

Gamecheck Seal Platform Subscription Agreement

THIS SUBSCRIPTION AGREEMENT (the “**Agreement**”) is entered into with effect as of the Effective Date set out below, by and between:

1. This Agreement shall come into force on 23rd June 2026 (“**Effective Date**”).
2. This Agreement consists of this cover form (this “**Cover Form**”) and the following schedules included at the end of this document that are incorporated in this Agreement by this reference:
 - Schedule 1 General Terms and Conditions to Subscription Agreement
 - Schedule 2 Websites
 - Schedule 3 Seal Usage and Marketing Guidelines

3. **Fees:**

The Client shall be entitled to charge a fee to Client Customers of not more than €250 per month per Website.

Fees:	Commercial Terms
Subscription Fee	On the Effective Date and every month thereafter for the period of the Term, the Client agrees to pay Gamecheck a fee of €250 (euros) per Website per month. The Clients agrees to pay the Fees set out in Schedule 4 in relation to any Mirror Websites.

4. **Term** – Subject to the Parties' rights to terminate this Agreement pursuant to Clause 10 of the General Terms and Conditions to Subscription Agreement, this Agreement shall come into force on the Effective Date and shall continue for a period of twelve (12) months from the Effective Date (the "**Initial Term**"). At the end of the Initial Term, subject always to payment of the Fees and compliance with the terms herein, this Agreement shall be automatically renewed for successive twelve (12) month periods (each, a "**Renewal Term**") unless either Party has provided no less than thirty (30) days' notice to the other, prior to the end of the Initial or Renewal Terms, that it does not wish to extend the Agreement beyond the then current term. The Initial Term and each Renewal Term shall be collectively referred to as the "**Term**".
5. All capitalized terms used herein shall have the meanings assigned to them in the General Terms and Conditions to Subscription Agreement.
6. Any notice from one Party to the other Party under the Agreement must be given by email to an email address as nominated by each party.

Schedule 1
General Terms and Conditions

WHEREAS, Gamecheck is engaged in the facilitation of authenticity checking services for online games, and Gamecheck has developed a seal which serves as a visual indicator to end users that a selection of the online games offered on a particular website (which may vary in number from time to time) have been through Gamecheck's authentication process and no counterfeits have been found (the "**Seal**").

WHEREAS, the Client operates Website(s) and offer Game(s) to end users (all as defined below), and the Client wishes to subscribe for the Services (defined below) and to obtain a license to display the Seal on the Website to demonstrate the authenticity of the Games tested therein.

NOW, THEREFORE, in consideration of the mutual promises, covenants and agreements contained herein and for other good and valuable consideration, receipt and sufficiency of which is hereby acknowledged, the Parties hereto covenant and agree as follows:

1. DEFINITIONS AND INTERPRETATION

The terms in this Agreement shall have the meaning stated below:

- 1.1. **Affiliate:** means any person or entity directly or indirectly controlling, controlled by, or under common control with a Party to this Agreement. For the purpose of this definition, "control" (including, with correlative meanings, the terms "controlling", "controlled by" and "under common control with") means the power to manage or direct the affairs of the person or entity in question, whether by ownership of voting securities or partnership interests, representation on its board of directors or similar governing body, by contract or otherwise.
- 1.2. **Applicable Law:** means all applicable legislation, regulations and any and all directives, requirements and/or guidelines, including, without limitation, license conditions, codes of practice and guidance issued by any applicable regulatory, enforcement or governmental authority or agency having jurisdiction over each Party's obligations under this Agreement.
- 1.3. **Documentation:** means materials and documents pertaining to the Services, the Seal, and to this Agreement, including without limitation, user guides, manuals, diagrams, drawings, procedures and any other documents in relation to the provision of the Services, or the grant of rights to use the Seal, as may be provided and amended by Gamecheck from time to time.
- 1.4. **Force Majeure Event:** means an event, or a series of related events, that is beyond the reasonable control of a Party without the fault or negligence of the Party affected (including, without limitation, acts of God, actions or inactions concerning governmental authorities, changes in legislation, fire, flood, severe weather, earthquakes, labour disputes, war, acts or attempted acts of terrorism, epidemic, pandemic, or other public health emergency, riot, and civil disturbances, public power shortages, or malfunctions or failures in public telecommunication or IT services or breakdown of other public infrastructures.
- 1.5. **Games:** means those online games that are owned and/or licensed to and/or operated by the Client and Client Customers and provided for play on the Websites.
- 1.6. **Marketing Guidelines:** means the guidelines as listed in Schedule 3 of this Agreement, which provide Clients and Client Customers with information on how to market and publicise the Seal.
- 1.7. **Intellectual Property Rights:** means all intellectual property rights wherever in the world, whether registrable or unregistrable, registered or unregistered, whether or not patentable, including without limitation rights any application or right of application for such rights (and these "intellectual property rights" including but not limited to brands, business methods, computer software, concepts, confidential information, firmware, copyright and related rights, data, databases and any related rights, designs, business names, derivative works, discoveries, documents, goodwill, improvements, industrial design, information, innovations, inventions, know-how, logos, manufacturing information, materials, methods, moral rights, patents, patent applications, plans, processes, proprietary technology, unfair competition rights, reputation, research results, research records, service marks, software, source code, object code software, specifications, systems, techniques, trade secrets, trademarks, trade names and technical information, and any rights analogous to the foregoing anywhere in the world.
- 1.8. **Websites:** means the websites and/or mobile applications which are controlled or operated by the Client or Client Customers, as listed in Schedule 2 of this Agreement, that provide end users with access to the Games and which *Gamecheck has approved for the display of the Seal*.
- 1.9. **Mirror Websites:** means any additional domains, websites, or URLs that (a) are controlled or operated by the Client or any Client Customer; (b) resolve to the an identical front end bearing the same brand as the Website; and (c) provide end users with access to the same Games, platform, player account environment, as the

Website; in each case where such domains, websites, or URLs have been submitted to, reviewed by, and approved by, and listed by Gamecheck as Mirror Domains.

2. SERVICES; GRANT OF LICENSE

- 2.1. During the Term, Gamecheck shall facilitate game authentication services to Client and Client Customers, which includes the facilitation of authenticity checking a selection of the Client's and Client Customer's Games listed on the Website (the "**Services**"). Subject to the successful ongoing authentication of a selection of Games and the payment of the Fees (as defined below), Gamecheck grants Client and Client Customers a limited, personal, non-exclusive, non-transferable, and revocable right and license to (a) use the Documentation solely for the purpose of embedding the Seal on the Website(s); and (b) making the Seal available and visible to the Client's and Client Customers' end users on the Website(s) (the "**Licensed Rights**").
- 2.2. Gamecheck shall review any Websites and any additional websites submitted by the Client beyond those specified in Schedule 2 and reserves the right, at its sole and absolute discretion, to determine whether to issue the Seal for any such website(s) based on its review. Gamecheck reserves the right to issue a Seal that identifies and highlights any counterfeit content detected on any website(s) submitted for review, whether listed in Schedule 2 or otherwise.
- 2.3. The Client acknowledges and agrees that any Services contracted under this Agreement may be provided to the Client by the Services Provider, by its Affiliates, or by other third parties working on Gamecheck's behalf. Gamecheck shall remain responsible and liable for any acts and omissions of its Affiliates or any third party performing the Services on Gamecheck's behalf.
- 2.4. Client acknowledges and accepts that as a condition of using the Licensed Rights hereunder, it shall not (and will not permit any third party) carry out any of the following, except as otherwise permitted by Gamecheck, this Agreement or by Applicable Laws:
 - 2.4.1. reverse engineer, decompile, disassemble or seek to access the source code or non-public APIs to the Services, the Documentation and/or the Seal;
 - 2.4.2. access all or any part of the Services, the Documentation and/or the Seal in order to build a product or service which competes with the Services, the Documentation and/or the Seal;
 - 2.4.3. remove, obscure or modify in any way any proprietary or other notices or attributions in the Services, the Documentation and/or the Seal or create derivative works of the Services, the Documentation and/or the Seal; or
 - 2.4.4. license, sell, assign, lease, transfer, distribute, disclose, or otherwise make the Services, the Documentation and/or the Seal available to any third party, except for displaying the Seal to its end users.
- 2.5. Notwithstanding anything else to the contrary in this Agreement, Gamecheck reserves the right, at its sole and absolute discretion, to immediately disable suspend the License Rights should Gamecheck determine that the Client or Client Customer breaches any of the license limitations set out above in this Clause 2. In the event that Gamecheck decides to disable or suspend the License Rights, the Client shall do everything in its power to facilitate the removal of the Seal from the infringing Website. A failure to remove Seals in accordance with Gamecheck's instructions under this clause shall constitute a breach of this Agreement.
- 2.6. Without derogating from the foregoing, Gamecheck reserves the right to conduct periodic and increased numbers of checks (as solely determined by Gamecheck) to verify the authenticity of Games. If any Game is found to be fraudulent, Gamecheck may revoke and suspend Client's or Client Customers' right to display the Seal immediately, without thereby incurring any liability to the Client or Client Customer. Any suspension of the Licensed Rights shall remain in effect until such issue has been resolved by the Client and Client Customer to the full satisfaction of Gamecheck (by way of example, the fraudulent/counterfeit/unlicensed Game is removed from the Website).

