

Dated

26 September 2019

(1) One Tusked Interactive Studio N.V.

- and -

(2) Globonet B.V.

**AGREEMENT FOR THE SUPPLY OF GAMING
SOFTWARE**

THIS AGREEMENT FOR THE SUPPLY OF GAMING SOFTWARE is made on 26/09/2019

BETWEEN:

1. One Tusked Interactive Studio N.V., a company incorporated in Curaçao under company number 145611 with its principal place of business at Heelsumstraat 51, E-Commerce Park, Curaçao ("Supplier"), and
2. **Glebonet B.V.**, a company incorporated in Curacao under company number **146296** with its principal place of business at Kaya Richard J. Beaujon Z/N ("Licensee")
(hereinafter referred to individually as a "Party" or collectively as the "Parties")

RECITALS:

1. Licensee is an online gaming operator, holding valid online gaming licenses from the appropriate regulatory authorities to operate online gaming websites.
2. Supplier has developed or has procured the right to supply a number of Games and support software which Licensee wishes to use on its gaming websites.

IT IS AGREED as follows:

Definitions and Interpretation

- 1.1 In this Agreement, the following words and phrases shall (unless the context otherwise requires) have the meanings set out beside them:

"**Affiliate**" means, any person or entity directly or indirectly controlling, controlled by, or under common control with a party. For the purpose of this definition, "control" (including, with correlative meanings, the terms "controlling", "controlled by" and "under common control with") means the power to manage or direct the affairs of the person or entity in question, whether by ownership of voting securities, by contract or otherwise.

"**Applicable Legislation**" means all applicable laws and all directives, requirements and guidelines and requirements of the Regulators (as may be amended from time to time) relating to the provision of the Software.

"**Bets**" means the total amount of all bets made by Players in playing the Games

"**Business Activity**" means the purpose for which the Software is being licensed, i.e. for using on Licensee's own gaming websites.

"**Business Day**" means a day which is not a Saturday or a Sunday, nor a bank or public holiday in Curaçao.

"**Commencement Date**" means the date of this Agreement unless otherwise specified in Appendix 1.

"**Fees**" mean any fees due to Supplier under this Agreement defined in Appendix 2.

"**Games**" or "**Supplier's Games**" means the games listed in Appendix 1.

"**Gaming Taxes**" means the total amount of all betting duties, taxes, levies, regulatory fees or similar mandatory payments levied or charged on and determined by reference to the Gross Gaming Revenue or other metric, or otherwise imposed on the parties directly in connection with the Players' online gaming activity through the Websites, but excluding the fees for obtaining and/or renewing any regulatory licenses or approvals for either party required under Applicable Legislation.

"**Gross Gaming Revenue**" or "**GGR**" means Bets less Winnings.

"**Initial Term**" means the fixed initial period specified in Appendix 1.



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"Intellectual Property Rights" means pending or granted patents, trademarks, service marks, trade names, registered and unregistered designs, trade or business names, copyright, database rights and any applications for any of the aforesaid whether registered or not and which may subsist in any part of the world.

"Launch Date" means the date on which the Games are to be made available to the Players, as specified in Appendix 1.

"Net Monthly Revenue" means for any given calendar month the revenue generated by the Games represented by the difference between the Players' total bets, less Players' Winnings less bonuses capped at fifteen percent (15%) of the revenue for the relevant month minus Gaming Taxes / VAT where applicable.

"Player" means any player which the Licensee allows to play the Games.

"Project Plan" means the plan to be agreed between the Parties outlining the timeframes, deliverables and allocation of responsibilities.

"Random Number Generator" means the software (or hardware if applicable) that decides the outcomes on the 'Games'.

"Regulator" means:

- (1) each of the regulators claiming jurisdiction over the operation of the Website;
- (
- (2) any other gambling regulator or relevant governmental or local authority or other body exercising powers pursuant to any decree or law which governs the operations of Licensee and its Affiliates.

"Services" means the services provided by Supplier (and its Affiliates as the case may be) to Licensee as set out in Appendix 1 (or otherwise appended to this Agreement).

"Software" means the software and any audio-visual material used by the Games and the application known as the Remote Gaming Server.

"Supplier's Games" means, games listed in Appendix 1.

