

Software-as-a-Service Agreement

This Software as a Service Agreement (hereinafter referred to as "**SaaS Agreement**") is entered on September 6, 2024 (hereinafter referred to as the "**Effective Date**"), by and between:

PLAYDOM B.V. (hereinafter referred to as the "**Operator**"), incorporated under the laws of Curaçao with registration number 145097 having its registered office at Kaya Richard J. Beaujon Z/N Curaçao.

EG OVERSEAS SERVICES B.V. (hereinafter referred to as "**Evolution**") incorporated under the laws of Curaçao with registration number 135218, having its registered office at incorporated at, Abraham Mendez Chumaceiro Blvd. 50, Willemstad which is appearing hereon for and on behalf of its Affiliates.

Evolution and the Operator shall hereinafter collectively be referred to as "**Parties**" and individually as a "**Party**".

Evolution has selected the Operator to use the Services and the Parties agree that the following terms and conditions will apply to the Services provided under this SaaS Agreement and to all Orders placed thereunder.

Terms of the SaaS Agreement

1. Definitions

1. "**Affiliate(s)**" 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**" 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.
2. "**Confidential Information**" means: (i) information of every kind in any way connected with or relating to the business or operations of Evolution and the Operator; (ii) information of every kind, including Intellectual Property, in any way connected with or relating to the terms of this SaaS Agreement and any other relevant documentation and technical information; (iii) information of one party ("**Disclosing Party**") which is disclosed to or observed by another party ("**Receiving Party**") in connection with the performance of its obligations under this SaaS Agreement; and (iv) all communications between the Parties or between the Parties and any third person or persons, which relate to any aspect of the performance of obligations under this SaaS Agreement and the contents of those communications, that would reasonably be regarded as secret and confidential. Confidential Information shall not include any information which: (v) is in the Receiving Party's possession from another source, provided that source is legally entitled to possess and provide the information to the Receiving Party and the information was not disclosed in breach of this SaaS Agreement or any other obligation of confidence; (vi) is already in the public domain; or (vii) is independently developed by the Receiving Party, confirmed by the Receiving Party's books and records, except where the information is based on Confidential Information.
3. "**Documentation**" means the written and/or electronic release notes, user guides, online help, training materials, and/or other published technical documentation about the Services provided by Evolution to Operator together with access to the Services.
4. "**Dream Creator Tool**" means the proprietary software owned by an Affiliate of Evolution consisting of a tool to which the Operator will be granted access that will allow the Operator to create bespoke Game(s) by using an array of options and materials provided by Evolution in the software itself and also, in certain cases, by using Operator Content.
5. "**Evolution Agreement**" means a separate agreement entered into between the Parties and/or their respective Affiliates pursuant to which inter alia Evolution (or an Affiliate of Evolution) provides the live casino broadcast to the Operator.
6. "**Evolution Platform**" means Evolution's in-house hardware and software architecture used by Evolution to provide the Evolution Services by means of which the Operator (and/or an Affiliate) may access (a) the games hosted thereon, (b) the back office tools, as well as other services that Evolution may, at its sole discretion, opt to offer from time to time through the Evolution Platform.
7. "**Game(s)**" means a computer-based wagering slot game comprising the Game Package.
8. "**Game Certification**" means those certifications issued by third-party testing agencies/labs that carry out in-depth testing on online games including (but not limited to) testing on return to player rate and random number generation.

