without limitation, its random number generator, may need to be certified by certain third party software testing companies, prior to being distributed legally in certain jurisdictions, and Licensors warrants that it will provide in a timely manner and at its own cost any and all required certifications.

11. Disruptions

Temporary Disruptions. The Licensee acknowledges that from time to time, as a result of hardware, equipment or telecommunication failures, including without limitation, supplier failures, or acts of God, the services provided under this Agreement may be temporarily disrupted.

- 11.1 Government Issues. The Licensors shall not be held liable for any damages of any kind which result from government legislation or policy.
- 11.2 Force Majeure. Except as otherwise specifically provided herein, neither party nor their agents shall be responsible for failure of performance of this Agreement due to causes beyond their control, including, without limitation, work stoppages, fires, civil unrest, riots, rebellions, acts of government, acts of God and similar occurrences.

12. Liability & Warranties

- 12.1 Representation of Understanding and Limitation of Liability. All parties and signatories to this Agreement represent and warrant that they have carefully read all of the terms and conditions of this Agreement, have fully reviewed its provisions with their attorneys, know and understand its contents and sign the same as their own free acts and deeds.
- 12.2 Limitation of Liability. Neither Party nor their agents, nor any of their respective members,



shareholders, directors, officers, employees, representatives or affiliates will be liable to the other Party or any third party for any special, indirect, consequential, punitive or exemplary damages, or damages for lost profits or savings, in connection with this Agreement, its performance or breach.

If any of the Parties hereto should become liable to the other or any third party (a "Claimant"), the maximum aggregate liability of such party shall be limited to the lesser of the actual amount of loss or damage suffered by Claimant or the equivalent of twelve (12) months fees paid by the Licensee to the Licensor in the period preceding the facts which gave rise to the claim.

- 12.3 Activities of Licensor. In the event of any claims or lawsuits brought by a third party, the Licensor shall indemnify, defend and hold harmless, the Licensee and its agents and all Licensee Parties (the "Indemnified Parties II") from and against all damages, losses, costs and expenses (including actual reasonable legal fees and costs), fines and liabilities incurred by or awarded against any of the Indemnified Parties II in connection with Licensor's activities under this Agreement, including gross negligence, willful misconduct, IP infringement, regulatory breaches, including, without limitation, claims brought by a person using or relying on any advice given or publication produced and distributed by the Licensor.
- 12.4 Warranty on Licensed Software. The Licensor warrants that it is sole and exclusive owner of the Licensed Software and that it is the copyright holder of the source code and software system being licensed herein and the Licensor warrants and represents that the source code and software system is free of any lien or encumbrance and from any third party rights and of any malicious code (such as any virus, worm, Trojan horse or other device or program which may destroy, contaminate, disable, erase or in some other fashion disrupt the normal operation of the casino and/or the Licensee's computer system or any part thereof); and, the Licensor further warrants and represents that the Licensor is not in violation of any other licensing agreements with any other person, party, company or corporation by entering the Agreement herein with Licensee.

13. Accounting

Records. The Licensor shall maintain records of all transactions and wagers placed in the Licensed Software. The Licensor shall provide the Licensee with real time access to said records online.

- 13.1 Information Requests. No fees are payable for regular reporting system provided to the Licensee for the purpose of calculating Net Gaming Revenue.
- 13.2 Accounting Reports. The Licensor shall provide accurate and complete real time reports pertaining to all gaming/wagering transactions of the Licensed Software as defined by the Licensor via the online reporting system in the back-end. The back-end shall be the basis of all accounting issues with respect to calculating any and all revenues and royalty payouts.
- 13.3 Use of Accounting Information. The Licensor and its agents shall have the right to use the accounting information for statistical and reporting purposes provided that specific information about the Licensee is not disclosed.