3. INTEGRATION; USE OF SEAL

- 3.1 Gamecheck shall, after consultation with the Client about the technical details of the Website, provide the Client with an integration plan setting out Gamecheck's and the Client's and Client Customers' obligations in order to integrate and embed the Seal on the Websites (the "**Integration Plan**"). The testing methods, acceptance criteria, defect reporting, and timelines shall be as reasonably required by Gamecheck.
- 3.2 Upon successful integration and embedment, the Client and Client Customers shall be allowed to display the Seal on their Website(s) in accordance with any guidelines provided by Gamecheck, as may be amended from time to time at Gamecheck's sole discretion.

4. INTELLECTUAL PROPERTY RIGHTS

4.1. The Client acknowledges, on its own behalf and on behalf of Client Customers, and agrees that Gamecheck and/or its Affiliates and/or licensors own all Intellectual Property Rights in the Services, the Documentation and the Seal. Gamecheck grants no other rights save than those expressly granted in this Agreement. In particular, no rights of ownership or any other right other than the limited right to use the Services, the Documentation and the Seal as specified in this Agreement are granted hereunder.

4.2. Client on its own behalf and on behalf of Client Customers hereby acknowledges and agrees that as between the Parties, Gamecheck owns solely and exclusively, or is duly licensed to use, any and all right, title and interest in and to the Services, the Documentation and the Seal, including any other modification, enhancement, adaptation, translation or other change of, or addition to the Services, the Documentation and the Seal, even if developed by Gamecheck based on ideas, suggestions, specifications, demands or proposals by the Client, including without limitation, any such changes, additions, and/or bespoke developments made pursuant to this Agreement. The Client agrees that it will execute any and all reasonably assignments or other documents which are necessary to give effect to this Clause 4.2.

4.3. Gamecheck shall subject to approval from the Client publish any announcement of the Client's and Client Customers' acquisition of the Seal on its website (www.gamecheck.com).

4.4. The Client shall be restricted from making any publications or announcements of its acquisition of the Seal which do not comply with the rules and guidelines set out in Schedule 3.

4.5. The Client shall ensure that the Client Customers are equally restricted from making any publications or announcements of its acquisition of the Seal which do not comply with the rules and guidelines set out in Schedule 3.