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9. **"Game Package"** means the game name, game development module, Mathematical Treatise, symbol graphics, symbol animations, screen layout and sounds of an interactive wagering game and the Game Certification.
10. **"Infringing Third-Party Games"** means those games from time to time offered by the Operator on the Operator website(s) to its end-users that are copies of or materially similar to the games from time to time supplied by Evolution or by its Affiliates and/or licensors under the Evolution Agreement, such games to be advised by Evolution from time to time (email permitted) acting reasonably and in good faith.
11. **"Intellectual Property"** includes (without limitation) copyrights and related rights, industrial property (such as inventions, discoveries, industrial designs, trademarks, services marks, commercial names and designations, semi-conductor and circuit layouts), patents, patent applications and continuations, database rights, moral rights, trade secrets, know-how, designs algorithms, Mathematical Treatise, and all other rights resulting from intellectual activity in the industrial, scientific, literary or artistic fields whether arising by operation of law, contract, license or otherwise.
12. **"Mathematical Treatise"** means the pay-tables, symbol priorities, reel strip layouts, game hit rates, volatility tables and return to player percentage for an online slot game.
13. **"Operator Content"** means all relevant data including all 'get up', brands, text, sound, video or image files, and software, that are provided by the Operator to Evolution for the Services.
14. **"Order(s)"** means any ordering document between the Operator and Evolution under or pursuant to this SaaS Agreement using the template provided at Exhibit B.
15. **"Performing Rights or Related Fees"** means any fees, charges, costs or royalties (including synchronisation fees and equitable remuneration) charged by or payable to any collecting society or any other third party, in respect of the exploitation (whether by way of public performance, synchronisation, exercise of the making available right or otherwise) of any musical works (and/or the associated literary works), sound recordings or rights in performance in any way related to the Operator Content.
16. **"RTP"** means return-to-player.
17. **"Services"** refers to Evolution's internet-accessible (including all other technical and non-technical services) service made available by access to, and use of, the Software hosted by Evolution (or by an Affiliate of Evolution), including any documentation, updates, upgrades, support and content.
18. **"Software"** means the object code version of the Dream Creator Tool to which the Operator will be provided access as part of the Services, including all updates or new versions.
19. **"Term"** shall mean that the period of six (6) months commencing on the Effective Date during which the Operator shall have access to the Software for use and operation through the Services. The Term shall renew for successive six (6) month periods unless or until terminated by either Party, which either Party may do at any time subject to having served no less than three (3) Months' prior written notice on the other Party.

2. Right to use

1. During the Term, the Operator shall receive a non-assignable (except to its Affiliates and, in such cases, solely and limitedly as deemed strictly necessary to use the Services), non-exclusive, royalty-free and worldwide right to access and use the Services solely for its internal business operations under the terms of this SaaS Agreement.
2. The Operator acknowledges that this SaaS Agreement is a services agreement and neither Evolution nor any of its Affiliates shall deliver copies of the Software to the Operator as part of the Services.

3. Operator Responsibilities

1. In connection with its use of the Services, the Operator shall:
 1. comply with all applicable laws;

2. comply with any codes of conduct, policies or other notices provided by Evolution in writing (email permitted); and
 3. immediately notify Evolution if the Operator becomes aware of a security breach or any unauthorized access related to the Services.
2. In using the Services, the Operator shall not:
1. reproduce, post or distribute any code, software or other material protected by copyright, privacy rights, or any other Intellectual Property right without first obtaining the prior written consent from Evolution;
 2. transmit the Intellectual Property by any means to any location, media or device, or exhibit, display or otherwise exploit the Intellectual Property by any means, on any media, on any equipment, on any machine or on any network without Evolution's prior written permission;
 3. create or exploit any merchandise based on the Intellectual Property without Evolution's prior written permission;
 4. reverse engineer, disassemble, decompile (or facilitate, cause, encourage, or allow such acts by any third-party) or, otherwise, derive the source code of the Software for the Services, except and only to the extent such activity is expressly permitted by applicable law; and
 5. access the Services or use the Documentation in order to build a similar or competitive product.
3. **Intellectual Property rights to the Game(s):** Any and all Intellectual Property rights to and in the Game(s) shall vest solely and exclusively in Evolution. The Game(s) will be supplied to the Operator under the terms of the Evolution Agreement including payment of any commission in respect of the Game(s) as set out in the Evolution Agreement and (to the extent applicable) those other terms set out in the Order. For greater certainty, subject to the terms set out in the relevant Order, nothing in this SaaS Agreement shall be construed or, otherwise, interpreted so as to prevent Evolution from supplying the Game(s) to its network customers without any compensation or other fees of whatsoever nature being due to the Operator in respect thereof.
4. **License from Operator:** Subject to the terms of this SaaS Agreement, the Operator shall grant to Evolution a non-exclusive, royalty-free, worldwide and non-transferable (except to its Affiliates and in such cases solely and limitedly as deemed necessary to provide the Services to the Operator) license to reproduce, modify and display Operator Content solely as deemed necessary to provide the Services to Operator.
5. **Intellectual Property:** NOTWITHSTANDING ANY OTHER TERM, CONDITION OR PROVISION IN THIS SAAS AGREEMENT, TITLE TO A PARTY'S INTELLECTUAL PROPERTY SHALL AT ALL TIMES REMAIN VESTED IN SUCH PARTY AND THE OTHER PARTY SHALL NOT ACQUIRE ANY RIGHT IN THE INTELLECTUAL PROPERTY EXCEPT THOSE CONTRACTUAL RIGHTS THAT ARE EXPRESSLY GRANTED WITHIN THIS SAAS AGREEMENT.