"Supplier's Revenue Share" means the share of Gross Gaming Revenue and income derived from Licensee, which Supplier is entitled to receive from Licensee, as calculated in accordance with Appendix 2.

"Term" means the period set out in Clause 9.1 below.

"Territory" means the permitted countries or territory specified in Appendix 3.

"Updates" means revised versions of the Software containing bug fixes, minor enhancements or improvements but not new features or functionalities.

"Upgrades" means new versions of the Software which contain major new features or functionalities.

"Website" means all the websites of Licensee on which the Games are to be made available.

"Winnings" means the total amount of all winnings of Players registered with Licensee in playing the Games (excluding any payment of jackpot winnings).

1.2 In this Agreement (except where the context otherwise requires):

- 1.2.1 words denoting the singular include the plural and vice versa;
- 1.2.2 words denoting any gender include all other genders;
- 1.2.3 any reference to "persons" includes individuals, bodies corporate, companies, partnerships, unincorporated associations, firms, trusts and all other legal entities;



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- 1.2.4 any reference to a party is to a party to this Agreement; and
- 1.2.5 the word "including" shall be deemed to mean "including without limitation".
- 1.3 Any reference to a statute, statutory provision or subordinate legislation shall be construed as referring to that statute, statutory provision or subordinate legislation as amended, modified, consolidated, re-enacted or replaced and in force from time to time, whether before or after the date of this Agreement.
- 1.4 The schedules (if any) and any appendices to this Agreement shall form an integral part of this Agreement.
- 1.5 Any reference to a section, sub-section, paragraph or schedule is to the relevant section, sub-section, paragraph or schedule of this Agreement, unless stated otherwise.
- 1.6 Section headings are for convenience only and shall not affect the interpretation of this Agreement.
- 1.7 Where there is a reference to an Affiliate then Licensee and Supplier as the case may be shall ensure that their Affiliates comply with the obligations imposed on them under this Agreement. Licensee shall remain jointly and severally liable with its Affiliates for the acts and omissions of those Affiliates under or in relation to this Agreement together with any failure by Licensee's Affiliate to comply with its instructions in satisfaction of an obligation imposed under this Agreement.

2. PROVISION OF THE GAMES AND SERVICES

- 2.1 Supplier hereby agrees to provide the Software (including the Games) to Licensee for the Business Activity and Licensee agrees to pay the Fees to Supplier.
- 2.2 The Games shall be provided by Supplier in accordance with:
- 2.2.1 as agreed in writing by the parties; and
- 2.2.2 the agreed functional specifications and capabilities.
- 2.3 Supplier hereby grants to Licensee a limited, non-transferrable, sub-licensable, right for the Term to use the Software in accordance with its Business Activity in accordance with the terms of this Agreement.
- 2.4 Where the parties have specified this in Appendix 1 then Licensee shall be permitted to make the Games available to third party gaming operators and accordingly Supplier grants to Licensee a right to grant a non-transferable, limited right to those third party gaming operators to use the Software. In such a case, the Parties shall execute a separate addendum which will provide the specific terms of such arrangement.
- 2.5 Supplier shall promptly and without undue delay provide such information and assistance as Licensee reasonably requires in order to integrate the Software with Website and other systems but it shall be Licensee's responsibility to install and integrate the Software on Website and with its systems.
- 2.6 Supplier agrees to provide the Services as specified in Appendix 1 for which Licensee shall pay the Service Fees as specified in Appendix 2.
- 2.7 If a Game has to be changed or withdrawn (either as a whole or in part) in order to comply with changes to the Applicable Legislation, then Supplier shall be entitled to change those Games or to withdraw them on giving 30 days' notice thereof to Licensee (or such earlier notice as is required by a Regulator).
- 2.8 Supplier warrants that after the Launch Date the Software will comply in all material respects with the agreed specifications. Notwithstanding the foregoing, the obligations and liabilities of Supplier in this Agreement are exempt from, in so far as it is permitted to do so by law, all implied guarantees and warranties including without limitation any warranty of satisfactory quality or fitness for a particular purpose whether or not any specific purpose has been notified to Supplier by Licensee.



