

SOFTWARE SUB-LICENSE AND SERVICES AGREEMENT

This Sub-License Agreement ("Agreement") is entered into as of the date of the execution of this Agreement, as set forth below, by and between

- (1) Digitus LTD trading as **Betsoft Gaming**, with offices at 77 Strovolos Av. Strovolos Center Office 204 2018 Strovolos Nicosia Cyprus, hereinafter referred to as the "Developer"; and,
- (2) **Digital Software Limited**, a company registered in Malta with registration number C65631 and registered address at Suite 3, Level One, Valletta Buildings, South Street Valletta, represented hereon by Mr. Matthew Avison, hereinafter referred to as the "Licensor"; and,
- (3) **JMS Investment Group N.V. (Company No:139753)** a company having its registered office at Kaya Richard J. Beauvon, Z/N Curacao, hereinafter referred to as the "Licensee".

Developer, Licensor and Licensee are hereinafter collectively referred to as "Parties", and individually as "Party".

Whereas the Developer is in the business of developing gaming software for online gaming platforms, including the Slots3™, hereinafter the "Games"

Whereas the Licensor holds a master licence from the Developer for the Games, hereinafter the "Master Licence" and operates a remote gaming platform covered by a Class 4 licence issued by the Maltese Lotteries and Gaming Authority, hereinafter the "MGA";

Whereas the Licensee, which operates a remote gaming website/s, hereinafter the "Casino", would like to include the Games in its gaming offering;

Whereas the Licensor is able and willing to grant a sub-licence for the Games to the Licensee.

Whereas the Parties agree that this Agreement will set out the terms and conditions to govern a non-exclusive agreement for the licensing of an internet casino software system, which includes the Games as well as the Casino Manager Module, as defined below, and is hereinafter collectively referred to as the "System", 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:

"Casino"

Shall mean the Internet web site(s) directly or

"Casino Manager Module"

indirectly owned or controlled by the Licensee or its agents, representatives or assignees and which utilizes, in whole or in part, the Licensor's System.

Shall mean a back office module within the System used to maintain records of all transactions and wagers placed with the Casino in connection with the Games.

"Confidential Information"

Shall mean any information disclosed by one of the Parties or its agents to another Party which is not generally available to or used by third parties or the utility or value of which is not generally known or recognized as a standard practice, whether or not the underlying details are in the public domain.

"Customer Information"

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

"Customers"

Shall mean any Casino player that conducts any financial transactions in relation to the Games.

"Hardware"

Shall mean all the necessary computers, routers, cabling, monitors, hard drives, back-up systems, and other equipment, as determined by Licensor in its absolute discretion, that may be required in order to properly store, distribute and the run the System.

"Intellectual Property"

Shall include generally inventions, designs, processes, formulae, notations, improvements, all financial information of Licensor, know-how, goodwill, reputation, 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 System particularly and without limitation, the source code and architecture of the software, look and feel of the software, and trade secrets including details of

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performance or design of the or any part of the System.

"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 registerable 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.

"Net Monthly Revenue"

Shall mean, for any given calendar month, the revenue generated by the Games represented by the difference between the Customers' total wagers and Customers' winnings verified and accounted bonuses which shall not exceed 20% of the total wagers for the relevant month.

2. Sub-License.

2.1 Subject to the terms and conditions of this Agreement, Licensor hereby grants to the Licensee a non-exclusive sub-license for the use of the System. The Licensee has the option to access the System through one or more websites.

3. Conditions of License

3.1 Ownership of Software. All rights, title and interest in and to the System, 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 Developer.

3.2 Games Format. The Games format shall remain standard as determined by the Licensor's sole discretion.

3.3 Non-Exclusive Agreement. Licensee acknowledges that this is a non-exclusive agreement and that Licensor and/or the Developer may sell, license or sub-license the System or part thereof to as many other parties as are willing to enter into a licensing agreement with Licensor, including, without limitation, potential competitors to Licensee.

3.4 The Licensee shall not permit any third party to use or access the System, other than Customers for the sole purpose of playing the Games in accordance with the terms of this

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Agreement, without Licensor's prior written consent. The Licensee furthermore binds itself not to knowingly accept bets from customers located in the United States of America or from any jurisdiction where gaming is illegal.

