

SOFTWARE LICENSING AGREEMENT

This Software Licensing Agreement (the "**Agreement**") is entered into as September 2, 2025 (hereinafter referred to as the "**Effective Date**"), by and between,

GAMERIFT LIMITED, a company incorporated and registered under the laws of Hong Kong, with registration number 78006686 and registered address at 8/F., China Hong Kong Tower, 8-12 Hennessy Road, Wan Chai, Hong Kong (the "**Licensor**") and

WinLink B.V., a company incorporated and registered in Curacao, with registration number 154346 and registered address at Kaya Richard J. Beaujon Z/N Landhuis Joonchi 2, Curaçao (the "**Licensee**").

Both Licensor and Licensee are hereinafter also referred to individually as the "**Party**" and collectively as the "**Parties**".

WHEREAS,

- A. The Licensee maintains and operates one or more Websites, and desires to integrate the Licensed Software into said Websites for the games to be used in the course of the Licensee's Business Activity;
- B. The Licensor desires to grant the Licensee the license for the Licensed Software to be used in Licensee's Business Activity, under the terms and conditions determined in this Agreement, and the Licensee desires to obtain the same;
- C. The Parties have agreed to enter into this Agreement for their mutual benefit and in accordance with the terms and conditions agreed by them.

Now, therefore, the Parties reach the following agreement:

1. DEFINITIONS

Unless otherwise defined in the context, the following terms in this Agreement shall have the meanings assigned to them as follows:

"Agreement"	means this written Agreement including any and all appendices or amendments and/or supplements hereto as may be adopted by and between the Parties under the terms hereof;
"Business activity"	means the Licensee's business activity consisting of making the Games available for play to the Players through Licensee's own Websites;
"Games"	means integral the part of the Licensed Software developed on RNG technology base by the Licensor and licensed by the Licensor to the Licensee hereunder, and unless otherwise mutually agreed between the Parties, any and all software releases, patches, updates, documentation, and other deliverables belonging to the Licensor and supplied to the Licensee in accordance with this Agreement and, subject to any other clause in this Agreement, any derivative forms of it resulting from enhancements, changes, additions or modifications made to it, including under the terms of this Agreement.



	The Licensor reserves the right to remove any Game from the list of Games licensed hereunder or add a new Game to that list; where reasonably practicable, the Licensor will notify the Licensee in writing prior to the effective date of such change;
"Gaming Services"	means the gaming process itself;
"Gaming session"	means the period of time commencing when a Player initiates Game on Website by committing a wager and ending at the time when Player concludes playing (leaves) that Game;
"GGR (Gross Gaming Revenue)"	means all amount of wagers less winnings;
"First Line Support"	means the support provided to Players by an Licensee via telephone, email or instant chat regarding technical and functional matters relating to the Players' use of the Gaming Services and access to Games;
"Launch"	means the first day of public availability of the Games to the Players, or the first time a bet is made on the Games, whichever is earlier;
"Licensed Software"	means any proprietary software belonging to Licensor used to provide the Games, developed or legally distributed by the Licensor.
"Player"	means a Licensee's player who plays the Games through the Licensee's Website(s);
"Restricted Jurisdictions"	means any of the countries listed in Appendix B: "Restricted Jurisdictions", from which it is prohibited to accept the Players. Also, jurisdictions listed herein or agreed upon for particular games by the Parties via email, integration chat, or other means of communication as mutually agreed shall apply. The Restricted Jurisdictions list should automatically include any jurisdiction in which gambling is prohibited, a local licence is required to offer the games in such a jurisdiction (provided that the Licensee does not hold a relevant local license) and/or such a jurisdiction is a monopoly. Curacao shall always remain a restricted jurisdiction.
"Reference Period"	means the time period for calculating fees as agreed between the Parties;
"Spin frequency"	average number of seconds between bets made by one Player;
"System Request"	means the process of transferring information on around from Licensor to the Licensee, which consists of two requests - withdrawal of the bet amount and accrual of the winning amount;

- “Territory”** means any territory anywhere in the world where all of the following apply: (i) the territory is not Restricted Jurisdiction, and (ii) the respective Licensee holds all required Gaming Licenses under the law of such territory;
- “Wagers”** means the total amount of bets made by Players during the Reference Period;
- “Winnings”** the total amount won by all Players in the Reference Period.

2. LICENSE

License. The Licensor hereby grants to the Licensee, who accepts, a limited, revocable, non-exclusive, non-assignable, non-sub licensable and a non-transferable license to use the Licensed Software solely in Licensee's Business Activity by way of: integrating the Games to the Licensee's own websites and making the Games available to the Players from the Territory to play through such websites subject to the terms and conditions contained in this Agreement.

- 2.1. **Licensed Use.** The Games shall be used by the Licensee solely for the Business Activity and within the scope of proper valid governmental approval (license) for each jurisdiction where the online entertainment gaming is operated. The Licensor reserves the right, without prejudice to its other rights or remedies, to block the Licensee's, or Players' access to the Games if either of them is suspected of committing any illegal activity, at any time during the Term.
- 2.2. **Retention of Rights.** The Licensor hereby reserves all Intellectual Property Rights to the Games not expressly granted to the Licensee in this Agreement. In particular, no rights of ownership or any other rights than the right to use the Games as specified in this Agreement are granted to the Licensee. The Licensee acknowledges and agrees that, as between the Licensor and the Licensee, the Games and all modifications and additions thereto, and all worldwide Intellectual Property Rights that are embodied in, related to, or represented by the Games and all modifications and additions thereto are, and at all times will be, the sole and exclusive property of the Licensor.
- 2.3. **Non-Exclusivity.** Licensee agrees that the Licensor has no obligation of exclusivity towards the Licensee or any sub-licensees, and nothing in this Agreement shall prevent the Licensor in any manner from using, developing, marketing, licensing or otherwise disposing of the Games or concepts embodied therein anywhere in the world, or from conducting any other business activity.
- 2.4. **License Term.** The License shall commence on the Effective Date and shall continue until or unless this Agreement expires or is terminated in accordance with any of the provisions of this Agreement.
- 2.5. **Certification.** The Licensee acknowledges that although the RNG used in the Games may be certified or approved for use in particular regulated markets or territories, the Licensor gives no warranty that the Games have been certified, licensed or approved in any particular market or territory, and it is solely the Licensee's responsibility to ensure that the use of the Games by the Licensee as provided in this Agreement is at all times in accordance with the laws and regulations that are applicable to the Licensee, or the websites.
- 2.6. **It is recognized by the Parties hereto that the Licensee's Business activity may be subject to the applicable government licensing regulation and laws. The Licensee shall be solely responsible for full compliance with government licensing regulations and laws if applicable. The Licensee shall indemnify**

and hold harmless the Licensors for and against any and all claims, losses, liabilities related to or arising out of applicable laws and regulations in regard to the Licensee's Business activity.

2.7. The Licensee's obligations:

2.8.1. The Licensee shall maintain a valid gaming license for the provision of Gaming Services at all times. The Licensee is aware and understands that validity of this Agreement is subject to valid gaming license issued to the Licensee by a competent licensing authority.

2.8.2. The Licensee shall at all times be compliant with all requirements and criteria determined by any licensing authority who issued the relevant gaming license.

2.8.3. The Licensee shall within period denoted in respective notice provide the Licensors with any due diligence documentation as requested by the Licensors.

2.8.4. The Licensee shall immediately provide the Licensors with prior written notice regarding any changes to due diligence information provided, any impending bankruptcy, composition or reconstruction proceedings or liquidation for the Licensee; if the Licensee is required to cease the business relationship with Licensors or cease performance of any obligation under this Agreement due to an order from any governmental agency or regulatory body to which the Licensee is subject; if the Licensee is under legal persecution for any matter relating to this Agreement or any obligations hereunder; if a relevant gaming license/s has been issued, suspended or repealed for the Licensee or any of its related companies; and any event that gives well founded reason to assume that the Licensee is or will no longer be capable of fulfilling its obligations under this Agreement. The written notice shall be provided to the Licensors within five calendar (5) days from the date that the aforementioned changes or events have become known to the Licensee.

2.8.5. The Licensee shall advise the Licensors when there is a change to the domain names of websites or additional websites using the Licensed Software.

2.8. The Licensee's obligations:

2.9.1. The Licensors shall undertake all necessary arrangements for the proper implementation of the Licensed Software into the Licensee's platform;

2.9.2. The Licensors shall ensure access to and operation of the Licensed Software subject to the applicable provisions and for the duration of the term of this Agreement.

3. INTEGRATION

- 3.1. Integration. As soon as practicable after signing this Agreement, and the provision of the technical capability by the Licensee, the Licensors shall provide the Licensee with an API access to the Games for integration into the websites for licensed use as set out herein, and shall also provide a reasonable assistance during the whole integration, as may be agreed by the Parties. The Licensee shall follow the Licensors' instructions on the integration process. To avoid any misunderstandings, the Licensors explicitly states that this assistance shall be for the purpose of the integration process only. The integration services are free, unless otherwise specified in the Appendix A: "Fees".

4. LICENSE RESTRICTIONS

- 4.1. Restrictions on Access, Copying, and Use. The Licensee shall access and use the Games and their functionality exclusively through the API, as integrated into the website(s) according to the Licensors' instructions. The Licensee hereby warrants and confirms that neither it, nor any of its employees and



associated parties will attempt to or permit any other party to attempt to:

gain any other type of access to the Games (including its source/human-readable or binary/machine-readable code);

copy, translate, adapt, modify, sublicense, distribute, transfer, reverse engineer, disassemble, or decompile the Games;

monitor or in any way replicate (in form or function) the Games;

prepare or create Derivative work incorporating or based on the Games;

remove any proprietary notices from the Games; or

use the Games or related documentation to design software with similar or competitive functionality.