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- 2.9 Supplier warrants that (i) at the date of delivery the Software and the media upon which it is supplied is free from all viruses known generally; and (ii) it will use reasonable efforts to avoid that the Software contain any Trojan horse, worm, logic bomb, time bomb, backdoor, trap door, key or other similar or harmful components which have the potential to impair or prevent the operation of the Software. If any such Trojan horse, worm, logic bomb, time bomb, backdoor, trap door, key or other similar or harmful component is contained despite Supplier's efforts, Supplier warrants to use reasonable efforts to correct this in the Software.
- 2.10 It shall be Licensee's responsibility to ensure that the use of the Software is within an environment which provides appropriate technical and operational safeguards and security against unauthorised use and access and that data will not be disclosed to unauthorised parties. To this effect, the Licensee shall also adhere to the security measures as described in Appendix 5 to the Agreement.
- 2.11 It shall be Licensee's responsibility to use games from Supplier in campaigns, promotions and/or marketing activities on all sites and or/brands that Licensee have rights of legal access. Desktop and Mobile games from Supplier shall be the preferred games in promotions and or/marketing activities. Licensee shall use its best efforts to prominently display, promote market and publicise the Supplier's games via several methods including but not limited to:
- Unique mark on game links stating "Supplier Slots" or similar distinguishing mark
 - Prominent Homepage banners and advertisements
 - Placing Supplier games prominently within the Licensee sites' Navigation and game lobbies
 - Cash Bonuses
 - Licensee Internet and Social Media Promotions
 - Affiliate Programmes
 - Newsletter Promotions

3. DIVISION OF OPERATIONAL RESPONSIBILITIES BETWEEN THE PARTIES

- 3.1 The parties shall be responsible for complying with the regulatory responsibilities specified in Appendix 4.
- 3.2 Unless otherwise specified in Appendix 3 and Appendix 4, Licensee shall be responsible for ensuring that the Games are used:
- 3.2.1 only in the Territories excluding those outlined in Appendix 3; and
- 3.2.2 in accordance with Applicable Legislation and the directions of any Regulators.
- 3.3 Without derogation from the generality of the foregoing, Licensee shall be responsible for paying the Gaming Tax to the relevant authorities over its own operations.

4. PAYMENT OF REVENUE SHARES

- 4.1 By the 5th Business Day of each calendar month Licensee shall provide Supplier with a report detailing the amount of Gross Gaming Revenue, Supplier's Revenue Share and Licensee's Revenue Share; together with details of any deductions and such information in support thereof as Supplier may reasonable require (the "Report"). The report will be based upon the fees defined in Appendix 2.
- 4.2 Supplier shall promptly provide Licensee with an invoice for the amount of Supplier's Revenue Share stated in each Report, which Licensee shall pay all undisputed amounts within fourteen (14) business days of receipt of that invoice.



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- 4.3 All amounts due to Supplier shall be paid in EUROS into an account designated by Supplier for those purposes. Each party shall bear its own bank charges in respect of those payments.

5. REGULATORY COMPLIANCE

- 5.1 Licensee confirms that it holds and shall ensure that its Affiliates which are required under this Agreement to also hold (and, to the extent applicable, shall continue to hold throughout the Term) all required licences and consents from the Regulator for its Website and the use of the Games by it and ultimately the Players.

6. INTELLECTUAL PROPERTY, PLATFORM RIGHTS AND TRADEMARK LICENSES

- 6.1 Supplier warrants that it owns or has the right to grant the rights granted herein to Licensee for the use of the Software as provided for in this Agreement.
- 6.2 Licensee may not, and may not authorise any third party to:
- 6.2.1 decode, reverse engineer, disassemble, decompile or otherwise attempt to derive the source code of the Software save to the extent permitted by law;
 - 6.2.2 remove any copyright, proprietary or similar notices from the Software or Games (or any copies thereof); or
 - 6.2.3 use or copy the Software and Games for the benefit of or on behalf of any third party other than (and the licence granted in clause 6.1 shall be deemed extended so as to give effect to the following) by:
 - 6.2.3.1 the Players in using the Website;
 - 6.2.3.2 Licensee's Affiliates in using and/or accessing the Software in support of Licensee;
 - 6.2.3.3 any third parties providing general IT support services to Licensee; and
 - 6.2.3.4 any third parties hosting the Website or any part of it or any other computer systems or facilities of Licensee.