4. Ownership and Restrictions

1. The Operator Content (i) will not infringe the Intellectual Property rights of any third party and (ii) the Operator has not received written notice of any claim from any third-party, and has no actual knowledge of any such claim, pending or threatened, that the Operator Content (or any part or component thereof) infringes or violates any third-party's Intellectual Property rights. The Operator shall inform Evolution immediately should it become aware of any such claim.
2. If a claim is made by a third-party against the Operator's continued use of the Operator Content (or any portion thereof), the Operator may, in its sole discretion: (i) modify the item or items which are alleged to be infringing so that they no longer infringe; (ii) acquire a license or licenses to provide it with such rights as may be necessary to eliminate the



infringement; or (iii) substitute non-infringing items of its own devising permitting continued use without material change to functionality or effectiveness. If the Operator is unable to accomplish (i) – (iii) within 10 (ten) calendar days of receiving the claim, Evolution shall have the right to direct the Operator to cease use of the infringing item, such direction the Operator agrees to follow, and Evolution shall have the right (but not the obligation) to remove the Game(s) from the Evolution Platform and terminate this SaaS Agreement.

3. There will be no Performing Rights or Related Fees payable by Evolution in respect of the use or exploitation of any Operator Content.
4. Evolution or its licensors retain all ownership and intellectual property rights to the Software, Services and Documentation.

5. Orders

1. Orders

1. The Operator shall place an order for the Services pursuant to an Order indicating inter alia the RTP required and the market(s)/territories where the Games will be offered. Upon written acceptance thereof (email permitted) by Evolution the Order will become effective.
2. All services provided to the Operator shall be governed exclusively by this SaaS Agreement and by the related applicable Order.
3. In the event of a conflict between the terms of an Order and this SaaS Agreement, the terms of the Order shall take precedence.

2. Invoicing, Payment, Marketing Commitments

1. To the extent that the Order provides for the payment by the Operator of any fees, Evolution shall invoice the Operator for all fees as set out in the Order. All fees shall be made in Euro. To the extent applicable as specified in the relevant Order, the Operator shall pay all undisputed invoices within 30 (thirty) calendar days after Operator receives the invoice. Except as expressly provided otherwise, fees are non-refundable.
2. To the extent that the Order provides that the Operator shall abide by some marketing commitments related to the Game(s), the Operator shall honour such marketing commitments.

6. Term and Termination

1. **Term:** The Term of this SaaS Agreement shall continue until terminated by either Party pursuant to the terms of this SaaS Agreement.
3. **Termination:** Either Party may terminate this SaaS Agreement immediately upon a material breach by the other Party that has not been cured within 10 (ten) calendar days after receipt of written notice of such breach. **Suspension:** Evolution may suspend access to the Services with immediate effect by delivering written notice (email permitted) of such suspension to the Operator if the Operator fails to honour any undertaking set out in an Order but only after Evolution notifies (email permitted) the Operator of such failure and such failure continues for 5 (five) calendar days.
4. **De-commissioning of Dream Creator Tool:** Evolution reserves the right to de-commission the Dream Creator Tool and to stop offering the Services with immediate effect by delivering written notice (email permitted) of such de-commissioning/termination to the Operator whereupon the SaaS Agreement shall automatically terminate with immediate effect.
5. **Effect of Termination**



1. The Operator shall immediately pay to Evolution all amounts outstanding as of the date of, and any amounts outstanding as a result of, termination.
2. The Operator shall cease all use of the Services upon the effective date of the termination.
3. The Operator will have 10 (ten) calendar days from the date of termination to retrieve any of the data that the Operator wishes to keep.
4. Upon termination of this SaaS Agreement, Evolution shall cease reproducing, advertising, marketing, and distributing any material or information pertaining to the Operator immediately.

5. Classification of Game(s)

1. Evolution retains the right to classify any Game(s) as Core Games/Slot Games, Branded or Premium Games upon notice (email permitted) to the Operator. Once classified by Evolution, the commercials set out in the Evolution Agreement shall apply to such Game(s) as applicable.

6. Removal of Game(s)

1. Evolution reserves the right to remove any Game(s) from the Evolution Platform upon (i) 60 (sixty) calendar days prior written notice (email permitted) to the Operator and (ii) upon shorter notice not being less than 7 (seven) days in the case of Game(s) which Evolution acting reasonably and in good faith deems to be under-performing.