- 4.2. Security and Control. The Licensee shall during the continuance of the License effect and maintain adequate security measures to safeguard the Games from access or use by any unauthorised person.
- 4.3. Sub-License Restrictions. The Licensee shall not sub-license the Games or otherwise permit any third party to use or access the Games. The Licensee shall not, and shall not allow any third party (explicitly including the sub-Licensees) to, use or access the Games.
- 4.4. Trade Marks Restrictions. The Licensee agrees that under no circumstances shall the Licensee move, remove, deface or alter the Licensor's Trade Marks in any way whatsoever without Licensor's prior written consent.

5. PAYMENTS

- 5.1. Fee. The Licensee shall pay to the Licensor the software license fee (the "License fee") in accordance with this Agreement. The Licensee shall pay the monthly License fee in accordance with the Appendix A "Fees" and this Section 5.
- 5.2. The settlements and relevant Invoices are subject to the following rules:
 - 5.2.1. The Parties agree that all invoices shall be settled exclusively via bank wire transfer and in euros (EUR).
- 5.3. Exchange Rates: It is acknowledged between the Parties that for GGR calculation and invoicing purposes (including those made in cryptocurrency), the Licensor shall apply the exchange rates from <https://xe.com> as of 0:00 a.m. GMT of the 1st calendar day of the calendar month following the month for which the Invoice is issued. Exchange rates shall be in effect on the 1st day of the month after the accounting period. Rates apply to all transactions of all the Games.
- 5.4. Notwithstanding the foregoing, within the same calendar month, the License Fee is calculated in an aggregated manner for any and all GGR of any and all Games calculated together. For clarity, it is expressly understood between the Parties that where, in a given calendar month, a certain Game results in a negative GGR, such negative GGR shall be compensated by a positive GGR of any other Game during that same calendar month. For the avoidance of doubt, the Parties agree that if the aggregated GGR for all Games calculated together results in a negative amount in any calendar month, the GGR for that month shall be set to zero for the purpose of calculating the Fees. No negative results shall be permitted to be carried over to the following calendar month(s), i.e. the GGR with a negative (minus) indicator in the current month is not rolled over to the next month.
- 5.5. The Invoices for the License fee shall be sent to the Licensee by emails or other communication tools or ways agreed and usually used by Parties. The Licensor shall provide the Licensee with an invoice no



later than on the 5th (fifth) day of the calendar month following the month for which the Invoice is issued.

- 5.6. The Licensee shall make the License fee payments not later than the fifth (5th) calendar day from the date, when the Licensor sent the Invoice to the Licensee. In the event of a delay in payment, the Licensee shall be obliged to pay the Licensor a late payment fee at a rate of 0.2% of the outstanding amount for each day of delay. The late payment fee shall accrue daily, starting from the day following the due date until the date of full payment. This late payment fee shall not relieve the Licensee from any other obligations under this Agreement or limit the Licensor's right to seek additional remedies available under applicable laws. Notwithstanding the above-mentioned remedies and without any liability to the Licensee, the Licensor shall have the right to suspend the provision of the services to the Licensee until such payment is settled in full by the Licensee to the Licensor.
- 5.7. For calculations hereunder (including GGR calculation and invoicing purposes) the data from the Licensor's backend is used. The Parties have agreed that the Licensor's back-office data and/or Games' statistics shall be the exclusive and sufficient source of data to be used for Fees calculation.
- 5.8. Taxes and Withholdings. All sums due by the Licensee to the Licensor under this Agreement are exclusive of Value Added Tax and any sales or other taxes and withholdings that may be applicable, and shall be paid in full without deduction of taxes, charges, withholdings or other duties that may be imposed by any applicable law. Should such deductions be applicable, the Licensee shall increase the amount of payment so that after the deductions are made, the Licensor receives the due amount as if no deductions have been made. The Licensor shall not be liable for any applicable gaming tax that may at any time be due to any governmental or regulatory authority in any territory, the Licensee is fully responsible for payment of any gaming tax that may be applicable in any territory.
- 5.9. Set-Off. The amounts payable by the Licensee hereunder shall not be subject to any remedies (legal or equitable) related to the set-off or counterclaim thereof.
- 5.10. Fees Adjustment. The Licensor shall be entitled to vary the Fees under this Agreement on thirty (30) days written notice to the Licensee in case of the occurrence of the circumstances that have resulted in an increase in the Licensor's development, technical support and maintenance costs for the Games and/or caused it losses (inflation, economic crisis or other adverse economic phenomena caused, in particular, but not limited to, by force majeure; imposition of new taxes and/or mandatory payments; resolutions of the state authorities). The Licensee shall be entitled, within ten (10) days of receipt of such a notice of Fees' variation, to terminate this Agreement by giving a written notice of the same to the Licensor. In the absence of such termination notice from the Licensee, new Fees shall be in force as of the date indicated in the Licensor's notice.
- 5.11. Win Payment. For avoidance of doubt, any win by a Player on any of the Games shall be paid exclusively by the Licensee to the Player, and shall not be paid or funded by the Licensor. It is recognized by the Parties hereto that the Licensee is solely liable for preventing the Player's bonus abuse, and that the Licensor is not liable for any damages caused by the Player's bonus abuse. The Licensee shall indemnify and hold harmless the Licensor for and against any and all claims, losses, liabilities related to or arising out of Player's complaints or legal relationships between the Players and the Licensee.
- 5.12. Verification of winnings. The Player's winnings in the amount of more than 20,000 EUR received in one Gaming session must be verified and approved by the Licensor. The Licensee warrants that the winnings will not be paid out to the Player by the Licensee without the Licensor's approval. The Licensor is obliged to verify the winnings and give a decision on the approval or rejection of the winnings within 48 hours, otherwise the winnings are considered approved automatically. The amount of winnings that has not been verified and approved by the Licensor is not taken into account when calculating GGR.



- 5.13. Revocation of the rights. The rights granted to the Licensee hereunder shall be deemed revoked, if Licensee fails to pay the Fees, which are due and payable, if the due payment continues to be unpaid within thirty calendar (30) days after receipt of the written notice requesting the due Fees. Notwithstanding the above-mentioned remedies and without any liability to the Licensee, the Licensor shall have the right to suspend the provision of the services to the Licensee until such payment is settled in full by the Licensee to the Licensor.

6. SUPPORT AND ADDITIONAL SERVICES

- 6.1. Second Line Support. The Licensor shall use its commercially reasonable efforts to provide the Licensee with Second Line Support - a reasonable technical support for the Games, provided that the Licensee is using the latest version of the Games and is adequately staffed with reasonably competent personnel. The scope, content, exclusions and fees of such Second Line Support may be determined by the Parties upon mutual written consent.
- 6.2. Branding. When agreed by the Parties, the Games may be branded to incorporate the Licensee's Trade Marks and "look and feel". Additional Fees shall be applied for branding, which is performed by the Licensor for the Licensee. The Licensor shall not be liable for the infringement of intellectual property rights of third parties when conducting such branding. In the event of any claims made to the Licensor for infringement of intellectual property rights resulted from such branding, the Licensee shall settle such claims or take other necessary measures to prevent the Licensor from incurring costs and losses. And if the Licensor incurred expenses and losses the Licensee shall reimburse them in full to the Licensor.

7. DEVELOPMENT AND MAINTENANCE

- 7.1. Development. The Licensor may from time to time develop and update the Games. Any such development and updates shall be undertaken by the Licensor at its sole and absolute discretion. Licensee acknowledges that development may not be scheduled according to the specific requests of the Licensee. Whenever updates are made available to the Licensee, prior versions will be terminated and become unsupported.
- 7.2. Maintenance. The Licensor shall from time to time engage in a reasonable maintenance of the Games which will be determined at its sole and absolute discretion. The Licensee acknowledges that maintenance may not be scheduled according to specific requests or schedules of the Licensee. Provided that the Licensor shall use commercially reasonable efforts to ensure that, in effecting the aforesaid maintenance, and wherever possible, all the necessary skill, diligence and precautions are exercised to minimize and/or reduce and/or prevent the risks of unnecessary and/or prolonged downtime, and any error or malfunction of the Games.
- 7.3. Possible Disruptions. The Parties acknowledge that from time to time, as a result of hardware failure or supplier failures or other circumstances, the proper use of, and/or access to, the Games may be temporarily disrupted. The Licensee acknowledges and agrees that the Licensor and its members, shareholders, directors, officers, employees or representatives shall not be liable to Licensee in connection with these temporary disruptions for any kind of damages, including direct, special, indirect, consequential, punitive or exemplary damages, or damages for loss of profits or lost earnings.
- 7.4. Suspicious winnings. The Licensor shall take reasonable measures to correct any malware, malfunction or defect contained in the Games causing erroneous winnings. The Licensor shall not be liable for the Licensee's losses incurred in connection with the payment of false (suspicious) winnings, if within 24

hours from the moment of occurrence of such false (suspicious) winnings the Licensor informs the Licensee of it. The Licensee shall take measures to ensure that the Licensee pays such winnings only upon agreement with the Licensor.

8. ADVERTISING

- 8.1. Advertising. The Licensee shall be solely responsible for, and shall bear all costs and expenses incurred in connection with, any action it shall take in relation to the advertising, marketing and promotion of its website(s) or other aspect of its Business Activity. The Licensee shall be solely responsible for, and shall bear all costs and expenses incurred in connection with, any action they shall take in relation to the advertising, marketing and promotion of the Games or the Gaming Services. Should such actions of the Licensee in any way feature, expose, advertise, disclose or mention the Licensor's Intellectual Property (including company name or names of the Games) no such actions shall be taken by the Licensee without obtaining a prior written approval from the Licensor.