7. INTELLECTUAL PROPERTY RIGHT INDEMNITY

- 7.1 Supplier shall defend, indemnify, defend and hold harmless Licensee from and against any claims that the Software infringes the Intellectual Property Rights of a third party.
- 7.2 Should Licensee become the subject of a claim for infringement of any Intellectual Property Right of any third party which is the responsibility of Supplier, then Supplier shall, at its own discretion but on the basis of reasonable commercial considerations, select one of the following remedies:
- 7.2.1 procure for Licensee, at no cost to it, the right to continue to use the Software which is the subject of the claim (the "Infringing Products"), on terms reasonably similar to the terms set out in this Agreement; or
 - 7.2.2 replace or modify the Infringing Products in a manner which makes their use non-infringing provided that the provision of the System is not adversely and materially affected thereby.
- 7.3 If the measures set forth in Clause 7.2 do not result in the withdrawal or revocation of the third party's claim, Supplier will defend such claim at its own cost and expense, and shall hold harmless and indemnify Licensee party against all awards, damages, costs and expenses incurred by it or awarded against it in connection with such claim, including reasonable legal fees but clause 11.2.2 shall apply.



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8. CONFIDENTIALITY

- 8.1** Each party shall keep confidential and shall not disclose to any third party any and all proprietary information or confidential information disclosed to it by the other party prior to, on or after the Commencement Date, or relating to the business, processes, practices, products, customers, accounts, finance or contractual arrangements or trade secrets of the other party and any information concerning the Software and the Games or the substance of any report, recommendations, advice, test disclosed in relation thereto ("Confidential Information"), and shall use such Confidential Information solely for the performance of its obligations under this Agreement.
- 8.2** The obligations in this Clause 8 shall not apply to Confidential Information which the receiving party is able to show, through clear and convincing evidence:
- 8.2.1** was already known to the receiving party prior to disclosure of Confidential Information to it;
 - 8.2.2** was in the public domain or which becomes part of the public domain through no fault of the receiving party;
 - 8.2.3** is required to be disclosed by Applicable Legislation; or
 - 8.2.4** is required to be disclosed in any legal proceedings at the order of a competent court or for the purpose of mounting a defence against a claim that had been filed against the receiving party, subject to the receiving party taking all reasonable actions to have the Confidential Information classified as privileged.
- 8.3** Either party may disclose Confidential Information that has been approved in advance in writing by the other party for disclosure.
- 8.4** No press release in respect of the execution of this Agreement or any matters arising under it may be released by either party during the Term without the express written approval of the other party.
- 8.5** Either party may disclose the Confidential Information to its Affiliates and its professional advisors provided that the recipients agree to be bound by duty of confidentiality to the disclosing party on equivalent terms to this clause 8.

9. TERM & TERMINATION

- 9.1** This Agreement shall commence on the Commencement Date and shall continue till the end of the Initial Term, thereafter it shall continue until terminated in accordance with Clause 9.2 (the "Term").
- 9.2** Either party has the right to terminate this Agreement if any of the following occurs:
- 9.2.1** by giving at least thirty (30) business days' written notice to the other party after the Initial Term (which may not take effect before the end of the Initial Term);
 - 9.2.2** with immediate effect by giving written notice to the other party if the other party:
 - 9.2.2.1** passes a resolution for winding up (other than for the purpose of a solvent amalgamation or corporate reorganisation);
 - 9.2.2.2** has a court issue an order for its winding up;
 - 9.2.2.3** is declared insolvent;
 - 9.2.2.4** makes a general assignment for the benefit of its creditors;
 - 9.2.2.5** commences, or has commenced against it, proceedings under any bankruptcy, insolvency or debtor's relief law, which proceedings are not dismissed within sixty (60) business days;
 - 9.2.2.6** has a liquidator, receiver, administrator, special manager, trustee or similar officer appointed over it or over a majority of its assets;