7. Service Level Agreement

The service level agreement (hereinafter referred to as the “SLA”) for the Services is set forth in Exhibit A hereto. The SLA sets forth the Operator’s sole and exclusive remedies for any failure of the Services, and the Operator recognizes and accepts that if the SLA does not list a remedy for a given failure, it has no remedy.

8. Warranties

1. Evolution represents and warrants that the Services will perform substantially in accordance with applicable specifications contained in the Documentation. In the event, the Services do not materially conform to the Documentation, the Operator shall promptly notify Evolution in writing (email permitted), and Evolution shall use commercially reasonable endeavours to modify such Services to make the Services perform substantially in accordance with the Documentation.
2. Evolution does not guarantee that the Services will be error-free, virus-free or uninterrupted, or that Evolution will correct all these errors.
3. Except for the warranty stated in 1 above, the Operator and Evolution acknowledge that the Services are offered "as is" without warranty of any kind provided by Evolution including (but not limited to) any implied warranties of merchantability or fitness for a particular purpose.

9. Limitations of Liability



1. To the maximum extent permitted by applicable law, the maximum liability of Evolution arising out of or related to this SaaS Agreement, whether based upon breach of agreement, tort, warranties, or any other theory shall be limited to direct damages, and shall in no event exceed, in the aggregate, (a) the total amount of €10,000 (ten thousand Euro) or (b) the total amount Operator paid to Evolution for the Services under the Order that is subject of the claim during the 6 (six) months immediately preceding the event giving rise to such claim, whichever is less.
2. To the maximum extent permitted by applicable law, in no event shall Evolution or its Affiliates, partners or suppliers, be responsible for any indirect, incidental, special, punitive, or consequential damages or any loss of revenues or profits arising out of or related to this SaaS Agreement.

10. Indemnification

1. Subject to the limitations of liability set out in section 9 above, each Party agrees to indemnify and hold the other Party harmless, its respective Affiliates, employees, and permitted successors and assigns against any losses, claims, damages, penalties, liabilities, punitive damages, expenses, reasonable legal fees of whatsoever kind or amount, which result from the negligence of or breach of this SaaS Agreement by the indemnifying party, its respective Affiliates or successors and any assign that occurs in connection with this SaaS Agreement. This section remains in full force and effect even after the termination of the SaaS Agreement.
2. A Party seeking indemnification under clause 1 above (hereinafter a **"Claim"**) shall: (i) promptly notify the indemnifying Party in writing (email permitted) of any claim eligible for indemnification; (ii) give the indemnifying Party full information and assistance in connection with a Claim; (iii) give the indemnifying Party the sole right to control the defence or to settle such Claim (excluding any regulatory action against the indemnified Party); and (iv) not make any admissions without the indemnifying Party's prior written consent or prejudice the indemnifying Party's defence or prejudice the indemnifying Party's endeavours to settle a Claim provided that the indemnifying Party shall consult in good faith with the indemnified Party prior to taking court action, settling or admitting a Claim.
3. The limitations of liability set out in section 9 above will not apply to any Claim made by Evolution or by one or more of its Affiliates or successors against the Operator arising as a result of any breach of clauses 1 and/or 2 of section 4 of this SaaS Agreement.

11. Confidentiality

1. Each Party shall: (i) hold all Confidential Information in strict confidence and not disclose any of it to any person except to Affiliates, professional advisers, consultants, employees, officers and agents of the Disclosing Party whose duties in relation to the Disclosing Party reasonably require the disclosure and who are under an obligation to keep the Confidential Information confidential; (ii) only use the Confidential Information for purposes of this SaaS Agreement; (iii) take all action reasonably necessary to maintain the confidentiality of the Confidential Information possessed by it and to secure it against theft, loss or unauthorized disclosure; (iv) not cause or allow any Confidential Information to be photocopied, reproduced or recorded in any manner, including in any computer or data base, except as permitted in this SaaS Agreement; (v) take reasonable steps to ensure that any person who has lawfully obtained access to any Confidential Information, fully understands the confidential nature of the information and agrees to the obligations set forth in this section; and (vi) take reasonable steps to enforce the confidentiality obligations imposed or required to be imposed by this SaaS Agreement.
2. Nothing in this section shall prohibit a Party from disclosing Confidential Information under the following circumstances: (i) to an Affiliate; (ii) pursuant to a legal obligation; (iii) with the prior written consent of the other Party, to any third party to whom Confidential Information must be disclosed for the purpose of execution of this SaaS Agreement.