9. CONFIDENTIALITY AND DATA PROTECTION

- 9.1. Confidentiality Obligations. The Parties acknowledge that either Party ("Discloser") may disclose its Confidential Information to the other Party ("Recipient"). The Recipient shall hold all Confidential Information in strict confidence and shall not disclose any Confidential Information to any third party, other than to its employees or agents who need to know such information to perform Recipient's obligations. Recipient shall not use any Confidential Information for the benefit of itself or any third party or for any purpose other than the performance of Recipient's obligations.
- 9.2. Recipient shall not make any copies of the Confidential Information except as necessary to perform its obligations unless otherwise approved in writing in advance by Discloser. Recipients' obligations hereunder shall last for a period of three (3) years after expiration or termination of this Agreement.
- 9.3. Data Protection. Both Parties hereby undertake 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. The provisions of this Agreement are subject to Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation) and applicable laws in one or both jurisdictions of the Parties hereto.

10. TERM AND TERMINATION

- 10.1. Term of the Agreement. This Agreement shall enter into force on the Effective Date, and shall remain in force for the initial term of twelve (12) months from the Effective Date (the "Initial Term") and shall thereafter automatically be renewed for further periods of twelve (12) months each (the "Renewal Term"). Either Party may terminate this Agreement without cause by giving the other Party not less than 30 (thirty) calendar days' written notice of termination after the end of the Initial Term.
- 10.2. Termination for cause. Either of the Parties may terminate this Agreement immediately upon giving written notice to the other Party, upon the occurrence of any of the following events:

without prejudice to the other provision of this Agreement, the other Party is in breach of any of its material obligations under this Agreement and (if such breach is capable of remedy) the other Party fails to remedy such breach within seven (7) calendar days of service of notice in writing to



do so;
the insolvency of the other Party;
the other Party dissolves, is wound up or ceases to carry on business; or
the other Party becomes subject to receivership, bankruptcy or similar proceedings.

10.3. The Licensor may terminate this Agreement unilaterally at its sole discretion:

10.3.1. if the Licensee fails to pay any amount due to be paid in accordance with this Agreement and such breach is not rectified within 30 calendar days from the date of a written notice from the Licensor.

10.3.2. if the Licensee uses, or attempts to use the Licensed Software or any part of it in a manner or form that is illegal or that is reasonably likely to bring the Licensor into disrepute or in any way endanger the Licensor's reputation or the Licensor's licenses, permits or approvals if applicable.

10.3.3. if the Licensee fails to apply for, obtain in a timely fashion or maintain any license, permit or approval required by any government authority or by applicable law or regulation or is otherwise in breach of the applicable law.

10.3.4. in order to avoid, minimise or end any actual or perceived infringement of applicable law or of any regulations, or intellectual property rights.

10.4. On expiry or termination of this Agreement, for any reason whatsoever, Licensee shall cease all use of the Licensed Games and shall destroy all copies of the Licensed Games, including any related documentation, in its possession or control, and provide Licensor with a certificate signed by an officer of Licensee attesting thereof.

10.5. Upon non execution of the terms of the integration, Licensor shall be entitled to terminate this Agreement by giving seven (7) days written notice.

10.6. The expiry or termination of this Agreement for any reason shall not affect:

any rights, obligations or liabilities accrued before the date of termination or expiry; or

any rights, obligations or liabilities specifically stated herein to continue in force after and despite expiry or termination.

11. REPRESENTATIONS AND WARRANTIES

11.1. The Licensor warrants that:

it has the authority to enter into this Agreement and is the rightful owner of, or has procured a right from the rightful owner to, the Games;

to the best of its knowledge, the Games do not contain any trojan horse, worm, logic bomb, time bomb, backdoor, trap door, key or other similar or harmful components which are intended to impair or prevent the operation of the Games;

it is not a party to, or subject or bound by, any agreement which may restrict or interfere with the performance of this Agreement, and it has no knowledge of any present condition or contingency which it can reasonably expect to adversely affects its ability to perform its obligations under this Agreement. The Licensor warrants that unless otherwise provided herein or unless the Licensor



has informed the Licensee in writing, the Games licensed to the Licensee in terms of this Agreement may be offered to Players directly by the Licensee in order that such Licensees make the Games available to Players.

The Licensor will indemnify and hold harmless the Licensee from and against any substantiated demand or claim confirmed by a final court judgment that the licensing, provision, or use of the Licensed Software by the Licensor, in the form supplied under this Agreement and without modification by the Licensee, infringes any third-party rights or violates any applicable laws, regulations or rules. The Licensee accepts no liability whatsoever for damages that directly result from such proven claims or governmental actions and alike.

11.2. The Licensee represents and warrants that:

The Licensee shall not permit any third party, other than Player, to use the Licensed Games without Licensor's prior written consent and warrants that the Licensee possess all necessary licenses and permits to perform the activity and agree by executing this Agreement not to distribute the Licensed Games into or within any Restricted Jurisdiction.

At all times the Licensee will be responsible to abide by those anti-money laundering and combating the financing of terrorism requirements to which it is subject, and any related and applicable guidance documents issued by their competent authorities. The Licensee also acknowledges that it is its sole responsibility to apply anti-money laundering and combating the financing of terrorism requirements to its Players.

The Licensee is responsible for the use and operation of the Licensed Software and compliance with all laws, regulations and rules of the Licensee country of incorporation, and should hold a valid gaming license for their online operation in the respective jurisdiction. The Licensee will indemnify and hold harmless the Licensor from and against any demand or claim that its use or operation of the Licensed Software violates the laws, regulations or rules. Licensor accepts no liability whatsoever for damages that result from governmental actions and alike.

The Licensee shall have no rights in or to the Licensed Software, other than in accordance with the terms of this Agreement. The Licensee is responsible for their use of the Licensed Software and agrees to indemnify and hold the Licensor harmless from and against any demand or claim arising out of Licensee's use of the Games or any violation of any agreement, laws, regulations or rules of any jurisdiction.

12. NOTIFICATIONS

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

- To the Licensor: support@gamerift.io
- To the Licensee: compliance@winity.com and limassol@oneworldweb.net
winlinkbv@g-force-corporate-services.com

12.2. Any notice made or given in connection with this Agreement shall be deemed to have been given:
if delivered personally, at the time of delivery;



if sent by registered mail, on the fifth (5th) working day after the date of posting;

if sent by email, at 9.00 AM according to recipient's time zone on the next working day after transmission, unless the recipient can provide credible information to explain why delivery to the email address failed or was not possible within twenty-four (24) hours of sending.

- 12.3. Neither Party nor its Affiliates, employees, agents and consultants, shall issue any press releases, articles, brochures, advertisements, prepared speeches or other public announcements related to this Agreement without the prior written consent of the other Party, which prior written consent shall not be unreasonably withheld.

13. GOVERNING LAW AND JURISDICTION

13.1. This Agreement shall be governed and construed in accordance with valid legislation of England and Wales, without reference to: (a) any conflicts of law principle that would apply the substantive laws of another jurisdiction on the parties' rights or duties; (b) the 1980 United Nations Convention on Contracts for the International Sale of Goods; or other international laws.

13.2. Any dispute arising out of or in connection with this Agreement, including any question regarding its existence, validity or termination, shall be referred to and finally resolved by arbitration under the London Court of International Arbitration (LCIA) Rules, which Rules are deemed to be incorporated by reference into this clause.

The number of arbitrators shall be one.

The seat, or legal place, of arbitration shall be London, England.

The language to be used in the arbitral proceedings shall be English.

14. MISCELLANEOUS

14.1. Amendments to this Agreement must be in writing and duly signed by both Parties.

14.2. This Agreement constitutes the whole agreement between the Parties and supersedes all previous discussions, correspondence, negotiations, arrangements, undertakings and agreements between them relating to its subject matter. Each Party acknowledges that by entering into this Agreement it does not rely on, and shall have no remedies in respect of, any representation or warranty (whether made innocently or negligently) that is not set out in this Agreement. Nothing in this clause shall limit or exclude any liability for fraud.

14.3. If any clause in this Agreement, or any part of a clause, is found by any court, regulatory or administrative body of competent jurisdiction to be illegal, invalid or unenforceable, and the clause (or the part) in question is not of a fundamental nature to the Agreement as a whole, the legality, validity and enforceability of the remainder of the Agreement (including the remainder of the clause which contains the relevant provision) shall not be affected.

14.4. Neither Party may assign or transfer its rights or obligations under this Agreement to a third-party without the prior written consent of the other Party.

This Agreement may be executed in any number of counterparts or duplicates, each of which shall be an original if signed by a duly authorized officer or representative of each of the Parties, and such counterparts or duplicates shall together constitute one and the same agreement. This Agreement or



any related documents thereto may be signed electronically, and counterparts may be exchanged through transmission by facsimile or email (in PDF, JPEG or other agreed format) and this shall take effect as delivery of an executed counterpart.

15. LIABILITY

- 15.1. **General Limitation of Liability:** The total aggregate liability of either Party to the other under or in connection with this Agreement, whether in contract, tort (including negligence), breach of statutory duty, or otherwise, shall not exceed the greater of: (a) the total License Fees actually paid by the Licensee to the Licensor during the twelve (12) months immediately preceding the event giving rise to the liability; or (b) two hundred fifty thousand euros (€250,000).
- 15.2. The limitation of liability set out in Clause 15.1 shall not apply in respect of:
 (a) liability arising from gross negligence or willful misconduct;
 (b) any liability that cannot be lawfully excluded or limited under applicable law;
- 15.3. **Liability for Game Malfunctions:** Notwithstanding any other provision of this Agreement, in the event that a verified malfunction, defect, or software error in the Licensed Software results in a direct and quantifiable financial loss to the Licensee, and such loss is solely attributable to the Licensor's failure to maintain or operate the Licensed Software in accordance with this Agreement, the Licensor's liability for such incident shall be limited to a maximum amount of three hundred fifty thousand euros (€350,000) per occurrence.
- This clause shall apply only where the Licensee provides reasonable evidence of the malfunction and resulting loss, and such evidence is not reasonably disputed by the Licensor. For the avoidance of doubt, this clause does not affect the Licensee's obligations under Clause 5.11 regarding the payment of winnings to Players.
- 15.4. Each Party shall be solely and exclusively liable for any breach of applicable data protection laws and regulations (including, where applicable, the GDPR) resulting from its own acts or omissions, including those of its employees, agents, or subcontractors.
- 15.5. For the avoidance of doubt, the liability of either Party for such breaches shall not be subject to any limitation or cap on liability set forth elsewhere in this Agreement.