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- 9.2.2.7 ceases to carry on (or threaten to cease carrying on) its business; or
 - 9.2.2.8 suffers an analogous event to any of the above; or
 - 9.2.3 the other party has breached any of its material obligations under this Agreement and, where the breach is capable of remedy, has failed to cure that breach within thirty (30) business days after receiving written notice to do so.
 - 9.3 Upon expiration or effective termination of the Agreement:
 - 9.3.1 Licensee shall immediately cease using the Software and shall remove the Games from its Website and shall ensure that its Affiliates do likewise;
 - 9.3.2 each party shall immediately cease using any Confidential Information of the other and shall return all such Confidential Information and all copies thereof to the other party or, upon the other party's written request, destroy such Confidential Information and provide the other party with a written confirmation of such destruction and shall ensure that its Affiliates do likewise;
 - 9.3.3 each party shall immediately cease using the Intellectual Property and other materials owned or licensed by the other party and shall ensure that its Affiliates do likewise; and
 - 9.3.4 each party shall immediately return to the other any and all of such other party's materials to which such other has a proprietary right and that are in its possession and/or in the possession of its agents, service providers and employees.
 - 9.4 This Agreement shall be automatically renewed for succeeding terms of twelve (12) months, unless either party gives a written notice to the other at least thirty (30) business days prior to the expiration of any subsequent term.
 - 9.5 Any section of this Agreement which by its nature or its specific language is intended to survive the termination or expiration of this Agreement will accordingly survive such termination or expiration.
- 10. FORCE MAJEURE**
- 10.1 If either party is prevented or delayed in the performance of any of its obligations under this Agreement by Force Majeure, that party shall:
 - 10.1.1 promptly serve notice in writing on the other party specifying the nature and extent of the circumstances giving rise to Force Majeure and the measures it is taking to remedy or mitigate the effects;
 - 10.1.2 use all reasonable endeavours without being obliged to incur any expenditure to mitigate the effects of Force Majeure or bring the Force Majeure event to a close, or to find a solution by which the Agreement may be performed despite the continuation of the Force Majeure event;
 - 10.1.3 have no liability (subject to service of notice pursuant to this Clause 10.1) in respect of the performance of such of its obligations as are prevented by the Force Majeure events during the continuation of such events, and
 - 10.1.4 upon cessation of the Force Majeure event, use its reasonable endeavours to recommence its affected operations in order for it to perform its obligations.
 - 10.2 If any suspension or delay as a result of Force Majeure continues for a period of ninety (90) business days, then the party who had not declared Force Majeure shall be entitled by written notice to the other to terminate this Agreement immediately.
 - 10.3 For the purposes of this Agreement "Force Majeure" means any cause beyond the reasonable control of the parties including, without limitation, act of God, war, insurrection, riot, civil disturbance, acts or attempted acts of terrorism, fire, explosion, flood, storm, public power shortages, malfunctions or failures in public telecommunication or IT services or breakdown of other public infrastructures.



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11. LIMITATION OF LIABILITY

- 11.1 Nothing herein shall limit either party's liability for death, personal injury, fraud or fraudulent misrepresentation.
- 11.2 Subject to clause 11.1:
 - 11.2.1 to the fullest extent permitted by law, the total aggregate liability of each party under this Agreement for damages will not exceed the lesser of €100,000 (one hundred thousand euros) or twice the Fees paid to Supplier in the preceding twelve month period (or as adjusted to reflect a 12 month period if less than 12 months); and
 - 11.2.2 neither party shall be liable for any special, indirect or consequential loss, loss of data, or loss of profits or revenue and anticipated savings.