14. Notices

- 14.1 All notices or other documents under this Agreement shall be in writing and delivered personally or mailed by certified mail, postage prepaid, addressed to the Party being notified at the address first above written or sent by email to the following address:

To the Licensor

For legal/compliance matters: legal@7ringsgaming.com

For financial matters: finance@7ringsgaming.com

To the Licensee

For legal/compliance matters: dir@playfortuna.com and copy to globonet@g-force-corporate-services.com

For financial matters: cricersy@mserverone.com;

- 14.2 Any notice made or given in connection with this Agreement shall be deemed to have been given:
- a) if delivered personally, at the time of delivery;
 - b) if sent by registered mail, on the fifth (5th) business day after the date of posting;
 - c) if sent by email, at 9.00 AM according to recipient's time zone on the next business day after transmission, unless the recipient can provide credible information to explain why delivery to the email address failed or was not possible within twenty-four (24) hours of sending.
- 14.3 This Section 16 constitutes an ongoing, continuous, perpetual condition of this Agreement and shall endure beyond the expiration or termination of this Agreement (howsoever caused).

15. The Regulation of this Agreement

- 15.1 Entire Agreement. This Agreement supersedes all prior agreements, arrangements and undertakings between the Parties and constitutes the entire agreement between the Parties relating to the subject matter hereof. No statements or representations made by either Party have been relied upon by the other in agreeing to enter into this Agreement. No addition to or modification of or waiver of, any provision of this Agreement, and no consensual cancellation of this Agreement, shall be binding upon the Parties unless made by a written instrument signed by a duly authorised representative of each of the Parties.
- 15.2 Counterparts. This Agreement may be executed in multiple copies, each of which shall be deemed an original but all of which together shall constitute one and the same instrument. When all of the Parties and signatories have executed any copy hereof, such execution shall constitute the execution of this Agreement, whereupon it shall be effective. Execution and delivery of this Agreement by exchange of .PDF format scanned copies or by electronic signature bearing the signatures of the Parties will constitute a valid and binding execution and delivery of this Agreement by the Parties.
- 15.3 Non-waiver. The failure of any Party to insist upon the performance of any term or condition in this Agreement, or the failure of any Party to exercise any right or remedy under the terms of this Agreement on any one or more occasions shall not constitute a waiver of that or any other term, condition, right or remedy on that or any subsequent occasion, unless otherwise expressly provided for herein.



- 15.4 Headings. Headings in this Agreement are for convenience only and shall not be used to interpret or construe its provisions.
- 15.5 Binding Effect. The provisions of this Agreement shall be binding upon and inure to the benefit of each of the Parties and their respective successors and assignees. Nothing expressed or implied in this Agreement is intended, or shall be construed, to confer upon or give any person, partnership, or corporation, other than the parties, their successors and assignees, any benefits, or rights under or by reason of this Agreement.
- 15.6 The Parties hereto represent and warrant that they possess the full and complete authority to covenant and agree as provided in this Agreement and, if applicable, to release other parties and signatories as provided herein.
- 15.7 If any Party hereto is a corporation, the signatory for any such corporation represents and warrants that they possess the authority and have been authorized by the corporation to enter into this Agreement.
- 15.8 Severability. If any provision of this Agreement is held by a court of competent jurisdiction to be unenforceable under applicable law, then such provision shall be excluded from this Agreement and the remainder of this Agreement shall be interpreted as if such provision were so excluded and shall be enforceable in accordance with its terms; provided, however, that in such event this Agreement shall be interpreted so as to give effect, to the greatest extent consistent with and permitted by applicable law, to the meaning and intention of the excluded provision as determined by such court of competent jurisdiction.
- 15.9 Exhibits Incorporated by Reference. All exhibits referred to herein are incorporated by reference and are so incorporated for all purposes.
- 15.10 Assignment of this Agreement. Neither Party may assign, transfer, create a charge over or otherwise dispose of any of its rights, transfer or otherwise dispose of any of its obligations under this Agreement without the prior written consent of the other Party.
16. Governing Law and Exclusive Jurisdiction
- 16.1 This Agreement shall be governed by and construed in accordance with Curacao law. The Parties hereto irrevocably agree that the courts of Curacao shall have exclusive jurisdiction to settle any dispute or claim that arises out of or in connection with this Agreement or its subject matter or formation (including non-contractual disputes or claims). The Parties hereto irrevocably waive any claim that any proceedings in the Curacao courts under this Section 18 have been brought in an inappropriate forum and irrevocably agree not to raise any objection on forum non conveniens grounds to the commencement of such proceedings. Notwithstanding the foregoing, in the event a claim will be brought by a third party against the Licensee or Licensor in connection with this Agreement, the Licensee may in its absolute discretion commence proceedings in the courts of any other country which may have jurisdiction. This clause constitutes an ongoing, continuous, perpetual condition of this Agreement and shall endure beyond the expiration or termination of this Agreement (howsoever caused).