Appendices to the Agreement:

- Appendix A: "Fees";
- Appendix B: "Restricted Jurisdictions";
- Appendix C: "Service Level Agreement".
- Appendix D: "Data processing addendum"



Details and Signatures of the Parties

Licensor:
GAMERIFT LIMITED

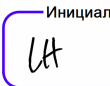
Licensee:
WinLink B.V.

Company number: 78006686
E-mail: support@gamerift.io

Company number: 154346
E-mail: compliance@winity.com and
limassol@oneworldweb.net

For and on behalf of the Licensor

For and on behalf of the Licensee

Инициалы


Signed by:

413C1C8B7FDB40F

Title: Authorized Representative
Name: Sonia Lassud




Title: Guardian Corporation Curacao B.V
Name: obo Gouloud Hammoud, Director
Date: 22 September 2025

Appendix A: "Fees"

The Licensee shall pay the following Fees to the Licensors:

Integration Fee	Waived
Set-Up Fee	Waived

1. Monthly Fee

The Licensee shall pay to the Licensors the Monthly Fee, for each full or partial month after the Launch. The Monthly Fee shall be calculated as a percentage of the total GGR generated during the respective month, as shown below:

GGR	FEE (%)
Up to 500,000 EUR	8%
500,001 EUR and over	7%

On behalf of Licensors

Name: Sonia Lassud
Title: Authorized Representative

Инициалы
LT

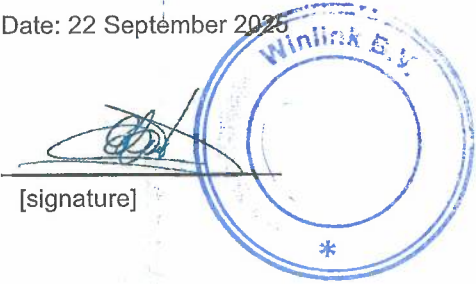
Signed by:
Sonia Lassud
413C1C8B7FDB40F...

[signature]

On behalf of Licensee

Title: Guardian Corporation Curacao B.V
Name: obo Gouloud Hammoud, Director
Date: 22 September 2025

[signature]



Appendix B: "Restricted Jurisdictions"

The below specified list of Restricted Jurisdictions may be unilaterally updated and changed by the Licensor at any time at its sole discretion by written notice (email will be sufficient).

- The USA
- France
- Australia
- Austria
- The Netherlands
- The UK
- Curacao
- Bahrain
- Afghanistan
- Singapore
- China
- Cambodia
- Cuba
- Iran
- Iraq
- South Korea
- North Korea
- Oman
- Qatar
- Saudi Arabia
- United Arab Emirates
- Myanmar
- Syria
- Palestine
- Samoa
- Somalia
- Lebanon
- Libia
- Laos
- Yemen

On behalf of Licensor

On behalf of Licensee

Name: Sonia Lassud

Title: Authorized Representative

Title: Guardian Corporation Curacao B.V

Name: obo Gouloud Hammoud, Director

Date: 22 September 2025

Инициалы
LA

Signed by:
Sonia Lassud
413C1C8B7FDB40F...

[signature]

[signature]

[signature]



Appendix C: "Service Level Agreement"

1. Terms and Definitions

"End-User" or "Player" shall mean a registered user on the Licensee's Website/s.

"Remote Management System (RMS)" means the facilities whereby Licensee can obtain access to monitor its End-Users' activity for the purpose of customer service, management and reconciliation.

"Defect Correction" means either a bug fix, work-around, patch, or other modification or addition that brings the Licensed Software into conformity with the Software standards and specifications.

"High Priority Defect" means a defect that renders Licensed Software inoperative or causes a complete failure of the Licensed Software in such a way that it is completely unavailable for the End-Users. For example: End-Users cannot access the online gaming System or any substantial parts thereof which are crucial for its operation, such as the Licensed Games.

"Medium Priority Defect" means a defect that substantially degrades the operation, function or performance of Licensed Software. For example: the RMS, progressive jackpot or login for new End-User is completely inoperative.

"Low Priority Defect" means a Defect that causes only a minor impact on the End-User's use of Licensed Software and which is not a High Priority Defect or a Medium Priority Defect. For example: minor design flaws, spelling mistakes.

"Notification" means notification by either party of a Defect via telephone and/or email to the nominated contact/s for each party. Nominated contacts shall be as follows:

For the Licensee:

Communication	Point of contact
Release notes, product updates and newsletters.	
Maintenance	
Unscheduled maintenance	
Technical issues, bugs and improvements	
New games	
Compliance and side letters	compliance@winity.com
API updates	
Invoicing	finance@winity.com

For the Licensor:

Communication	Point of contact
Invoicing and side letters and Compliance	finance@gamerift.io ;
Maintenance	support@gamerift.io ;
API updates, Technical issues, bugs and improvements	support@gamerift.io

2. Support Services

The Licensed Software enables End-Users to play the Licensed Games online and the Licensee to monitor the online gaming activity of Licensee's End-Users.

The Licensor shall be responsible for the installation of the Licensed Software. The Licensor's technical support personnel shall be available to the Licensee to answer technical questions in relation to the Licensed Software via telephone and/or email on a 24 hour per day, 7 day per week basis.

3. Maintenance

Planned Downtime, "Maintenance", is used for deploying new functionality, bug fixes, server/hardware upgrades and other maintenance tasks.

Maintenance will be announced by the Licensor at least 1 calendar day in advance via e-mail to the Licensee. Maintenance will not exceed 10 hours per calendar month without prior agreement with the Licensee.

4. Unplanned Downtime:

Unplanned Downtime (hereinafter, "Downtime"), occurs when services are unavailable due to faults or emergency maintenance. Downtime should not exceed 10 hours per month (the "Maximum"). For the avoidance of doubt, Maintenance does not count as Unplanned Downtime.

If Emergency Maintenance to the platform is required, Licensor shall notify the Licensee as soon as reasonably practicable and provide appropriate details in order to establish the extent to which the maintenance work will have an impact on the availability of the Licensed Games.

5. Service Levels

Licensor shall use its best endeavors to correct any Defect reported by Licensee in accordance with the applicable priority levels below:

High Priority Defect	Acknowledgement of Defect and request for details: Immediate. When Notification is done via telephone, it is deemed to be automatically acknowledged. When Notification is done via e-mail, acknowledgement will be via telephone and will occur at the time the e-mail is received on Licensor's email servers. Initial analysis and production of action plan: Target time 60 minutes from Acknowledgement of Notification. Defect source identification: Target time 90 minutes from Acknowledgement of Notification. Efforts are continuous until complete. If a workaround solution is feasible and appropriate: Target time 120 minutes from Acknowledgement of Notification. Efforts are continuous until complete. If a workaround solution is not available or appropriate: Target time 4 hours from Acknowledgement of Notification to provision of a workaround solution. Initially, the Licensor shall implement a workaround fix. Licensor will provide permanent fixes for High Priority Defects in the next planned maintenance release after the workaround fix has been implemented.
Medium Priority Defect	Acknowledgement of Notification and request for Defect details: Target time 1 hour from Notification. Initial analysis and production of action plan: Target time 16 hours from Acknowledgement of Notification. Defect source identification: Target time 48 hours from Acknowledgement of Notification.

	Initially, the Licensor will implement a workaround fix. The Licensor will provide permanent fixes for Medium Priority Defects in the next planned maintenance release after the workaround fix.
Low Priority Defect	The Licensor shall provide a Defect correction in the next Licensed Software Upgrade.

SIGNATURES OF THE PARTIES

On behalf of Licensor

Name: Sonia Lassud
Title: Authorized Representative

Инициалы
LA

Signed by:
Sonia Lassud
413C1C8B7FDB40F

[signature]

On behalf of Licensee

Title: Guardian Corporation Curacao B.V
Name: obo Gouloud Hammoud, Director
Date: 22 September 2025


[signature]



Appendix D: "Data processing addendum"

THIS DATA PROCESSING ADDENDUM (the "**Addendum**") is entered into on the Effective Date (as defined below) and made between:

- (1) **Winlink B.V.**, having its registered office at Kaya Richard J. Beaujon Z/N Landhuis Joonchi 2, CURACAO, Company Registration Number: 154346 (hereinafter the "**Counterparty**" or the "**Controller**"); and
- (2) **GAMERIFT LIMITED**, a company incorporated and registered under the laws of Hong Kong, with registration number 78006686 and registered address at 8/F., China Hong Kong Tower, 8-12 Hennessy Road, Wan Chai, Hong Kong (hereinafter the "**Processor**")

the companies mentioned above are separately referred to as a "**Party**" and jointly as the "**Parties**".

1 PURPOSE

- 1.1 The Parties have on September 2, 2025 entered into a Software Licensing Agreement (the "**Main Agreement**").
- 1.2 In providing the Counterparty with the services, certain Counterparty Personal Data (as defined below) is processed by Processor on behalf of the Counterparty. Based on the Applicable Data Protection Laws (as defined below), a written agreement is necessary between the Parties in order to safeguard the secure and lawful processing of such Counterparty Personal Data.
- 1.3 The Parties now wish to amend and supplement the Main Agreement in accordance with the terms and conditions set out hereto. This Addendum intends to regulate the rights and responsibilities of the Counterparty and Processor in accordance with the Applicable Data Protection Laws (as defined below).

2 DEFINITIONS AND INTERPRETATION

- 2.1 For the purposes of this Addendum, the following terms and expressions, including their grammatical variations, shall have the meaning set forth below. Capitalized terms not defined in this Addendum shall have the meaning given to them in the Main Agreement, unless expressly stated otherwise.