12. GENERAL

- 12.1 Entire Agreement and Precedence. This Agreement together with the schedules attached hereto is the complete and entire agreement between Supplier and Licensee regarding the subject matter of this Agreement, and supersedes all prior agreements, oral or written, and all other communications between the parties relating to the subject matter of this Agreement, and each party hereto acknowledges that in entering into this Agreement it has not relied upon any representation, warranty or covenant of the other party, whether written, oral, express or implied, which have been expressly provided in this Agreement.
- 12.2 Assignment. Neither party may assign this Agreement without the other party's prior written consent. Notwithstanding the foregoing, both Supplier and Licensee shall be entitled to assign this Agreement to their respective Affiliates, provided that the assignor provides thirty (30) business days prior written notice of such assignment and the assignee undertakes in writing towards the other party to assume and comply with all provisions of this Agreement.
- 12.3 Amendment. This Agreement may only be amended by an instrument in writing signed by duly authorized representatives of each of the parties hereto.
- 12.4 Severability. If any term, covenant, condition or provision, or part thereof, is held to be invalid, void or unenforceable, the court making such determination shall have the power to modify such term, covenant, condition or provision, and/or modify or delete specific words and phrases so as to best give effect to the intent of the parties under this Agreement, and enforce such term, covenant, condition or provision in its modified form.
- 12.5 Waiver. No waiver, forbearance, indulgence or consent by either party of this Agreement to deviate from the provisions of this Agreement will operate as a waiver of any subsequent right and no analogy will be made from any such waiver, forbearance, indulgence or consent to any subsequent event.
- 12.6 Notices. Any notice required to be given under this Agreement will be delivered by the notifying party to the address of the other party set forth above (in the Preamble) and must be in writing and will be deemed to have been duly given when personally hand-delivered or 2 Business Day after deposit with a nationally recognized overnight delivery service (receipt requested, overnight delivery specified). Any party who wishes to change the address set forth below (or the then-current address) will provide the other party a written notice to that effect to such other party's then-current address, and such change will take effect after ten (10) days.
- 12.7 Governing Law Dispute Resolution. This Agreement shall be governed and construed in accordance with laws of Curaçao and the Courts of Law in Curaçao shall have jurisdiction. The parties hereby agree to make every effort to resolve amicably by direct informal negotiation any dispute, controversy or claim arising out of or in relation to this Agreement, or the breach, termination or invalidity thereof (a "Dispute"). In order to facilitate such amicable resolution, the parties' CEO's, or other senior representatives, shall inquire and inspect all issues concerning the Dispute in an attempt to negotiate an appropriate



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resolution within thirty (30) business days of it arising failing which either party may commence formal proceedings. Notwithstanding the above, it is hereby agreed that nothing stated herein shall prevent either party from initiating legal proceeding in any court of competent jurisdiction when seeking a protective order or immediate injunctive relief if required in order to effectively enforce the rights of the said party hereunder.

- 12.8 **Counterparts.** This Agreement may be executed in counterparts and by facsimile / or via PDF-scanned files transmitted via email, each of which will be deemed an original, and all of which together will constitute one and the same agreement.

IN WITNESS WHEREOF the parties have executed this Agreement on the date first written above.

Signed for and on
behalf of the Licensor

One Tusked
Interactive Studio
N.V. by

M. Ishihara

(signature)

Marahito Ishihara

(name)

26/9/2019

(date)

Signed for and on
behalf of the Licensee

Globonet B.V. by

(signature)

Global Related Services B.V.
Gould Hammoud - Director

(name)

September 19th, 2019

(date)



APPENDIX 1

COMMERCIAL DETAILS

1. **Commencement Date:** The Date that the agreement was executed by both parties. For the avoidance of doubt if the agreement was signed on different dates, the Commencement date is the later of the two dates.
2. **Launch Date:** Supplier and Licensee agree to work together in good faith to integrate and launch the games as quickly as possible.
3. **Initial Term:** [2] Years
playfortuna.com
bool.com

THE SERVICES

1. Supplier shall provide the following services:
 - 1.1. **Client/Server Software.** Supplier will provide to Licensee the latest version of the Internet Casino server software as available for live release. Supplier shall integrate the Casino software and/or any of the selected games into one or more of the platforms and/or Websites as instructed by Licensee.
 - 1.2. Supplier shall make all reasonable efforts to repair and correct any problems arising under Supplier's areas of responsibility that may arise from time to time which would cause Supplier to be unable to perform its obligations under this Agreement.
 - 1.3. **Upgrades.** New version system upgrades and new games released under new versions will be made available to Licensee for free under this Agreement.
 - 1.4. **Error Correction.** All error corrections and enhancements to the Software after the execution date of this Agreement shall be offered for non-exclusive and non-transferable license to Licensee at no cost for the period of the Agreement.
 - 1.5. **Customer Support.** Supplier shall supply technical support seven (7) business days a week for Licensee casino customers for no additional charge. Supplier shall not be responsible for the provision of player customer support. Technical support shall be in the English language only.
 - 1.6. **The Games.** Supplier and Licensee shall determine the odds and betting limits for the Casino Software and the Games jointly.