5. UNDERTAKINGS, REPRESENTATIONS AND WARRANTIES

5.1. Gamecheck represents, warrants and covenants to the Client that:

- 5.1.1. it has all requisite legal and corporate power to execute and deliver the Agreement; there are no restrictions, limitations, agreements or understandings with any third party or any statutory obligations or restrictions that interfere with or will interfere with its performance under the Agreement; it has obtained and shall maintain all rights, approvals and consents necessary to perform its obligations and grant all rights and licenses granted to the Client under the Agreement;
- 5.1.2. it will comply with applicable legal and regulatory requirements applying to the exercise of its rights and the fulfilment of its obligations under the Agreement; and
- 5.1.3. it possesses the necessary know-how, expertise and experience to perform its obligations under the Agreement.
- 5.1.4. it shall not make or publish or cause to be made or published during the Term and thereafter, any dishonest, misleading, demeaning or defaming statements which may adversely affect the Client or its Affiliates or Client Customers or any of their websites or business interests; and
- 5.1.5.

5.2. The Client represents, warrants and covenants to Gamecheck that:

- 5.2.1. it is duly incorporated, organized and validly existing under the laws of its jurisdiction of incorporation;
- 5.2.2. it has good and sufficient capacity, power, authority and right to enter into, execute and deliver this Agreement, to complete the transactions contemplated hereby and to duly observe and perform the covenants and obligations contained herein;
- 5.2.3. all necessary corporate action has been taken by Client to authorize and approve the execution and delivery of this Agreement, the completion of the transactions contemplated hereby and the observance and performance of the covenants and obligations contained herein;
- 5.2.4. the Websites shall: (a) be free of inappropriate language and/or any content promoting bigotry, racism or discrimination based on race, gender, religion, nationality, disability, sexual orientation, or age; and (b) not be defamatory, libelous, offensive, derogatory, untruthful, threatening, discriminatory or misleading;
- 5.2.5. it will comply with all applicable legal and regulatory requirements applying to the exercise of its rights and the fulfilment of its obligations under the Agreement;
- 5.2.6. it shall not make or publish or cause to be made or published during the Term and thereafter, any dishonest, misleading, demeaning or defaming statements which may adversely affect Gamecheck or its Affiliates or any of their websites or business interests; and
- 5.2.7. it shall at all relevant times provide relevant, accurate and true information to Gamecheck.
- 5.2.8. act in accordance with any reasonable written instructions given by Gamecheck concerning the Services and the display of the Seal.

5.2.9. Client shall not at any time offer games that are counterfeit or unlicensed versions of gaming software whether itself or through a third-party intermediary, gaming platform or content aggregator. For avoidance of doubt the Client shall use commercially reasonable efforts to ensure Client Customers do not offer such games.

5.2.10. Client shall not offer any Gamecheck services to Client Customers where versions of Gaming Software or Games are not provided by Client.

6. INDEMNIFICATION

6.1. Each Party will defend and hold harmless the other Party and its Affiliates and their respective officers, directors, employees, shareholders and agents, from all third party related claims ("Claim") arising from or out of: (a) any grossly negligent or wilful act or omission of the first Party, its officers, directors, employees, agents, or subcontractors; (b) the Parties' or anyone acting on their behalf breach or failure to comply with any of the covenants, warranties, representations or obligations contemplated hereunder.

6.2. Each Party will indemnify the other Party for any demands, liabilities, actions, judgments, damages, losses, settlements, costs and expenses (including without limitation reasonable attorneys' fees) awarded by a final court decision or to be paid pursuant to a final binding out-of-court settlement, and for reasonable attorney's fees and expenses (including expert fees and expenses) reasonably incurred by the indemnified Party in connection with any such Claim. Each Party shall (where reasonably possible): (a) promptly give the other Party (as the indemnifying Party) notice of the Claim (provided that failure or delay to provide notice will not relieve the Client of its indemnification obligations); (b) give the indemnifying Party sole control of the defence and settlement of the Claim (provided that the Indemnifying Party may not settle or defend any Claim without the other Party's written consent, such consent not to be unreasonably withheld, delayed or conditioned); and (c) provide to the Indemnifying Party all reasonable assistance, at the Indemnifying Party's expense. Each Party shall be permitted to participate in the defence of such Claim with counsel at its cost as an observer on non-controlling basis.