12. Miscellaneous



1. **Assignability:** Neither Party may assign this SaaS Agreement or the rights and obligations thereunder to any third party without the prior express written approval of the other Party which shall not be unreasonably withheld. Evolution may assign any or all of its rights and/or delegate any or all of its duties hereunder to any Affiliate without the Operator's consent in connection with: (i) any reorganization, dissolution or liquidation of Evolution; (ii) any merger, sale, or other acquisition of the business of Evolution; or (iii) a sale, factoring or perfecting of any receivables or other benefits owing or accruing to Evolution.
2. **Notices:** Any notice required under this SaaS Agreement shall (unless expressly stated to be deliverable by email) be delivered by certified mail, personal delivery or overnight delivery.
3. **Force Majeure:** Neither Party shall be liable for any failure in its performance of its obligations under this SaaS Agreement due to cause beyond that Party's reasonable control (including and not limited to any pandemic, fire, strike, act or order of public authority, and other acts of God) during the pendency of such event.
4. **Modification:** No modification of this SaaS Agreement shall be made unless in writing and signed by both Parties.
5. **Severability:** If any term, clause, or provision hereof is held invalid or unenforceable by a court of competent jurisdiction, all other terms will remain in full force and effect until the SaaS Agreement termination.
6. **Governing Law and Dispute Resolution:** This SaaS Agreement shall be governed by the laws of Malta. The Parties agree that they will attempt to resolve any dispute through mediation in Malta in accordance with the Centre for Effective Dispute Resolution (CEDR) Model Mediation Procedure. Unless otherwise agreed between the Parties, the mediator will be nominated by CEDR. To initiate the mediation a Party must give notice in writing (email permitted) to the other Party requesting a mediation. A copy of the request should be sent to CEDR. The mediation will start not later than thirty (30) calendar days after the date of the notice. If mediation in accordance with the above is not successful in resolving any dispute, such dispute shall be settled by arbitration in accordance with Part V (International Arbitration) of the Malta Arbitration Act and the Arbitration Rules of the Malta Arbitration Centre as at present in force. It is agreed that: (i) the appointing authority/administrator of the arbitration shall be the Malta Arbitration Centre; (ii) the number of arbitrators shall be three (3); (iii) the place of arbitration shall be Malta; (iv) the language(s) to be used in the proceedings shall be English; (v) the applicable substantive law shall be Maltese law; and (vi) the arbitrator shall decide *ex aequo et bono* (according to equity and conscience). This clause shall, however, not in any way limit either Party's freedom to enforce its rights under this SaaS Agreement in respect of any dispute relating to its Intellectual Property, in any jurisdiction. By agreeing to arbitration, the Parties do not intend to deprive any court of competent jurisdiction of its ability to issue any form of provisional remedy, including a preliminary injunction, or order any interim or conservatory measure. A request for such provisional remedy or interim or conservatory measure by a Party to a court shall not be deemed a waiver of the agreement to arbitrate under this section.
7. **Relationship of the Parties:** Nothing in this SaaS Agreement shall be construed to create any relationship of joint venture, partnership, employer/employee, agency, or any similar relationship between the Parties.
8. **Regulatory compliance:** Each Party shall be responsible for obtaining and maintaining any governmental licenses required to fulfill its obligations under this SaaS Agreement.
9. **Survival:** A party's obligation to pay all sums or to render performance of any kind related to this SaaS Agreement, incurred or accrued as of the date of termination, shall survive the termination of this SaaS Agreement.

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IN WITNESS THEREOF, the Parties agree to the terms and conditions set forth above as demonstrated by their signatures as follows:

For and on behalf of:

EG OVERSEAS SERVICES B.V.

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Jesper von Bahr

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Jesper von Bahr

Director

9/12/2024

Date:

DocuSigned by:

Gionata La Torre

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Gionata La Torre

CEO

9/12/2024

For and on behalf of:

PLAYDOM B.V.



Name: Gouloud Mercedes Hammoud acting on behalf of the Statutory Director Global Related Services B.V.

Statutory Director

Date: September 6, 2024

Exhibit A – SLA

Definitions

- 1. **"Business Hours"** shall mean the hours from 08:30 to 17:00 Central European Time.
- 2. **"Business Days"** means a day, excluding Saturdays and Sundays, when the banks are generally open for the transaction of normal banking business in Malta.
- 3. **"Failure Category 1 (high)"** is an event that requires to be reported personally or by phone. These are failures preventing the use of the Software or the execution of essential functions relative to the Software.
- 4. **"Failure Category 2 (medium)"** contains any failures impairing the Software in major parts, however without as yet significantly jeopardizing their operation.
- 5. **"Failure Category 3 (low)"** contains any failures impairing the Software but having minimum impact.