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GAMES

She Ninja Suzu
PPAP
Sushicade
Wild Sumo
Dragon Hunter
Pachinko Fireworks
CrypBattle
CrypCrusade
Great Beauties of China
Journey to the Gold
Ukiyo-E
Onmyoji
Samurai Girl
Sumi-E
Kokeshi
Moe Moe Cuisine ver. China
Neo Tokyo
Ping Pong King
Shiba-Inu
Japanese Mask
Cai Shen Four
Twinkle Star

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Piggy Bank Millionaire
Pacquiao One Punch KO
Change Face
End of Edo
Safe Cracker
Beat Box
Chinese Emperor

* Please note that CrypBattle and CrypCrusade can only be used in Regulated Markets.

NOTE: In the case of any new titles, such shall be added through an annexed Schedule to this contract. C9Q will be added after integration.



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APPENDIX 2**FEES****1. GAMING REVENUES FOR EUROPEAN AND CANADIAN MARKETS**

GAME NAME	PERCENTAGE	INTELLECTUAL PROPERTY ROYALTIES PERCENTAGE
She Ninja Suzu	8%	N/A
PPAP	8%	2%
Sushicade	8%	N/A
Wild Sumo	8%	N/A
Dragon Hunter	8%	N/A
Pachinko Fireworks	8%	N/A
CrypBattle	8%	N/A
CrypCrusade	8%	N/A
Great Beauties of China	8%	N/A
Journey to the Gold	8%	N/A
Ukiyo-E	8%	N/A
Onmyoji	8%	N/A
Samurai girl	8%	2%
Sumi-E	8%	N/A
Kekeshi	8%	N/A
Moe Moe Cuisine ver.China	8%	N/A
Neo Tokyo	8%	N/A
Ping Pong King	8%	N/A
Shiba Inu	8%	N/A



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Japanese Mask	8%	N/A
Cal Shen Four	8%	N/A
Twinkle Star	8%	N/A
Piggy Bank Millionaire	8%	N/A
Pacquiao One Punch KO	8%	2%
Change Face	8%	N/A
End of Edo	8%	N/A
Safe Cracker	8%	N/A
Beat Box	8%	N/A
Chinese Emperor	8%	N/A

Volume discounts to be applied to all content as per table below:

€0 to €100,000	NIL
€100,001 to €450,000	-1%
€450,001 to €750,000	-1.5%
€750,001 - onwards	-2%

2. EXPENSES

Each of the parties shall be responsible for its own costs (and that of its Affiliates) in performing its own obligations under this Agreement.



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APPENDIX 3

TERRITORIES

The Territories shall include every territory or country apart from:

Aruba, Bonaire, Curaçao, France, Japan, The Netherlands, Saba, St. Eustatius, St. Maarten, USA, UK, Singapore and all other jurisdictions where it is explicitly prohibited from offering the Games, as well as those territories where a specific license, permit or authorisation is required to offer the Games ("Regulated Markets"), unless the Licensee holds said authorisation from a specific Regulated Market.

If a change in any Applicable Legislation of general application (and not limited to either of the parties) forbids or prohibits the use of the Games in a country or territory, then the parties shall use their best endeavours to give effect to this as soon as possible and shall apportion the cost of doing so in proportion to the ratio between each party's Revenue Share.

If the purpose of this Agreement is materially and adversely affected thereby or the continued use of Games would result in significant legal or economic sanctions against either party or both parties, then the parties shall use their best endeavours within 30 days of first becoming aware of this to agree a fair and reasonable amendment to this Agreement to take that change into account. If the parties cannot reach an agreement after that 30 days, then either party may give 30 days' notice of termination of this Agreement.



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APPENDIX 4

RESPONSIBLE GAMING POLICIES AND PROCEDURES

1. Disclose Requirements

1.1 Licensee shall display the following information prominently on the homepage of their respective gaming websites, and must be accessible from all pages on the website: a 'responsible gaming' message which provides -

- (a) information that gaming can be harmful if it is not controlled; and
- (b) information about the player support measures on the website.