7. LIMITATION OF LIABILITY

7.1. EXCEPT AS EXPRESSLY PROVIDED OTHERWISE IN THE AGREEMENT, THE SERVICES AND THE SEAL ARE PROVIDED, USED AND/OR DISPLAYED ON AN "AS-IS" AND "AS AVAILABLE" BASIS, WITHOUT ANY WARRANTIES OF ANY KIND, EITHER EXPRESS OR IMPLIED, AND GAMECHECK HEREBY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT. NEITHER THE TERMS OF THIS AGREEMENT, NOR ANY DOCUMENTATION FURNISHED HEREUNDER OR OTHERWISE BY GAMECHECK ARE INTENDED TO EXPRESS OR IMPLY ANY WARRANTY THAT THE SERVICES AND/OR THE SEAL WILL BE UNINTERRUPTED, TIMELY, OR ERROR-FREE AND/OR THAT ANY ERROR OR MALFUNCTIONS MAY OR WILL BE RESOLVED.

7.2. SAVE FOR A BREACH OF THE WARRANTIES SET OUT IN CLAUSE 4 OR, NEITHER PARTY NOR ANY OF ITS AFFILIATES WILL BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES OR LOST PROFITS (HOWEVER ARISING, INCLUDING NEGLIGENCE) ARISING OUT OF OR IN CONNECTION WITH THE AGREEMENT. IN NO EVENT WILL EITHER PARTY'S AND ANY OF ITS AFFILIATES' LIABILITY UNDER THE AGREEMENT BE GREATER THAN THE AMOUNTS PAID BY CLIENT HEREUNDER DURING THE TWELVE (12) MONTHS PERIOD PRECEDING THE DATE THE LIABILITY FIRST AROSE OR ONE HUNDRED THOUSAND (£100,000) GREAT BRITISH POUNDS, WHICHEVER IS THE GREATER. THIS LIMITATION IS CUMULATIVE, WITH ALL PAYMENTS FOR CLAIMS OR DAMAGES IN CONNECTION WITH THE AGREEMENT BEING AGGREGATED TO DETERMINE SATISFACTION OF THE LIMIT. THE EXISTENCE OF ONE OR MORE CLAIMS WILL NOT ENLARGE THE LIMIT. THE LIABILITIES LIMITED BY THIS CLAUSE APPLY: (A) REGARDLESS OF THE FORM OF ACTION, WHETHER IN CONTRACT, TORT, STRICT PRODUCT LIABILITY, OR OTHERWISE; (B) EVEN IF A PARTY IS ADVISED IN ADVANCE OF THE POSSIBILITY OF THE DAMAGES IN QUESTION AND EVEN IF SUCH DAMAGES WERE FORESEEABLE; AND (III) EVEN IF A PARTY'S REMEDIES FAIL OF THEIR ESSENTIAL PURPOSE.

7.3. NOTWITHSTANDING THE LIMITATIONS STATED ABOVE, NOTHING IN THE AGREEMENT SHALL EXCLUDE OR LIMIT EITHER PARTY'S LIABILITY FOR DEATH OR PERSONAL INJURY, FRAUD, INTENTIONAL OR WILLFUL MISCONDUCT, OR MISUSE OF CONFIDENTIAL INFORMATION.

8. FEES

8.1. In consideration for the Services and Licensed Rights, the Client shall pay Gamecheck the Fees specified in the Cover Form, invoiced per the schedule therein and payable within thirty (30) days of receipt. All Fees are exclusive of applicable

taxes, which shall be the sole responsibility of the Client. If any withholding or deduction for taxes is required, the Client shall ensure that payments to Gamecheck are made in full, without deduction, such that Gamecheck receives the amount it would have received absent such withholding.

- 8.2. If undisputed amounts remain unpaid 15 days after written notice of delay, Gamecheck may charge late interest at 1% per month (or the maximum lawful rate, if lower) from the due date until paid. Gamecheck may also suspend the Services and Licensed Rights until full payment is received