Support channels

E-mail for all non-critical issues.
Phone for all Category 1 issues.

Response language

All support channels will be able to respond in the English language.

Target response times

The following target times apply to Evolution and include initial response time, interval between status reports during an incident, and time frame for delivering incident reports.

Failure category	Response time	On-going status reporting interval	Incident report provided within
1	<45 minutes	Every 45 minutes	2 Business Days
2	<4 hours	Every 4 hours during Business Hours	2 Business Days
3	<8 hours	N/A	N/A

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Exhibit B – Order

Order #: _____

Dated: [insert date]

Further to the SaaS Agreement, the Operator requests (and Evolution agrees) to use the Services to customize the following Game(s) and, in consideration thereof, the parties agree as follows:

Operator name	[add full legal entity name]
SaaS Agreement date	[insert date]
Game name(s)	[add]
RTP	[add]
Territories/markets in scope	[add]
Build fee	The Operator agrees to pay a build fee in respect of the Game(s) of €[add] [delete if not applicable]
Commercial Terms	[delete if not applicable]
Operator Marketing Commitment(s)	In relation to the Game(s), the Operator undertakes and agrees as follows: [add marketing commitments]
Penalty in case the Marketing Commitment(s) are not honoured for any reason whatsoever	[add penalty]
Any other terms and conditions	[please add]
Evolution undertaking	Provided the Operator abides by the terms of this SaaS Agreement inclusive of any and all Order(s) made thereunder and undertakes to promptly stop offering to its end-users the Infringing Third-Party Games, Evolution shall use its best commercial efforts to deliver 1 (one) Game per calendar quarter throughout the Term if applicable.

For and on behalf of Operator:



Name: Gouloud Mercedes Hammoud acting on behalf of the Statutory Director Global Related Services B.V.

Statutory Director

Date: September 6, 2024

Approved by Evolution:
Name:
Date:

Order

Order #: 1

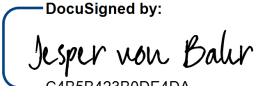
Dated: September 06, 2024

Further to the SaaS Agreement, the Operator requests (and Evolution agrees) to use the Services to customize the following Game(s) and, in consideration thereof, the parties agree as follows:

Operator name	Playdom B.V.
SaaS Agreement date	September 6, 2024
Game name(s)	Pokerdom Anniversary Megaways
RTP	90%
Territories/markets in scope	".com" markets
Build fee	Evolution agrees to waive the Build Fee in consideration for the Operator adhering to the Marketing Commitments.
Commercial Terms	10% Net Gaming Revenues as defined in the Evolution Agreement.
Operator Marketing Commitment(s)	In relation to the Game(s), the Operator undertakes and agrees as follows: 1. It shall position the Game within the top 3 positions of the 'Exclusive' category/tab or any other similar tab and in the top 10 positions of the 'Popular' category/tab or any other similar tab on the Operator Website for the first month following the Game's launch. 2. It shall position the Game within the top 5 positions of the 'Exclusive' category/tab or any other similar tab and in the top 10 positions of the 'Popular' category/tab or any other similar tab on the Operator Website for the second and third month following the Game's launch. 3. It shall display a casino lobby banner promoting the Game on the Operator Website for the first month following the Game's launch. 4. It shall run a free spins campaign featuring the Game and include the Game in the newsletter and social media posts for the third month following the Game's launch, such newsletters and posts are to be agreed to with Evolution (email sufficing).
Penalty in case the Marketing Commitment(s) are not honoured for any reason whatsoever	Not applicable.
Any other terms and conditions	Not applicable.
Evolution undertaking	Provided the Operator abides by the terms of this SaaS Agreement inclusive of any and all Order(s) made thereunder and undertakes to promptly stop offering to its end-users the Infringing Third-Party Games, Evolution shall use its best commercial efforts to deliver 1 (one) Game per calendar quarter throughout the Term if applicable.

For and on behalf of Operator:


Name: Gouloud Mercedes Hammoud acting on behalf of the Statutory Director Global Related Services B.V.
Statutory Director
Date: September 6, 2024

Approved by Evolution:	DocuSigned by:  C4B5R423B0D54DA	DocuSigned by:  8AA0F30000EE4F8...
Name:	Jesper von Bahr	Gionata La Torre
Date:	9/12/2024	9/12/2024