1.2 Licensee shall have a link on their homepage to one or more organizations which aid persons who have problem gambling issues.

2. Responsible Gaming

2.1 Licensee should have in place systems and tools to detect and identify problem gambling. Should a player be detected to have problem gambling, licensee shall take necessary steps to prevent further harm.

2.2 Licensee is to train staff who are responsible for dealing with responsible gambling issues in the relevant responsible gaming procedures and staff who are responsible for player interaction in general in highly specialized responsible gaming training, to look out for players demonstrating signs of agitation, distress, intimidation, aggression and/or any other behavior which may be a result of a gambling problem.

2.3 Licensee shall have policies and procedures relating to player interaction where they have concerns that a player's behavior may indicate problem gambling. These shall include:

- Indication of the employees, or the department of employees, who are to initiate player interaction, and the procedures for doing so;
- Examples of behavior that are to raise concern in respect of problem gambling issues, and which are to trigger the procedure for player interaction;
- Guidelines as to what circumstances require that a player is barred from registering, playing, or is more generally refused service; and
- The procedure which is to be undertaken in the event of interaction with a player likely to be a problem gambler, including but not limited to, referring such a player to the self-exclusion options.

2.4 Licensee shall keep a record of all player interactions, and where an interaction has been ruled out, the reasons for this, provided that the records shall be kept for two calendar years from the date of the last interaction, without prejudice to any requirements under AML legislation.

2.5 Licensee shall make readily available to players, at all times, a procedure whereby a player may exclude himself from playing for a definite or indefinite period of time. An exclusion may only be implemented upon the request of the player or by the licensee if there are sufficient reasons to indicate that the player may have problem gambling issues.

2.6 Licensees must make the option of increasing any temporary period of self-exclusion readily available to players.

2.7 A notice by the player increasing the period of self-exclusion shall be effective immediately upon its receipt by the licensee.

2.8 A notice by the player decreasing a definite period of self-exclusion shall be effective only after the lapse of twenty-four hours from the day on which the licensee receives the notice, and a notice by the player revoking an indefinite period of self-exclusion shall be effective only after the lapse of seven (7) business days from the day on which the licensee receives the notice.



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- 2.9 The self-exclusion procedure should be simple and devoid of click-throughs, with the exception of one additional step that requires the player to confirm that he wishes to self-exclude himself from gaming activity.

3. Limits

- 3.1 Licensee shall assist, by such means as may be available to them, players who express the desire of limiting the amount of money or money's worth they deposit or play.

- 3.2 Licensee shall offer players the ability to set either;

- A limit on the amount the player may deposit within a specified period of time; or
- A limit on the amount the player may wager within a specified period of time; or
- A limit on the losses the player may incur within a specified period of time.

The licensee shall ensure that the option remains available and easily accessible for the player to avail of at any time after registration.

- 3.3 Any such limits shall only be removed upon request of the relevant player or upon expiry of the set duration and shall only be made less stringent upon request of the relevant player.

- 3.4 A notice by the player making more stringent a limit applicable to such player or increasing the duration thereof shall be effective immediately upon its receipt by the licensee.

- 3.5 A notice by the player making less stringent or removing any of the above mentioned limits shall be effective only after the lapse of twenty-four hours from the day on which the licensee receives the notice.

- 3.6 Licensee by such means as may be available to them, players who express the desire of limiting the amount of time they spend engaging in gaming activity.

4. Player Activity and Support

- 4.1 Licensee shall, with respect to repetitive games of chance played against the house, the outcome of which is determined by a RNG, offer players the possibility of requesting an alert at certain intervals of time. Such alert shall make readily available to players, statistics of, the amount of time which the player has spent playing thus far, how many games they have played, how much money they have played, and how much money they have lost and won during that period of time:

- 4.2 Licensee shall make the following information readily available and easily accessible to the player to which it pertains:

- The balance on the player's account, and the relevant currency, both of which must also be visible at all times;
- The ability to access the player's gambling history, including total deposits, withdrawals, win/loss transactions and total net position;
- The player support function concerning responsible gaming via online forms or personal contact, including but not limited to, live chat or telephone; and
- Helplines or means to contact organizations providing information and assistance in respect of gambling disorders.



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