9. CONFIDENTIALITY

- 9.1. Each Party ("Receiving Party") shall keep all non-public, confidential information ("Confidential Information") received from the other Party ("Disclosing Party") strictly confidential, including pre-agreement disclosures, the terms of this Agreement, and the existence of the relationship. Confidential Information excludes information the Receiving Party can prove: (i) was already known without obligation; (ii) becomes public through no fault of the Receiving Party; (iii) was independently developed; (iv) must be disclosed by law or court order (with prior notice where legally permitted); (v) is approved in writing for release; or (vi) is disclosed by Gamecheck to defend a third-party claim.
- 9.2. The Receiving Party shall use Confidential Information solely to perform under this Agreement, protect it with no less than reasonable care, and may share it only with Affiliates or Representatives under equivalent confidentiality obligations, remaining liable for any breaches by them.
- 9.3. Upon termination, the Receiving Party shall return or destroy all Confidential Information, except one archival copy for legal compliance and automatic back-ups, both subject to continued confidentiality obligations. The Receiving Party acknowledges that breaches may cause irreparable harm entitling the Disclosing Party to injunctive or equitable relief without needing to prove damages.
- 9.4. These confidentiality obligations survive for two (2) years after termination.

10. TERM AND TERMINATION

- 10.1. The Term of this Agreement shall be determined by the Cover Form.
- 10.2. Either Party may terminate this Agreement for convenience (i.e., for any or no reason) at any time during the Initial Term, upon providing the other Party with at least fifteen (15) days prior written notice.
- 10.3. In the event that a Party terminates this Agreement for convenience under clause 10.2 and a yearly Fee has been agreed, the client agrees to forfeit the remainder of the Fee.
- 10.4. Either Party ("**Terminating Party**") may also terminate this Agreement immediately upon written notice to the other Party if: (a) the other Party carries out any action which the Terminating Party reasonably believes will expose the Terminating Party or any of its Affiliates to the risk of adverse legal, regulatory or economic repercussions in any jurisdiction; or (b) Terminating Party or any of its Affiliates is ordered or required by an applicable regulatory authority in a jurisdiction to which it is subject, to terminate its relationship with the other Party; or (c) for insolvency of the other Party, or if the other Party executes an assignment for the benefit of its creditors, or if the other Party dissolves, is wound up or ceases to carry on business, or becomes subject to receivership, bankruptcy or similar proceedings, provided, however, that in the case of any involuntary bankruptcy proceeding such right to terminate shall only become effective if the other Party consents to the involuntary bankruptcy or such proceeding is not dismissed within thirty (30) days after the filing thereof.

- 10.5. Upon expiration or termination of the Agreement, the Agreement shall be of no further effect, and no Party hereto shall be under any liability to any other in respect of the Agreement, except as otherwise provided pursuant and subject to the provisions of Clause 10.6 below.

- 10.6. On termination of this Agreement for any reason:

- 10.6.1. all licences granted under this Agreement shall immediately terminate; and
- 10.6.2. Client shall immediately return and make no further use of any Documentation and shall remove the Seal from its and Client Customers' Websites.

- 10.7. Any provisions hereof which expressly or by their context and nature are required to survive termination or expiration of the Agreement in order to achieve their purpose shall so survive, including without limitation any and all Client's payments obligations, and Clauses 4, 6, 7, 8, 9.7, 10, 13, and 14 until it shall no longer be necessary for them to survive in order to achieve that purpose. For the avoidance of doubts, any rights, remedies, obligations or liabilities of the Parties that have accrued up to the date of termination, including the right to claim damages in respect of any breach of the Agreement which existed at or before the date of termination shall not be affected or prejudiced by the termination or expiration of this Agreement.

- 10.8. Mirror site fees are outlined in schedule 4.

11. RELATIONSHIP OF THE PARTIES

Gamecheck is an independent contractor, and nothing in this Agreement creates an employment, agency, or partnership relationship between the Parties. The Client has no authority to bind or represent Gamecheck in any way. Any breach of this clause by the Client shall be deemed a material breach entitling Gamecheck to terminate the Agreement immediately.

12. FORCE MAJEURE

Neither Party shall be liable for any delay or failure to perform its obligations under this Agreement due to events beyond its reasonable control ("Force Majeure"). The affected Party shall promptly notify the other and take reasonable steps to mitigate the impact. If the Force Majeure event continues for more than thirty (30) days, the unaffected Party may terminate the Agreement with immediate effect by written notice.