3.5 The Licensee hereby acknowledges that it is licensed to use the System only in accordance with the express terms of this Agreement and not further or otherwise.

3.6 The Licensee agrees it shall not at any time be permitted to have any access to the server systems that host the Games and the associated software and databases, wherever they may be.

3.7 Duty of Performance. The Parties hereby acknowledge and agree that communication and timeliness of performance is an expressly essential consideration of this Agreement, and that failure to timely perform, respond, or deliver in accordance with this Agreement or in accordance with any schedule(s) as may hereafter be set forth in a separate writing, shall constitute a material breach of this Agreement. In the case that termination based on failure to timely perform, respond, or deliver in accordance with this Agreement occurs, each Party has the right to request compensation for all work performed up until the termination of this Agreement.

4. Licensing Fees.

4.1 Monthly Fee. Licensor shall charge a monthly fee based on a percentage of the Net Monthly Revenue, in accordance with Exhibit A of this Agreement. These monthly fees shall commence on the first day when the Games are integrated on the Casino. Payments shall be due on the first day of the following calendar month.

4.2 Payment Timing. All payments shall be delivered to Licensor no later than 15 days after their due date.

5. Intellectual Property

5.1 Ownership of Intellectual Property Rights. All Intellectual Property Rights in the System, as well as additions, corrections, improvements thereto, and in any other proprietary software provided by Licensor to the Licensee will at all times remain the property of the Developer. The Intellectual Property Rights in all work done by the Developer or its contractors for the Licensee remain with the Developer and are licensed to the Licensee hereunder together with the System.

5.2 Licensor warrants that it has the right to enter into this Agreement and to grant to the Licensee a sub-licence to use the System as contemplated by this Agreement.

5.3 Upon termination of Agreement. The Licensee agrees with the Licensor and the Developer

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that at any time after termination of this Agreement, the Licensee shall not disclose to any other person, firm or company, particulars of any Intellectual Property Rights of the System or infringe any of the Intellectual Property Rights of the Developer and/or the Licensor.

6. Confidentiality

6.1 Parties shall not disclose any Confidential Information of another Party to any third party without the prior written consent of that Party, nor shall Parties disclose the terms or contents of this Agreement to any third party who is not bound to maintain the confidentiality between the Parties.

6.2 Upon written demand from one of the Parties, the Confidential Information disclosed by, belonging to or about such Party (and any copies of such Confidential Information) shall be returned to the said Party. The other Parties shall also upon demand confirm to first-mentioned Party in writing that Confidential Information has been destroyed.

6.3 This whole clause constitutes an ongoing, continuous condition of this Agreement and shall endure for two years after the termination of this Agreement (howsoever caused).

6.4 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 a database containing the Customer Information for the Licensee.

7.2 Use of Customer Information. Licensor shall not disclose the Customer Information to any third party.

7.3 The Customer Information database, customer information and casino name of Licensee shall be considered as proprietary right of Licensee, and owner thereof, and Licensor shall not disclose or otherwise use, distribute or reveal the customer information without prior written consent of Licensee.

8. Term and Termination.

8.1 Term. This Agreement shall commence and be deemed effective on the date when fully executed (the "Effective Date"). This Agreement shall remain in effect for a period of two (2) years from said Effective Date (the "Term") and shall be automatically renewed indefinitely for additional one year terms, unless the Licensor or the Licensee gives written notice to the other

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parties of its intention not to renew the agreement at least thirty days prior to the termination of the then current term.

8.2 Launch. The Licensee and Licensor agree to work together in good faith to integrate and launch the games as quickly as possible..

8.3.1 This Agreement may also be terminated if one of the following events occur:

8.3.1. Termination for Failure to Pay Fees. The Licensor may terminate this Agreement at any time upon ten (10) days written notice if the Licensee is more than thirty (30) days in arrears in paying any monthly fees due. Licensee shall be allowed to cure the breach during the notice period, thus pre-empting Licensor's ability to terminate the Agreement in accordance with this section.

8.3.2. Bankruptcy. Any Party may terminate this Agreement at any time upon ten (10) days written notice if another 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.

8.3.3 Termination for Material Breach. Any Party may terminate this Agreement at any time upon ten (10) days notice if another Party is in material breach of this Agreement for a period of more than thirty (30) days.