"**Data Protection Laws**" shall mean the Data EU Protection Laws and any other applicable law (to extent applicable, data protection of privacy laws of any other country) with respect to any Counterparty Personal Data in respect of which the Counterparty or any other company belonging to the same corporate group with the Counterparty is subject to. This includes but is not limited to the Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the Processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC with national implementations as applicable (also, referred to hereinafter as the "**GDPR**").

"**Effective Date**" shall mean the date as of the last signature affixed hereto.

"**Counterparty Personal Data**" shall mean any Personal Data processed by as the Processor (or its Sub Processors) on behalf of the Counterparty or any other company belonging to the same corporate group with the Counterparty.



"Processor" shall mean or Processor Group Company (as defined below) that processes Counterparty Personal Data on behalf of the Counterparty or any other company belonging to the same corporate group with the Counterparty.

"Processor Group Company" shall mean any entity that owns or controls, is owned or controlled by, or is under control or ownership of the Processor.

"Sub Processor" shall mean any person appointed by or on behalf of the Processor to process Counterparty Personal Data on behalf of the Counterparty or any other company belonging to the same corporate group with the Counterparty.

- 2.2 The terms, **"Commission"**, **"Controller"**, **"Data Subject"**, **"Member State"**, **"Personal Data"**, **"Personal Data Breach"**, **"Processing"** and **"Supervisory Authority"**, **"Transfer"** shall have the same meaning as in the GDPR.

3 PROCESSING OF PERSONAL DATA

- 3.1 The Processor and each Processor Group Company shall comply with all Data Protection Laws in the processing of Counterparty Personal Data.

- 3.2 The Processor and each Processor Group Company, shall process Counterparty Personal Data exclusively for the purpose of carrying out its obligations under the Main Agreement and in accordance and with this Addendum, and in accordance with the written instructions given by the Counterparty, unless otherwise required by any Applicable Data Protection Laws to which the Processor is subject.

- 3.3 In the event that processing of Counterparty Personal Data is required by any Applicable Data Protection Laws to which the Processor is subject, the Processor shall notify the a Counterparty before carrying out any processing of that Personal Data. Further, in the event that the Processor receives instructions relating to the Processing of Counterparty Personal Data that it deems beyond or contrary to (i) this Addendum, or (ii) the Any Applicable Data Protection Laws to which the Processor is subject, the Processor shall without delay notify the Counterparty and await further instructions before complying with such instructions.

The Counterparty instructs the Processor and each Processor Group Company and authorizes the Processor and each Processor Group Company to instruct each Sub Processor to (i) Process Counterparty Personal Data and (ii) transfer Counterparty Personal Data to any country of territory in accordance with the Applicable Data Protection Laws, in each case as reasonably necessary for the provision of the Services in consistency with this Addendum and the Service Agreement.

- 3.4 Annex 1 contains certain information regarding Processing of Counterparty Personal Data as required by Article 28(3) of the GDPR.

4 SUBPROCESSING OF PERSONAL DATA

- 4.1 The Counterparty authorises the Processor to appoint Sub Processors in accordance with this Clause 4 and any restrictions in the Main Agreement.

- 4.2 The Processor may continue to use those Sub Processors already engaged by the Processor as at the date of this Addendum. By entering into force this Addendum the Processor shall supply the Counterparty with a list of such already engaged Sub Processors.



- 4.3 The Processor can at any appoint a new Sub Processor provided that the Counterparty is given fifteen (15) days' prior written notice and the Counterparty does not legitimately object to such appointment within that timeframe. If, in the Processor's opinion such objections are legitimate, the Processor shall refrain from using such Sub Processor in the context of processing Counterparty Personal Data.
- 4.4 With respect to each Sub Processor, the Processor shall:
- (a) before the Sub Processor first processes Counterparty Personal Data, carry out adequate due diligence to ensure that the Sub Processor is capable of providing the same level of protection for Counterparty Personal Data as required by this Addendum and meet the requirements of all Data Protection Laws;
 - (b) ensure that the arrangement between the Processor or any of the Processor Group Company and/or the Sub Processor is governed by a written contract including terms which offer at least the same level of protection for Counterparty Personal Data as those set out in this Addendum and meet the requirements of Article 28(3) of the GDPR;
 - (c) upon the Counterparty's request, provide copies of the Processor's agreements with Sub Processors (which may be redacted to remove confidential information not relevant to the requirements of this Addendum);
- 4.5 The Processor and each Processor Group Company, shall ensure that each Sub Processor performs the obligations which apply to processing of Counterparty Personal Data, as they apply to processing of Counterparty Personal Data carried out by that Sub Processor, as if it were party to this Addendum and the Main Agreement in place of the Processor.

5 PERSONNEL

The Processor shall take reasonable steps to ensure the reliability of any employee, agent or contractor of any Sub Processor who may have access to the Counterparty Personal Data, ensuring in each case that access is strictly limited to those individuals who need to know or access the relevant Counterparty Personal Data, as strictly necessary for the purposes of the Main Agreement, and to comply with Data Protection Laws in the context of that individual's duties to the Processor and Sub Processors, ensuring that all such individuals are subject to confidentiality undertakings or professional or statutory obligations of confidentiality.

6 SECURITY

Considering the state of the art, the costs of implementation and the nature, scope, context and purposes of processing as well as the risk of varying likelihood and severity for the rights and freedoms of natural persons, the Processor and each Processor Group Company, shall in relation to the Counterparty Personal Data implement technical and organizational measures to ensure a level of security appropriate to that risk, including, as appropriate, the measures referred to in Article 32(1) of the GDPR.

7 DATA SUBJECT RIGHTS

- 7.1 Taking into account the nature of the processing, the Processor and each Processor Group Company, shall assist the Counterparty by implementing appropriate technical and organisational measures, insofar as this is reasonably possible, for the fulfilment of the Counterparty's obligations to respond to requests to exercise Data Subject rights under the Data Protection Laws.

7.2 The Processor shall:

- (a) promptly notify the Counterparty if the Processor or any Sub Processor receives a request from a Data Subject under any Applicable Data Protection Laws in respect of the Counterparty Personal Data; and
- (b) ensure that the Processor and/or any or its Sub Processor does not respond to that request except as required by Data Protection Laws to which the Processor or Sub Processor is subject, in which case the Processor shall to the extent permitted by Data Protection Laws inform the Counterparty of that legal requirement before the Processor or Sub Processor responds to the request.

8 PERSONAL DATA BREACH

- 8.1 The Processor shall notify the Counterparty immediately and without any delay upon the Processor or any Sub Processor becoming aware of a Personal Data Breach affecting the Counterparty Personal Data, providing the Counterparty with sufficient information to allow the Counterparty to meet any obligations to report or inform Data Subjects of the Personal Data Breach under the Data Protection Laws.
- 8.2 The Processor shall co-operate with the Counterparty and take all such reasonable commercial steps as are directed by the Counterparty to assist in the investigation, mitigation and remediation of each such Personal Data Breach.

9 DATA PROTECTION IMPACT ASSESSMENT AND PRIOR CONSULTATION

The Processor and each Processor Group Company shall provide reasonable assistance to the Counterparty with any data protection impact assessments, and prior consultations with Supervising Authorities or other competent data privacy authorities, which the Counterparty considers to be required by Article 35 or 36 of the GDPR or equivalent provisions of any other Data Protection Laws, in each case solely in relation to processing of Counterparty Personal Data by the Processor or its Sub Processor.

10 TERM AND TERMINATION

- 10.1 This Addendum shall enter into force concurrently with the Main Agreement and shall thereafter remain in force as long as the Main Agreement remains in force. It shall expire automatically without notice when the Main Agreement expires regardless of the reason of termination or expiration (the "Expiry Date").
- 10.2 Clauses 11.1, 11.2, 11.5, and 15 shall survive and remain in full force and effect regardless of any termination or expiry of this Addendum.

11 DELETION OR RETURN OF COUNTERPARTY PERSONAL DATA

- 11.1 Subject to Clauses 11.2 and 11.3, the Processor and each Processor Group Company, shall promptly and in any event within 60 (sixty) days of the Expiry Date, delete and procure the deletion of all copies of the Counterparty Personal Data.

- 11.2 Subject to Clause 11.3, the Counterparty may in its absolute discretion by written notice to the Processor within 60 (sixty) days of the Expiry Date require the Processor and each Processor Group Company to
- (a) return a complete copy of all the Counterparty Personal Data to the Counterparty by secure file transfer in such format as is reasonably notified by the Counterparty to the Processor; and
 - (b) delete and procure the deletion of all other copies of the Counterparty Personal Data processed by the Processor or any of its Sub Processor. The Processor shall comply with any such written request within 30 (thirty) days of the Expiry Date.
- 11.3 Notwithstanding Clauses 11.2 and 11.3, the Processor and Sub Processor may retain Counterparty Personal Data to the extent required by Data Protection Laws and only to the extent and for such period as required by Data Protection Laws and always provided that the Processor and its Sub Processor shall ensure the confidentiality of all such Counterparty Personal Data and shall ensure that such Counterparty Personal Data is only processed as necessary for the purpose(s) specified in the Applicable Data Protection Laws or any licensing and/or regulatory requirements in relation to the Services requiring its storage or further processing after the Expiry Date.
- 11.4 For the purposes of clarification, only statistical data, which has been anonymized and no longer constitute Counterparty Personal Data may be retained and used freely by the Processor perpetually.
- 11.5 The Processor shall upon request provide written certification to the Counterparty that it has fully complied with this Clause 11.

12 AUDIT RIGHTS

- 12.1 The Processor and each Processor Group Company shall keep, or cause to be kept the necessary information to demonstrate its compliance with its obligations under this Addendum, including but not limited to full and accurate records relating to the Processing of Counterparty Personal Data.
- 12.2 Upon reasonable request from the Counterparty, the Processor and each Processor Group Company shall make available to the Counterparty and its auditors or agents all relevant information or records kept by the Processor and each Processor Group Company pursuant to this Clause 12.
- 12.3 Information and audit rights of the Counterparty only arise under Clause 12.1 to the extent that the Main Agreement does not otherwise give them information and audit rights meeting the relevant requirements of Data Protection Laws.