13. MISCELLANEOUS

- 13.1. Neither Party may assign or transfer its rights or obligations under this Agreement without the other's prior written consent. This Agreement is the entire agreement between the Parties and supersedes all prior understandings. No waiver or amendment is valid unless in writing and signed by both Parties.
- 13.2. Each Party agrees not to solicit or interfere with the other's employees, contractors, or clients during the term and for one (1) year after, and acknowledges that breach may entitle the other to injunctive relief.
- 13.3. This Agreement is governed by Laws of England and Wales, with exclusive jurisdiction in the courts of England and Wales. This Agreement may be executed in counterparts, each deemed an original, and may be signed and delivered electronically (including by PDF or similar means), which shall be deemed as effective as original signatures.

Schedule 2
Websites

1. The Parties agree that the Licensed Rights granted under this Agreement shall be used solely for the Websites listed below:

Websites
Defined on the website

2. The above-mentioned lists of Websites may be amended from time to time, by request to Gamecheck in writing and upon mutual consent and may be subject to additional charges.

Schedule 3
Seal Usage and Marketing Guidelines

1. Permitted Use and Statements

- a. The Client may and shall procure that the Client Customers also only:
- display the Seal only on approved and listed Websites as listed in Schedule 2.
 - Use the Seal in the form and manner provided by Gamecheck, without any modifications and/or alterations.
- b. The Client and Client Customers may state the following in its public materials (including but not limited to websites, advertisements, press releases, or any public communications):
- “This website displays the Gamecheck Seal indicating that a selection of games have been authenticated by Gamecheck Limited and confirmed to be genuine and licensed from the game provider”*
- c. Gamecheck may monitor use and require the Client to alter the current use of the Seal and/or amend any statements published by the Client or Client Customers, at its sole and absolute discretion.

2. Prohibited Statements

- a. The Client shall not, and shall procure that Client Customers shall not, make or imply any of the following:
- That all games on the Website(s) are guaranteed genuine or authentic.
 - That the Seal constitutes an endorsement or certification of legal compliance, safety, profitability, or any metric other than authenticity based on the sample provided.
 - Any statement that exaggerates, misrepresents, or otherwise misleads the public as to the nature, scope, or findings of Gamecheck’s services.

3. Corrective Measures

- a. Upon notification of non-compliant use or overclaiming, the Client must remedy the issue within three (3) days.
- b. Repeated or serious breaches will constitute a material breach of this Agreement and may result in termination of the Agreement and/or legal action.

Schedule 4

Mirror Websites

1. Fees

Section 8 “Fees” of this agreement shall be extended to apply as follows to Mirror Websites.

Package	Mirror Websites	Monthly Package Price	Annual Price	Annual Price (10% Discount)
Free	Up to 3	€0	€0	€0
Basic	Up to 10	€200	€2,400	€2,160
Plus	Up to 20	€360	€4,320	€3,888
Pro	Up to 50	€800	€9,600	€8,640
Pro Plus	Up to 100	€1,400	€16,800	€15,120
Premium	Up to 250	€3,000	€36,000	€32,400
Enterprise	More than 250	Custom Pricing	Custom Pricing	Custom Pricing

2. Additional Terms

- a. **Billing & Commitment:** Annual subscriptions are paid one year in advance and monthly subscriptions are billed each month. Both Options carry a full 12 month commitment
- b. **Upgrades & Downgrades:** with the 12 month commitment, packages cannot be downgraded under either annual or monthly billing. You may upgrade your package at any time

- c. **Fake Game Detection:** If Gamecheck detects fake games on any approved Mirror Website at any time during random periodic checks, Gamecheck will revoke the Gamecheck SEAL for the entire brand including all associated URLs. All linked Mirror Websites, including their Gamecheck profiles will be marked as false.
- d. **Package Scope:** Package only applies to Mirror Websites. Main SEAL invoice remains separate.
- e. **Package Auto-Upgrade Rule:** If an operator exceeds the package limit, the next package up automatically applies. Enterprise pricing applies above 250 Mirror Websites