The breaching party shall be allowed to cure the breach during the ten (10) day notice period; if such material breach is cured within the ten (10) day notice period then the non-breaching party's right to terminate the Agreement for that specific noticed breach shall be extinguished.

8.4 Effect of Termination. Upon termination of this Agreement for whatever reason:

8.4.1 The Licensee shall promptly return to Licensor all of the System and all Intellectual Property Rights licensed, supplied or delivered by Licensor 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, if requested by Licensor, 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 Licensor that it has been destroyed;

8.4.2 Licensor 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 or on behalf of Licensor under this Agreement, and delete all or any part of its System from any place of installation thereof;

8.4.3 The Licensee shall cease to use Licensor's trade secrets, Intellectual Property, and technical know-how.

8.4.4 Licensor's processing of Customer Data, including any database, shall cease and Licensor shall return all Customer Data stored by Licensor to Licensee.

Any termination of this Agreement (howsoever occasioned) shall not affect any accrued rights or liabilities of each Party nor shall it affect the coming into force or the continuance in force of any provision hereof which is expressly or by implication intended to come into force or continue in force on or after such termination.

Without prejudice to the aforesaid, the parties agree and acknowledge that any termination of this agreement shall not become effective vis-à-vis third before it is notified in writing to the MGA.

9. Obligations of Licensor

9.1 Client/Server Software. Licensor will provide to Licensee the latest version of the System as available for live release from the Developer. The Parties acknowledge and accept that the Licensor's ability to supply the System and the Games is dependent on the continuing and continuous supply of the same by the Developer in terms of the Master Licence Agreement and the Licensor shall not be held liable if this supply is interrupted or discontinued.

9.2 Hardware. Licensor shall select, supply and maintain the hardware for operation of the System. Licensee shall pay Licensor all hardware costs. Maintenance of hardware shall be at Developer's expense.

9.3 Office Space. Licensor shall provide office space required to house the hardware for operation of the System at a suitable location chosen by Licensor.

9.4 Internet Connection and Monthly Hosting Fee. Licensor shall supply an appropriate connection to the Internet with sufficient bandwidth to properly operate the System. The Licensee shall pay the Bandwidth Fee specified in Exhibit A.

9.5 Repairs. Developer shall make all reasonable efforts to repair and correct, at its own expense, any problems arising under Developer's areas of responsibility that may arise from time to time which would cause Licensor to be unable to perform its obligations under this Agreement. However, neither Developer nor Licensor nor their agents, employees or officers shall be responsible or liable to Licensee or any other Party, including the Customers, for any damages or losses resulting from failure of any equipment, hardware or telecommunication services or connections.

9.6 Upgrades. New version System upgrades and new Games released under new versions will be

made available to Licensee for free under this Agreement.

9.7 Error Correction. All error corrections and enhancements to the System after the execution date of this Agreement shall be offered for non-exclusive and non-transferable sub-license to Licensee at no cost for the period of the Agreement.

9.8 Customer Support. Developer shall supply technical support to the Licensee seven days a week for no additional charge. Developer and/or Licensor shall not be responsible for the provision of any Customer support. Technical support shall be in the English language only.

9.9 The Games. Licensor and its agents shall determine the odds and betting limits for the Games in their sole discretion. Licensor shall determine the Games available in the Casino.

10. Operation of Software

10.1 Graphics Changes. Notwithstanding anything to the contrary in this section, any changes to the graphics of the Games requested by the Licensee shall be made only in the absolute discretion of Licensor and charged to Licensee at the then prevailing market rates.

10.2 Warranty. Developer warrants that the Random Number Generator used by the System for the purpose of choosing game outcomes and shuffling cards are generated in an unbiased manner.

10.3 Overall Graphics. Initial graphics for the Casino shall be determined by both Licensee and Licensor and implemented at the expense of Developer.

10.4 Multiple Front Ends. Licensee shall have the right to create multiple front-end web pages that will direct users to the same Casino.

11. Disruptions

11.1 Temporary Disruptions. 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. Licensee acknowledges and agrees that neither the Developer nor the Licensor, their agents, employees and officers will be liable to Licensee or any of the Customers for any special, indirect, consequential, punitive or exemplary damages, or damages for loss of profits or savings, in connection with these temporary disruptions. However, Developer shall use reasonable endeavours to minimize temporary disruptions.