13 DATA TRANSFERS

- 13.1 The Counterparty may by 30 (thirty) calendar days' written notice to the Processor propose variations to this Addendum which the Counterparty reasonably considers to be necessary to address the requirements of any Data Protection Laws. The Processor acknowledges that Data Protection Laws may require additional measures to be taken to secure transfers of Counterparty Personal Data outside the country or region they originate from. In such a case, the Processor shall assist the Counterparty in implementing these additional measures and, for instance, enter into separate agreements, where and as mandated under Data Protection Laws. Without limiting the generality of foregoing, the Processor and each Processor Group Company, and Sub Processor shall refrain from



transferring any Personal Data subject to the subject to Data Protection Laws outside the European Union or a country deemed adequate by the European Commission, without relying on a transfer mechanism in accordance with the legislation of the European Union.

14 CHANGES IN DATA PROTECTION LAWS

- 14.1 The Counterparty may by 30 (thirty) calendar days' written notice to the Processor propose variations to this Addendum which the Counterparty reasonably considers to be necessary to address the requirements of any Data Protection Laws.
- 14.2 If the Counterparty gives notice under Clause 14.1, the Processor shall not unreasonably withhold or delay agreement to any consequential variations to this Addendum proposed by the Counterparty.
- 14.3 If the Counterparty gives a notice under Clause 14.1, the Parties shall promptly discuss the proposed variations and negotiate in good faith with a view to agreeing and implementing those variations.

15 LIABILITY AND INDEMNIFICATION

- 15.1 The Parties' liability for damages as a result of this Addendum is, unless expressly stated in this Addendum, subject to the same limitations of liability as set forth in the Main Agreement, which shall apply equally to this Addendum. In case of multiple claims for damages under this and the Main Agreement, such liability shall be cumulative in relation to the maximum liability between this Addendum and the Main Agreement.
- 15.2 Notwithstanding any limitation of liability agreed between the Parties pursuant to the Main Agreement, a Party (the "**Defaulting Party**") shall indemnify the other Party (the "**Non-Defaulting Party**") against all damages and fines that are awarded in a trial or imposed by the Supervisory Authority by way of final decision or settlement (and any reasonable attorney's fees incurred by the Non-Defaulting Party in respect of such decision or settlement), against the Non-Defaulting Party, arising directly out of the Defaulting Party's breach of its obligations pursuant to Data Protection Laws, this Addendum or a breach of warranty contained here.
- 15.3 Liability under this Clause 15 is conditional on the Non-Defaulting Party having complied with its obligations and warranties under Data Protection Laws, this Addendum including, but not limited, to those obligations arising pursuant to Clause 15.4.
- 15.4 If any third party makes a claim, or notifies an intention to make a claim or start an investigation, against the Non-Defaulting Party which may reasonably be considered likely to give rise to a liability under the indemnity contained in Clause 15.2, against the Defaulting Party (the "**Claim**"), the Non-Defaulting Party shall:
 - (a) notify the Defaulting Party in writing within ten (10) days of receipt by the Non-Defaulting Party of any documentation relating to the Claim, specifying the nature of the Claim and such relief or penalty as is sought therein
 - (b) cooperate with the Defaulting Party in all reasonable respects in connection with the defence or investigation of the Claim;
 - (c) not make any admission of liability, agreement or compromise in relation to the Claim without the prior consent of the Defaulting Party (such consent not to be unreasonably withheld or delayed), provided that the Non-Defaulting Party may settle the Claim (after



giving prior written notice of the terms of settlement (to the extent legally possible) to the Defaulting Party, but without obtaining the Defaulting Party's consent) if the Non-Defaulting Party reasonably believes that failure to settle the Claim would be prejudicial to it in any material respect

- (d) permit the Defaulting Party to, upon written thereof to the Non-Defaulting Party, undertake to conduct all proceedings or negotiations in connection with the Claim, assume the defence thereof, and, if it so undertakes, it shall also undertake all other required steps or proceedings to settle or defend any such claim, including the employment of counsel at the Defaulting Party's

15.5 Notwithstanding this Clause 15, the Defaulting Party shall have no liability under Clause 15.2 to the extent that a Claim has arisen due to any act or omission not attributable to the Defaulting Party.

15.6 Nothing in this Clause 15 shall restrict or limit the Non-Defaulting Party's general obligation at law to mitigate any loss it may suffer or incur as a result of an event that may give rise to a claim under the indemnity contained in Clause 15.2.

15.7 In no event shall either Party, any company belonging to the same corporate group with either Party or any of either Party's directors, officers, employees, agents or consultants be liable for any indirect or consequential loss or loss of profit, or damages, whether or not the party concerned has been advised of the possibility of such damages, or for any loss of opportunity, goodwill, or anticipated earnings, in each case arising out of or in any way in connection with this Addendum.

16 NO WAIVER

The failure of either Party hereto to insist upon the strict adherence to any term of this Addendum on any occasion shall not be considered as a waiver of any right hereunder nor shall it deprive that Party of the right to insist upon the strict adherence to that term or any other term of this Addendum at some other time.

17 ORDER OF PRECEDENCE

With regard to the subject matter of this Addendum in the event of inconsistencies between the provisions of this Addendum and any other agreement between the Parties, including the Main Agreement (except where explicitly agreed otherwise in writing and signed on behalf of the Parties, the provisions of this Addendum shall prevail.

18 COSTS

Each Party is responsible for its own costs in relation to the preparation and performance of this Addendum, including but not limited to fees and costs for its own representatives, advisors, brokers and other intermediaries and authorities.

19 SEVERABILITY

If any provision in whole or in part of this Addendum shall be held by a court of competent jurisdiction to be illegal, invalid or unenforceable, then the provision in question shall be deemed removed and the remaining provisions shall remain in full force and effect and the Parties shall without delay agree on a replacement provision that as far as legally possible achieves the same or commercially similar effect as the invalidated provision.

20 **DISPUTES AND GOVERNING LAW**

The Parties to this Addendum hereby submit to the choice of law and jurisdiction stipulated in the Main Agreement with respect to any disputes or claims howsoever arising under this Addendum, including disputes regarding its existence, validity or termination or the consequences of its nullity.

SIGNATURES

Winlink B.V.



Guardian Corporation Curacao B.V

obo Gouloud Hammoud, Director

Date: 22 September 2025



GAMERIFT LIMITED

Signed by:

Sonia Lassud

413C1C8B7FDB40F...

Sonia Lassud, Authorized Representative

Инициалы

LT

ANNEX 1: DETAILS OF PROCESSING OF COUNTERPARTY PERSONAL DATA

This Annex 1 and the table below contain certain details of the processing of Counterparty Personal Data as required by Article 28(3) of the GDPR.

A. Subject matter and duration of the processing of Operator Personal Data and the obligations and rights of the Operator:

The data storage is lasting from 2 weeks to 1 year, depending on the category

B. The nature and purpose of Processing and/or Transferring Operator Personal Data:

1. Processing Personal Data of the Operator End Users by the Processor

Category of Data Subjects **Operator End Users**

Personal Data to be processed

- 1. Transferred by the Operator to the Processor:
 - (a) User ID ("ID data");
 - (b) Balance and game activity ("Balance and game data");
 - (c) Username (if applicable) ("Username data");
 - (d) Age ("Age data").

- 2. Collected by the Processor through its website or Technical facilities:
 - (a) Browser data and device data;
 - (b) Country code data.

Purposes of the Processing

- (a) ID data, Balance and game data, Age data: in order to provide End Users with access to the Games;
- (b) Username data: in order to provide End Users with access to the tournaments within the Games;
- (c) Browser data and device data: solely in order to provide technical support services in relation to the Games, particularly Browser data and Device data are used by the Processor in order to understand why any of the Games was crashed, or does not work properly, and in order to visualize the situation on the device which is similar to the End-User's device;
- (d) Country code data are used in order to:
 - restrict the provision of the Games to the Restricted Territory as specified in the Agreement;
 - provide technical support services in relation to the Games, particularly Country code data are used in order to check whether the problem with any of the Games was caused by geographical factor.

2. Processing Personal Data for the Operator Tracking System

**Category of Data
Subjects**

Operator End Users

**Personal Data to be
processed**

(a) User ID ("ID data");
(b) User transaction data ("Transaction data").

**Purposes of the
Processing**

The Operator provides the Processor with access to Operator Tracking System for correct calculation of the monthly software license fee.

3. Processing of the Operator Employees' data by the Processor within the Processor Technical facilities

**Category of
Data Subjects**

Operator Employees

Personal data to be processed (a) E-mail address ("e-mail data");
(b) Password.

E-mail data and password are used in order to create access for Operator's employees to the Games as allowed watchers.

Purposes of the Processing **To impose clarity:**

Operator's employee to whom access has been granted will have access to all the activity of Operator's End Users within the Games. Additionally, any Processing by Operator of the data obtained in such manner shall be considered as Processing as independent controller outside the scope of this DPA.

DATA PROCESSING ADDENDUM

THIS DATA PROCESSING ADDENDUM (the “**Addendum**”) is entered into on the Effective Date (as defined below) and made between:

- (1) **Winlink B.V.**, having its registered office at Kaya Richard J. Beaujon Z/N Landhuis Joonchi 2, CURACAO, Company Registration Number: 154346 (hereinafter the “**Counterparty**” or the “**Controller**”); and
- (2) **GAMERIFT LIMITED**, a company incorporated and registered under the laws of Hong Kong, with registration number 78006686 and registered address at 8/F., China Hong Kong Tower, 8-12 Hennessy Road, Wan Chai, Hong Kong (hereinafter the “**Processor**”)

the companies mentioned above are separately referred to as a “**Party**” and jointly as the “**Parties**”.