17. Miscellaneous

- 17.1 No Employment Contract. Except as specifically provided herein, nothing contained in the Agreement shall be construed to constitute either Party as a partner, joint-venture, employee, or agent of the other, nor shall either Party have any authority to bind the other in any respect, it being intended that each shall remain an independent contractor solely responsible for its own actions.

<<EXECUTION PAGE TO FOLLOW>>



EXECUTION PAGE

IN WITNESS WHEREOF, the Parties have executed this Agreement as of the Effective Date.

The Licensor: **7RINGS GAMING LIMITED**

By: Director Andrii Tsyganov

By: Director Karina Mishurenko

Date: 25.03.2025

The Licensee: **Globonet B.V**

By: By: **Gouloud Mercedes Hammoud, on behalf of Global Related Services B.V.,**
Managing Director

Date: 26.03.2025

Exhibit A – Payment Terms

No initial fee will be applicable for the setup.

The Monthly Fee Schedule shall be calculated based on Net Gaming Revenue (NGR) for RNG Casino games and is payable to 7Rings Gaming in EUR via wire transfer.

All royalty percentages below shall be calculated as follows:

Bets – Winnings – Bonuses (capped at 10% of Bets-Winnings) = Net Gaming Revenue.

A flat 7% royalty rate shall apply to the Net Gaming Revenue

Transfer of Negative Results:

- Any negative monthly Net Gaming Revenue (loss) shall be carried forward and distributed over six (6) months, with a maximum deduction of 50% per month from the subsequent positive results.

Exhibit B – Monthly Fee Schedule

The Monthly Fee Schedule shall be calculated as follows:

A flat 7% royalty rate shall be applied to the Net Gaming Revenue, with payments made in EUR via wire transfer. For the avoidance of doubt:

- There are no tiered pricing structures; the 7% royalty rate applies to all NGR amounts.
- Negative results shall be transferred for over six (6) months, with no more than 50% of the loss deducted per month from positive results.



Exhibit D - List of prohibited jurisdictions

1. Jurisdictions where Licensees must not allow participation in Games

Country	Game
USA, United Kingdom and any jurisdiction which has been specifically prohibited by law. There are no additional restrictions from the Licensor.	Every game
and with except markets you are not allowed to operate with.	

Exhibit E:

SERVICE LEVEL AGREEMENT (SLA)

The Licensor shall provide such support and maintenance services as may be requested by the Licensee in accordance to the following service levels herein stipulated.

1. Introduction

This SLA provides an outline of key elements and expected service levels in relation to the Licensor's provision of the services to the Licensee.

2. Definitions

All references to times of day in this SLA are in GMT (Greenwich Mean Time) and use the 24hour clock.

The following terms and abbreviations shall have the meanings as defined below. Any other terms shall have the meaning as defined in the agreement:

"Available": The system is accessible in the form that it is intended to be used by Licensee.

"Availability": Where the services are available or are only not available by prior agreement or notification. (such as a scheduled maintenance).

"Customer Services": The Licensor's customer services/technical support/other contact team.

"Reported Fault": A fault/problem (or linked set of faults/problems) in connection with the Licensor's provision of services to the Licensee which has been reported to the Licensor by the Licensee in accordance with the relevant paragraph of this SLA.

"Routine Maintenance": Maintenance, replacement or upgrading of the System on an agreed scheduled basis.

"Services": The provision of the system in accordance with the Agreement.

"Service Level Exclusions": Where accessibility is not possible due to loss of Internet connection by the Licensee. Any routine maintenance which the Licensor has notified the Licensee of at least one (1) day in advance.

"Technical Support": The Licensor's technical support department which will handle and resolve reported faults.

"Working Hours": The Licensee expects support to be 24 hours / day.

3. Monitoring the Services

The Licensor shall take all steps necessary to ensure that all services provided to the Licensee are monitored. If the Licensor becomes aware of any technical issues that are likely to cause the Licensee loss of service and/or damage, then the Licensor shall alert the Licensee as soon as possible, and aim to resolve such problems in accordance with the agreed SLA.