11.2 Force Majeure. Except as otherwise specifically provided herein, Licensor and its agents shall not 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. Except as otherwise provided herein, Licensee acknowledges and agrees that neither the Developer nor the Licenser and their agents, nor any of their respective members, shareholders, directors, officers, employees, or representatives (collectively the "Licensor Parties") will be liable to the Licensee or any of the Customers 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 despite the foregoing limitations, any of the Licensor Parties should become liable to Licensee or any other person (a "Claimant"), the maximum aggregate liability of the Licensor Parties shall be limited to the lesser of the actual amount of loss or damage suffered by Claimant or the sum of Licensee's fees payable by the Licensee to Licensor within the six months prior to the loss.

12.3 Activities of Licensee. Licensee shall indemnify, defend and hold harmless, Licensor, Developer and their agents (the "Indemnified Parties") from and against all damages, losses, costs and expenses (including actual legal fees and costs), fines and liabilities incurred by or awarded against any of the Indemnified Parties in connection with Licensee's activities under this Agreement, including, without limitation, claims brought by a person using or relying on any advice given or publication produced and distributed by Licensee.

12.4 Activities of Licensor. Licensor shall indemnify, defend and hold harmless, Licensee and its agents and all Licensee Parties (the "Indemnified Parties II") from and against all damages, losses, costs and expenses (including actual 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, without limitation, claims brought by a person using or relying on any advice given or publication produced and distributed by Licensor.

12.5 Activities of Developer. Developer shall indemnify, defend and hold harmless, Licensor and its agents (the "Indemnified Parties III") from and against all damages, losses, costs and expenses (including actual legal fees and costs), fines and liabilities incurred by or awarded against any of the Indemnified Parties III in connection with Developer's activities under this Agreement, including, without limitation, claims brought by a person using or relying on any advice given or publication produced and distributed by Developer.

12.6 Limitation of warranties. Except where otherwise stated in this Agreement, Licensor disclaims all express and implied warranties with regard to this Agreement, including warranties

of merchantability and fitness for a particular purpose.

12.7 Warranty on Software. Developer warrants that it is the copyright holder of the source code of the System being licensed and warrants and represents that the System is free of any lien or encumbrance from any third party; The Developer and the Licensor further warrant and represent that they are not in violation of any other licensing agreements with any other person, party, company or corporation by entering the Agreement herein with Licensee.

13. Financial Transactions

13.1 Transaction Processing System. Licensee shall own and be responsible for all payment systems. If necessary, Licensor shall integrate initial payment systems to the Casino as part of the initial fee.

13.2 Funds Control. Licensee shall receive deposits of funds to be used by the Customers, directly from the Customers via any method including but not limited to Western Union, wire transfer, Paypal, Nettle, debit card, check or through Licensee's merchant accounts. Licensee shall make payments and debits from this account in accordance with the Customers' wins/losses and pay any appropriate revenues to Licensor pursuant to Exhibit A.

13.3 Termination clause. Upon termination of the Agreement herein, Licensee will provide Licensor with a current Financial Statement and will guarantee payment of all funds due to Licensor from any depository account designated by Licensor for merchant accounts and credit card processing.

14. Accounting

14.1 Records. The Licensor shall, through the Casino Manager Module, maintain records of all transactions and wagers placed on the System. Licensor shall provide the Licensee and the Developer with real time access to said records online.

14.2 Information Requests. No fees are payable for regular reporting system provided to Licensee for the purpose of calculating Net Monthly Revenue.

14.3 Accounting Reports. Licensor shall provide accurate and complete real time reports pertaining to all gaming/wagering transactions of the System as defined by Licensor via the online reporting system in the Casino Manager. The Casino Manager shall be the basis of all accounting issues with respect to calculating any and all revenues and royalty payouts.

14.4 Use of Accounting Information. Licensor, Developer and their 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.

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14.5 Licensee shall be solely responsible for determining the jurisdictions in which it chooses to accept and/or to receive wagers. However, notwithstanding the foregoing, Licensee agrees that it will not solicit wagers from any jurisdiction which have been specifically prohibited by Licensor.

15. Notices

15.1 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 noticed at its last known address.