1 PURPOSE

- 1.1 The Parties have entered into a Software Licensing Agreement (the “**Main Agreement**”).
- 1.2 In providing the Counterparty with the services, certain Counterparty Personal Data (as defined below) is processed by Processor on behalf of the Counterparty. Based on the Applicable Data Protection Laws (as defined below), a written agreement is necessary between the Parties in order to safeguard the secure and lawful processing of such Counterparty Personal Data.
- 1.3 The Parties now wish to amend and supplement the Main Agreement in accordance with the terms and conditions set out hereto. This Addendum intends to regulate the rights and responsibilities of the Counterparty and Processor in accordance with the Applicable Data Protection Laws (as defined below).

2 DEFINITIONS AND INTERPRETATION

- 2.1 For the purposes of this Addendum, the following terms and expressions, including their grammatical variations, shall have the meaning set forth below. Capitalized terms not defined in this Addendum shall have the meaning given to them in the Main Agreement, unless expressly stated otherwise.

“**Data Protection Laws**” shall mean the Data EU Protection Laws and any other applicable law (to extent applicable, data protection of privacy laws of any other country) with respect to any Counterparty Personal Data in respect of which the Counterparty or any other company belonging to the same corporate group with the Counterparty is subject to. This includes but is not limited to the Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the Processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC with national implementations as applicable (also, referred to hereinafter as the “**GDPR**”).



"Effective Date" shall mean the date as of the last signature affixed hereto.

"Counterparty Personal Data" shall mean any Personal Data processed by as the Processor (or its Sub Processors) on behalf of the Counterparty or any other company belonging to the same corporate group with the Counterparty.

"Processor" shall mean or Processor Group Company (as defined below) that processes Counterparty Personal Data on behalf of the Counterparty or any other company belonging to the same corporate group with the Counterparty.

"Processor Group Company" shall mean any entity that owns or controls, is owned or controlled by, or is under control or ownership of the Processor.

"Sub Processor" shall mean any person appointed by or on behalf of the Processor to process Counterparty Personal Data on behalf of the Counterparty or any other company belonging to the same corporate group with the Counterparty.

2.2 The terms, **"Commission", "Controller", "Data Subject", "Member State", "Personal Data", "Personal Data Breach", "Processing"** and **"Supervisory Authority", "Transfer"** shall have the same meaning as in the GDPR.

3 PROCESSING OF PERSONAL DATA

3.1 The Processor and each Processor Group Company shall comply with all Data Protection Laws in the processing of Counterparty Personal Data.

3.2 The Processor and each Processor Group Company, shall process Counterparty Personal Data exclusively for the purpose of carrying out its obligations under the Main Agreement and in accordance and with this Addendum, and in accordance with the written instructions given by the Counterparty, unless otherwise required by any Applicable Data Protection Laws to which the Processor is subject.

3.3 In the event that processing of Counterparty Personal Data is required by any Applicable Data Protection Laws to which the Processor is subject, the Processor shall notify the a Counterparty before carrying out any processing of that Personal Data. Further, in the event that the Processor receives instructions relating to the Processing of Counterparty Personal Data that it deems beyond or contrary to (i) this Addendum, or (ii) the Any Applicable Data Protection Laws to which the Processor is subject, the Processor shall without delay notify the Counterparty and await further instructions before complying with such instructions.

The Counterparty instructs the Processor and each Processor Group Company and authorizes the Processor and each Processor Group Company to instruct each Sub Processor to (i) Process Counterparty Personal Data and (ii) transfer Counterparty Personal Data to any country of territory in accordance with the Applicable Data Protection Laws, in each case as reasonably necessary for the provision of the Services in consistency with this Addendum and the Service Agreement.



- 3.4 Annex 1 contains certain information regarding Processing of Counterparty Personal Data as required by Article 28(3) of the GDPR.

4 SUBPROCESSING OF PERSONAL DATA

- 4.1 The Counterparty authorises the Processor to appoint Sub Processors in accordance with this Clause 4 and any restrictions in the Main Agreement.
- 4.2 The Processor may continue to use those Sub Processors already engaged by the Processor as at the date of this Addendum. By entering into force this Addendum the Processor shall supply the Counterparty with a list of such already engaged Sub Processors.
- 4.3 The Processor can at any appoint a new Sub Processor provided that the Counterparty is given fifteen (15) days' prior written notice and the Counterparty does not legitimately object to such appointment within that timeframe. If, in the Processor's opinion such objections are legitimate, the Processor shall refrain from using such Sub Processor in the context of processing Counterparty Personal Data.
- 4.4 With respect to each Sub Processor, the Processor shall:
- (a) before the Sub Processor first processes Counterparty Personal Data, carry out adequate due diligence to ensure that the Sub Processor is capable of providing the same level of protection for Counterparty Personal Data as required by this Addendum and meet the requirements of all Data Protection Laws;
 - (b) ensure that the arrangement between the Processor or any of the Processor Group Company and/or the Sub Processor is governed by a written contract including terms which offer at least the same level of protection for Counterparty Personal Data as those set out in this Addendum and meet the requirements of Article 28(3) of the GDPR;
 - (c) upon the Counterparty's request, provide copies of the Processor's agreements with Sub Processors (which may be redacted to remove confidential information not relevant to the requirements of this Addendum);

- 4.5 The Processor and each Processor Group Company, shall ensure that each Sub Processor performs the obligations which apply to processing of Counterparty Personal Data, as they apply to processing of Counterparty Personal Data carried out by that Sub Processor, as if it were party to this Addendum and the Main Agreement in place of the Processor.

5 PERSONNEL

The Processor shall take reasonable steps to ensure the reliability of any employee, agent or contractor of any Sub Processor who may have access to the Counterparty Personal Data, ensuring in each case that access is strictly limited to those individuals who need to know or access the relevant Counterparty Personal Data, as strictly necessary for the



purposes of the Main Agreement, and to comply with Data Protection Laws in the context of that individual's duties to the Processor and Sub Processors, ensuring that all such individuals are subject to confidentiality undertakings or professional or statutory obligations of confidentiality.

6 SECURITY

Considering the state of the art, the costs of implementation and the nature, scope, context and purposes of processing as well as the risk of varying likelihood and severity for the rights and freedoms of natural persons, the Processor and each Processor Group Company, shall in relation to the Counterparty Personal Data implement technical and organizational measures to ensure a level of security appropriate to that risk, including, as appropriate, the measures referred to in Article 32(1) of the GDPR.

7 DATA SUBJECT RIGHTS

7.1 Taking into account the nature of the processing, the Processor and each Processor Group Company, shall assist the Counterparty by implementing appropriate technical and organisational measures, insofar as this is reasonably possible, for the fulfilment of the Counterparty's obligations to respond to requests to exercise Data Subject rights under the Data Protection Laws.

7.2 The Processor shall:

- (a) promptly notify the Counterparty if the Processor or any Sub Processor receives a request from a Data Subject under any Applicable Data Protection Laws in respect of the Counterparty Personal Data; and
- (b) ensure that the Processor and/or any or its Sub Processor does not respond to that request except as required by Data Protection Laws to which the Processor or Sub Processor is subject, in which case the Processor shall to the extent permitted by Data Protection Laws inform the Counterparty of that legal requirement before the Processor or Sub Processor responds to the request.

8 PERSONAL DATA BREACH

8.1 The Processor shall notify the Counterparty immediately and without any delay upon the Processor or any Sub Processor becoming aware of a Personal Data Breach affecting the Counterparty Personal Data, providing the Counterparty with sufficient information to allow the Counterparty to meet any obligations to report or inform Data Subjects of the Personal Data Breach under the Data Protection Laws.

8.2 The Processor shall co-operate with the Counterparty and take all such reasonable commercial steps as are directed by the Counterparty to assist in the investigation, mitigation and remediation of each such Personal Data Breach.



9 DATA PROTECTION IMPACT ASSESSMENT AND PRIOR CONSULTATION

The Processor and each Processor Group Company shall provide reasonable assistance to the Counterparty with any data protection impact assessments, and prior consultations with Supervising Authorities or other competent data privacy authorities, which the Counterparty considers to be required by Article 35 or 36 of the GDPR or equivalent provisions of any other Data Protection Laws, in each case solely in relation to processing of Counterparty Personal Data by the Processor or its Sub Processor.

10 TERM AND TERMINATION

- 10.1 This Addendum shall enter into force concurrently with the Main Agreement and shall thereafter remain in force as long as the Main Agreement remains in force. It shall expire automatically without notice when the Main Agreement expires regardless of the reason of termination or expiration (the “Expiry Date”).
- 10.2 Clauses 11.1, 11.2, 11.5, and 15 shall survive and remain in full force and effect regardless of any termination or expiry of this Addendum.

11 DELETION OR RETURN OF COUNTERPARTY PERSONAL DATA

- 11.1 Subject to Clauses 11.2 and 11.3, the Processor and each Processor Group Company, shall promptly and in any event within 60 (sixty) days of the Expiry Date, delete and procure the deletion of all copies of the Counterparty Personal Data.
- 11.2 Subject to Clause 11.3, the Counterparty may in its absolute discretion by written notice to the Processor within 60 (sixty) days of the Expiry Date require the Processor and each Processor Group Company to
- (a) return a complete copy of all the Counterparty Personal Data to the Counterparty by secure file transfer in such format as is reasonably notified by the Counterparty to the Processor; and
 - (b) delete and procure the deletion of all other copies of the Counterparty Personal Data processed by the Processor or any of its Sub Processor. The Processor shall comply with any such written request within 30 (thirty) days of the Expiry Date.
- 11.3 Notwithstanding Clauses 11.2 and 11.3, the Processor and Sub Processor may retain Counterparty Personal Data to the extent required by Data Protection Laws and only to the extent and for such period as required by Data Protection Laws and always provided that the Processor and its Sub Processor shall ensure the confidentiality of all such Counterparty Personal Data and shall ensure that such Counterparty Personal Data is only processed as necessary for the purpose(s) specified in the Applicable Data Protection Laws or any licensing and/or regulatory requirements in relation to the Services requiring its storage or further processing after the Expiry Date.