The service details stated in this SLA relate to the data network provided by the Licensor only. Faults concerning data transmission in the Licensee's area of responsibility are not regarded as faults under this SLA.

4. Service Level Performance and Compensation Mechanism

The Licensor shall ensure that all of their technical support staff are fully qualified and experienced in all the software included in the scope of the agreement.

5. Fault Reporting

The Licensee acknowledges that it must report to customer services all faults/problems it becomes aware of in connection with the services in accordance with this paragraph. As part of each such report the Licensee will:

- clearly identify the caller/originator of the request for assistance as the Licensee at the start of any communication; to provide a comprehensive description of the fault/problem in question and the environment in which the fault/problem is occurring; to wherever possible provide assistance to the Licensor in recreating the reported fault/problem; and
- wherever possible, provide full details of any system changes or other matter(s) of which it is aware that may have affected the Licensor's provision of the services.

Customer services will immediately escalate each reported fault to a member of technical support for attention.

The Licensee will be able to request an update at any time on the Licensor's progress in dealing with any reported fault by contacting customer services (within reason).

Customer services will retain responsibility for contact with the Licensee during the resolution process for each reported fault and will keep the Licensee regularly informed of the progress in such resolution.

The Licensee acknowledges that, if it independently implements any system change which directly or indirectly results in technical support being expected to resolve a reported fault and of which it has not given at least five (5) business days' prior written notification to the Licensor, this may impact on technical support's ability to resolve the reported fault.

The Licensee shall maintain a record of all reported faults that will include details of:

1. *Date and time of the first reported fault;*
2. *Name of the Licensee's representative reporting the fault;*
3. *Description of the reported fault;*
4. *Item of software affected;*
5. *Date and time of final rectification.*

6. Categories for reported faults and the resolution procedure for reported faults

Technical support shall deal with reported faults upon receipt by them of customer services. Technical Support will categorize reported faults as follows:

7. Classification of Reported Faults

The Licensor shall at all times and at any case respond to and resolve faults as quickly as possible to minimize the impact on the Licensee's business.



Priority 1

- Contact: Via account manager or other dedicated resource.
- Resolution time: 2 hours
- Updates: Every hour

Priority 2

- Contact: Via customer service or equivalent service.
- Resolution time: 24 hours
- Update: Every 4 hours

Priority 3

- Contact: Via customer service or equivalent service.
- Resolution time: 48 hours
- Update: Daily

8. Escalation

Reported faults shall be escalated to the account manager or other dedicated resource in the event that the SLA is breached, or the service provided is unsatisfactory.

9. Version Management, Configuration & Implementation

The Licensor shall ensure that the Services are kept up to date and function in accordance with best practice in the industry.

The Licensor will remedy any defects with the Services identified during any acceptance testing within the timescales set out in a project plan or as otherwise agreed with the Licensee.

The Licensor shall maintain a record of all the incidents reported by the Licensee.

As part of Licensor's obligation to maintain and keep the services up to date, it will provide the Licensee with full details of any new versions or updates of Licensor's services that become available. The Licensor shall provide the Licensee with any new versions or updates when requested to do so by the Licensee all new versions and/or updates of the services will have been fully tested and will be subject to the acceptance test procedures agreed between both parties. If the acceptance tests are unsuccessful, the Licensor will provide a further release of the new version or update which shall be subject to the same acceptance test procedures.

10. Contact Details

Licensor Contact Methods

Account Manager: Contact information of the designated account manager shall be notified to the Licensee subsequently.

Customer service: techsupport@7ringsgaming.com

Emergency Contact: andrew@7ringsgaming.com

Licensee contact methods

Incident Manager: techsup@mserverone.com , bogdan.lev@playfortuna.com

The Licensor: **7RINGS GAMING LIMITED**





By: Director Andrii Tsyganov



By: Director Karina Mishurenko

Date: 25.03.2025

The Licensee: **Globonet B.V.**



By: By: **Gouloud Mercedes Hammoud, on behalf of Global Related Services B.V.,**
Managing Director

Date: 26.03.2025