16. The Regulation of this Agreement

16.1 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.

16.2 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.

16.3 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.

16.4 Headings. Headings in this Agreement are for convenience only and shall not be used to interpret or construe its provisions.

16.5 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, except to the extent of any contrary provision herein contained.

16.6 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.

16.7 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.

16.8 Severability. If any provisions of this Agreement is held by a court to be unenforceable or invalid for any reason, the remaining provisions of this Agreement shall be unaffected by such holding. If the invalidation of any such provision materially alters the agreement of the Parties, then the Parties shall immediately adopt new provisions to replace those which were declared invalid.

16.9 Exhibits Incorporated by Reference. All exhibits referred to herein are incorporated by reference and are so incorporated for all purposes.

16.10 Assignment of this Agreement. A Party may not assign this Agreement or any rights or obligations under it without the prior written consent of the other Party. The Licensee may however freely assign this Agreement to a company within its group of companies.

16.11 Time of Essence. Time is of the essence under this Agreement.

17. Regulatory Issues

17.1 Arbitration. Arbitration. Any dispute arising out of or in connection with this Agreement, whether in contract or tort and including any question regarding its existence, validity or termination, shall be referred to and finally resolved by arbitration under the rules (the "Rules") of the Malta Arbitration Act ("MAA"), which Rules are deemed to be incorporated by reference into this clause. The arbitration proceedings shall be conducted at the Malta Arbitration Centre ("MAC") in Malta, in the English language before three arbitrators. Each Party may nominate one arbitrator for the approval of the MAC, and the third arbitrator, who shall act as Chairman, shall be appointed by the MAC. If any arbitral nomination of a Party fails or is not approved by the MAC, the MAC shall appoint a replacement arbitrator. All the arbitrators may be of any nationality. Nothing in this Agreement shall prevent any Party from approaching a court of competent jurisdiction by way of motion, petition, or application for a temporary order on an urgent basis, pending the outcome of arbitration proceedings. A court shall be deemed to be of competent jurisdiction if it is in the country of incorporation of a Party, or is in Malta, and the Parties agree to allow any judgement of such urgent proceedings to be made an order by consent before the courts of the country of incorporation of any of the Parties. The Licensor shall, in its sole discretion and notwithstanding this arbitration provision, be entitled to proceed at any time in any court or tribunal in any jurisdiction against the Licensee for recovery of any amount of the Fee that is outstanding, or any other amounts owing by the Licensee.

17.2 Governing Law. This Agreement shall be governed by and construed in accordance with the laws of Malta.

18. Miscellaneous

18.1 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 another 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.

18.2 Attorneys Fees. Should it be necessary to institute any action to enforce the terms of this Agreement, the Parties hereby agree that the prevailing party in any such actions shall be entitled to recover its reasonable attorneys' fees, which shall include all costs of arbitration and litigation, including, but not limited to court costs, filing fees, and expert witness fees. This paragraph shall remain separate from any judgement entered to enforce its terms and shall entitle the prevailing party to attorneys fees and costs incurred in connection with post judgment collection and enforcement efforts.

18.3 Data Protection. The Licensee hereby undertakes to comply with any applicable Data Protection and privacy requirements and any analogous legislation in any jurisdiction insofar as the same relates to the provisions and obligations of this Agreement.

IN WITNESS WHEREOF, the Parties and signatories execute this Agreement on the dates indicated.

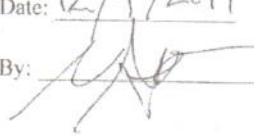
FOR DEVELOPER

Date: 17/09/19

By: 

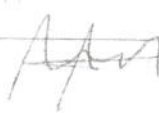
FOR LICENSOR

Date: 12/9/2019

By:  (MATT PRISON)

FOR LICENSEE

Date: 27/08/2019

By:  CEM SISMAN

Global Related Services BV / G. Hammoud - Director
November 7th, 2019



Exhibit A:

Monthly fee Schedule calculated on net revenue for RNG Casino games, payable to Betsoft Gaming based in the currency of the system. All royalty percentages below are worked out as follows - Bets minus winnings, minus bonuses (capped at 20%) = Casino result.

EUR 0 – 300,000:	12%
EUR 300,000 – 600,000:	11%
EUR > 600,000:	10%