11.4 For the purposes of clarification, only statistical data, which has been anonymized and no longer constitute Counterparty Personal Data may be retained and used freely by the Processor perpetually.

11.5 The Processor shall upon request provide written certification to the Counterparty that it has fully complied with this Clause 11.

12 AUDIT RIGHTS

12.1 The Processor and each Processor Group Company shall keep, or cause to be kept the necessary information to demonstrate its compliance with its obligations under this Addendum, including but not limited to full and accurate records relating to the Processing of Counterparty Personal Data.

12.2 Upon reasonable request from the Counterparty, the Processor and each Processor Group Company shall make available to the Counterparty and its auditors or agents all relevant information or records kept by the Processor and each Processor Group Company pursuant to this Clause 12.

12.3 Information and audit rights of the Counterparty only arise under Clause 12.1 to the extent that the Main Agreement does not otherwise give them information and audit rights meeting the relevant requirements of Data Protection Laws.

13 DATA TRANSFERS

13.1 The Counterparty may by 30 (thirty) calendar days' written notice to the Processor propose variations to this Addendum which the Counterparty reasonably considers to be necessary to address the requirements of any Data Protection Laws. The Processor acknowledges that Data Protection Laws may require additional measures to be taken to secure transfers of Counterparty Personal Data outside the country or region they originate from. In such a case, the Processor shall assist the Counterparty in implementing these additional measures and, for instance, enter into separate agreements, where and as mandated under Data Protection Laws. Without limiting the generality of foregoing, the Processor and each Processor Group Company, and Sub Processor shall refrain from transferring any Personal Data subject to the subject to Data Protection Laws outside the European Union or a country deemed adequate by the European Commission, without relying on a transfer mechanism in accordance with the legislation of the European Union.

14 CHANGES IN DATA PROTECTION LAWS

14.1 The Counterparty may by 30 (thirty) calendar days' written notice to the Processor propose variations to this Addendum which the Counterparty reasonably considers to be necessary to address the requirements of any Data Protection Laws.



- 14.2 If the Counterparty gives notice under Clause 14.1, the Processor shall not unreasonably withhold or delay agreement to any consequential variations to this Addendum proposed by the Counterparty.
- 14.3 If the Counterparty gives a notice under Clause 14.1, the Parties shall promptly discuss the proposed variations and negotiate in good faith with a view to agreeing and implementing those variations.

15 LIABILITY AND INDEMNIFICATION

- 15.1 The Parties' liability for damages as a result of this Addendum is, unless expressly stated in this Addendum, subject to the same limitations of liability as set forth in the Main Agreement, which shall apply equally to this Addendum. In case of multiple claims for damages under this and the Main Agreement, such liability shall be cumulative in relation to the maximum liability between this Addendum and the Main Agreement.
- 15.2 Notwithstanding any limitation of liability agreed between the Parties pursuant to the Main Agreement, a Party (the "**Defaulting Party**") shall indemnify the other Party (the "**Non-Defaulting Party**") against all damages and fines that are awarded in a trial or imposed by the Supervisory Authority by way of final decision or settlement (and any reasonable attorney's fees incurred by the Non-Defaulting Party in respect of such decision or settlement), against the Non-Defaulting Party, arising directly out of the Defaulting Party's breach of its obligations pursuant to Data Protection Laws, this Addendum or a breach of warranty contained here.
- 15.3 Liability under this Clause 15 is conditional on the Non-Defaulting Party having complied with its obligations and warranties under Data Protection Laws, this Addendum including, but not limited, to those obligations arising pursuant to Clause 15.4.
- 15.4 If any third party makes a claim, or notifies an intention to make a claim or start an investigation, against the Non-Defaulting Party which may reasonably be considered likely to give rise to a liability under the indemnity contained in Clause 15.2, against the Defaulting Party (the "**Claim**"), the Non-Defaulting Party shall:
- (a) notify the Defaulting Party in writing within ten (10) days of receipt by the Non-Defaulting Party of any documentation relating to the Claim, specifying the nature of the Claim and such relief or penalty as is sought therein
 - (b) cooperate with the Defaulting Party in all reasonable respects in connection with the defence or investigation of the Claim;
 - (c) not make any admission of liability, agreement or compromise in relation to the Claim without the prior consent of the Defaulting Party (such consent not to be unreasonably withheld or delayed), provided that the Non-Defaulting Party may settle the Claim (after giving prior written notice of the terms of settlement (to the extent legally possible) to the Defaulting Party, but without obtaining the



Defaulting Party's consent) if the Non-Defaulting Party reasonably believes that failure to settle the Claim would be prejudicial to it in any material respect

- (d) permit the Defaulting Party to, upon written thereof to the Non-Defaulting Party, undertake to conduct all proceedings or negotiations in connection with the Claim, assume the defence thereof, and, if it so undertakes, it shall also undertake all other required steps or proceedings to settle or defend any such claim, including the employment of counsel at the Defaulting Party's

15.5 Notwithstanding this Clause 15, the Defaulting Party shall have no liability under Clause 15.2 to the extent that a Claim has arisen due to any act or omission not attributable to the Defaulting Party.

15.6 Nothing in this Clause 15 shall restrict or limit the Non-Defaulting Party's general obligation at law to mitigate any loss it may suffer or incur as a result of an event that may give rise to a claim under the indemnity contained in Clause 15.2.

15.7 In no event shall either Party, any company belonging to the same corporate group with either Party or any of either Party's directors, officers, employees, agents or consultants be liable for any indirect or consequential loss or loss of profit, or damages, whether or not the party concerned has been advised of the possibility of such damages, or for any loss of opportunity, goodwill, or anticipated earnings, in each case arising out of or in any way in connection with this Addendum.

16 NO WAIVER

The failure of either Party hereto to insist upon the strict adherence to any term of this Addendum on any occasion shall not be considered as a waiver of any right hereunder nor shall it deprive that Party of the right to insist upon the strict adherence to that term or any other term of this Addendum at some other time.

17 ORDER OF PRECEDENCE

With regard to the subject matter of this Addendum in the event of inconsistencies between the provisions of this Addendum and any other agreement between the Parties, including the Main Agreement (except where explicitly agreed otherwise in writing and signed on behalf of the Parties, the provisions of this Addendum shall prevail.

18 COSTS

Each Party is responsible for its own costs in relation to the preparation and performance of this Addendum, including but not limited to fees and costs for its own representatives, advisors, brokers and other intermediaries and authorities.

19 SEVERABILITY

If any provision in whole or in part of this Addendum shall be held by a court of competent jurisdiction to be illegal, invalid or unenforceable, then the provision in question shall be



deemed removed and the remaining provisions shall remain in full force and effect and the Parties shall without delay agree on a replacement provision that as far as legally possible achieves the same or commercially similar effect as the invalidated provision.

20 DISPUTES AND GOVERNING LAW

The Parties to this Addendum hereby submit to the choice of law and jurisdiction stipulated in the Main Agreement with respect to any disputes or claims howsoever arising under this Addendum, including disputes regarding its existence, validity or termination or the consequences of its nullity.

SIGNATURES

Winlink B.V.



Guardian Corporation Curacao B.V.

Obo Gouloud Hammoud, Director



GAMERIFT LIMITED

Signed by:

Sonia Lassud

413C168D7FDB40F...

Sonia Lassud, Authorized Representative

Инициалы

LT

Date: 22 September 2025

ANNEX 1: DETAILS OF PROCESSING OF COUNTERPARTY PERSONAL DATA

This Annex 1 and the table below contain certain details of the processing of Counterparty Personal Data as required by Article 28(3) of the GDPR.

A. Subject matter and duration of the processing of Operator Personal Data and the obligations and rights of the Operator:

The data storage is lasting from 2 weeks to 1 year, depending on the category

B. The nature and purpose of Processing and/or Transferring Operator Personal Data:

1. Processing Personal Data of the Operator End Users by the Processor

Category of Data Subjects	Operator End Users
Personal Data to be processed	1. Transferred by the Operator to the Processor: (a) User ID ("ID data"); (b) Balance and game activity ("Balance and game data"); (c) Username (if applicable) ("Username data"); (d) Age ("Age data"). 2. Collected by the Processor through its website or Technical facilities: (a) Browser data and device data; (b) Country code data.
Purposes of the Processing	(a) ID data, Balance and game data, Age data: in order to provide End Users with access to the Games; (b) Username data: in order to provide End Users with access to the tournaments within the Games; (c) Browser data and device data: solely in order to provide technical support services in relation to the Games, particularly Browser data and Device data are used by the Processor in order to understand why any of the Games was crashed, or does not work properly, and in order to visualize the situation on the device which is similar to the End-User's device; (d) Country code data are used in order to: - restrict the provision of the Games to the Restricted Territory as specified in the Agreement; - provide technical support services in relation to the Games, particularly



Category of Data Subjects **Operator End Users**

Country code data are used in order to check whether the problem with any of the Games was caused by geographical factor.

2. Processing Personal Data for the Operator Tracking System

Category of Data Subjects **Operator End Users**

Personal Data to be processed (a) User ID ("ID data");
(b) User transaction data ("Transaction data").

Purposes of the Processing The Operator provides the Processor with access to Operator Tracking System for correct calculation of the monthly software license fee.

3. Processing of the Operator Employees' data by the Processor within the Processor Technical facilities

Category of Data Subjects **Operator Employees**

Personal data to be processed (a) E-mail address ("e-mail data");
(b) Password.

E-mail data and password are used in order to create access for Operator's employees to the Games as allowed watchers.

Purposes of the Processing **To impose clarity:**
Operator's employee to whom access has been granted will have access to all the activity of Operator's End Users within the Games. Additionally, any Processing by Operator of the data obtained in such manner shall be considered as Processing as independent controller outside the scope of this DPA.

