



Compliance Certificate

Techsolutions Group N.V

This is to confirm that iTech Labs has examined the casino game logs in the gaming system of **Techsolutions Group N.V** for the quarter ending June 2025 as recorded by the respective game servers. iTech Labs has calculated the Return To Player (RTP) for all the games using the data from the game logs. The table below lists the actual calculated RTPs for real money games played.

Techsolutions Group N.V game servers service the following internet gaming site:
<http://22bet.com>

Game Type Name	RTP %
JetX	99.08%
Live casino	97.71%
Other games	97.09%
Aviator	96.27%
TVBet	96.16%
Slots	95.83%
Hunting & Fishing	94.09%
TV games	92.59%
Virtual sports	91.45%
Bingo	90.46%
Other Games Combined	78.81%
All Games Combined	96.40%

* Other games combined – includes Keno, Legion Poker, Mini slots, Scratch cards, Crash Games and JetX Games.

There were a large enough number of game records to give the RTP calculations sufficient statistical power³. The actual RTPs shown above are percentages of total actual winnings to bets for each game type. iTech Labs has done checks to verify the integrity of the game logs. iTech Labs also maintains a copy of the game logs for verification purposes.

iTech Labs certifies that the RTPs were calculated correctly from the game logs based on the actual bets and winnings and that the actual RTPs are greater than normally required by international gaming jurisdictions.

iTech Labs

Australia United Kingdom

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For more info: Certification Testing – www.itechlabs.com Quality Assurance Testing – www.itechqalabs.com



Audited by:

Eric Sheng
Project Manager
iTech Labs
Date: July 25, 2025

Authorised by:

Alvin Rizaldi
Chief Executive Officer
iTech Labs
Date: July 25, 2025

Disclaimer. While it is not possible to test all possible scenarios in a laboratory environment, iTech Labs has conducted a level of testing appropriate for a component test of this type.





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This is to confirm that iTech Labs has examined the casino game logs in the gaming system of **Techsolutions Group N.V** for the quarter ending March 2025 as recorded by the respective game servers. iTech Labs has calculated the Return To Player (RTP) for all the games using the data from the game logs. The table below lists the actual calculated RTPs for real money games played.

Techsolutions Group N.V game servers service the following internet gaming site:

<http://22bet.com>

Game Type Name	RTP %
Other games	97.45%
Live casino	97.19%
Aviator	95.95%
Slots	95.63%
TVBet	94.48%
Hunting & Fishing	92.94%
Bingo	92.07%
TV games	91.33%
Virtual sports	90.88%
Other Games Combined*	82.16%
All Games Combined	96.07%

* Other games combined – includes Keno, Legion Poker, Mini slots, Scratch cards, Crash Games and JetX Games.

There were a large enough number of game records to give the RTP calculations sufficient statistical power³. The actual RTPs shown above are percentages of total actual winnings to bets for each game type. iTech Labs has done checks to verify the integrity of the game logs. iTech Labs also maintains a copy of the game logs for verification purposes.

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Audited by:

Eric Sheng
Project Manager
iTech Labs
Date: May 19, 2025

Authorised by:

Alvin Rizaldi
Chief Executive Officer
iTech Labs
Date: May 19, 2025

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This is to confirm that iTech Labs has examined the casino game logs in the gaming system of **Techsolutions Group N.V** for the quarter ending December 2024 as recorded by the respective game servers. iTech Labs has calculated the Return To Player (RTP) for all the games using the data from the game logs. The table below lists the actual calculated RTPs for real money games played.

Techsolutions Group N.V game servers service the following internet gaming site:

<http://22bet.com>

Game Type Name	RTP %
Live casino	97.30
Other games	96.72
Aviator	96.68
Slots	95.86
TVBet	93.71
TV games	92.47
Virtual sports	91.87
Hunting & Fishing	90.98
Bingo	88.07
Scratch cards	61.96
Other Games Combined*	92.05
All Games Combined	96.25

* Other games combined – includes Legion Poker, Mini slots, and Crash Games.

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Audited by:

Eric Sheng
Project Manager
iTech Labs

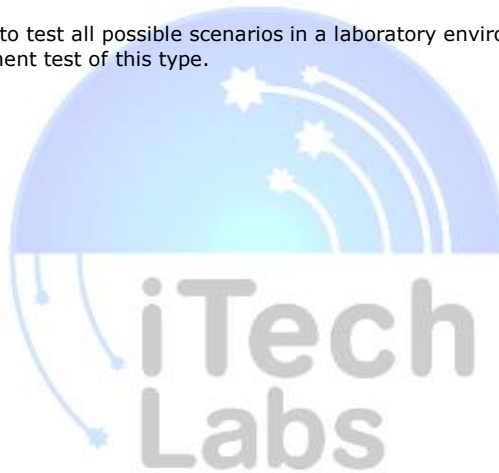
Date: February 12, 2025

Authorised by:

Alvin Rizaldi
Chief Executive Officer
iTech Labs

Date: February 12, 2025

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Techsolutions Group N.V game servers service the following internet gaming site:

<http://22bet.com>

Game Type Name	RTP %
Aviator	96.97
Live casino	96.95
Other games	96.18
Slots	95.68
Bingo	94.99
Hunting & Fishing	93.04
TVBet	92.70
Virtual sports	92.27
TV games	91.28
Other Games Combined*	74.66
All Games Combined	96.00

* Other games combined – includes Legion Poker, Mini slots, Scratch cards, Card games, Skill games and Crash Games.

There were a large enough number of game records to give the RTP calculations sufficient statistical power³. The actual RTPs shown above are percentages of total actual winnings to bets for each game type. iTech Labs has done checks to verify the integrity of the game logs. iTech Labs also maintains a copy of the game logs for verification purposes.

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Audited by:

Divya Bhargava
Compliance Manager
iTech Labs

Date: October 18, 2024

Authorised by:

Alvin Rizaldi
Chief Executive Officer
iTech Labs

Date: October 18, 2024

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Techsolutions Group N.V game servers service the following internet gaming site:
<http://22bet.com>

Game Type Name	RTP %
TVBet	101.04
Live casino	97.34
Aviator	97.04
Slots	95.65
Other games	95.52
TV games	92.78
Virtual sports	92.26
Bingo	91.74
Hunting & Fishing	90.70
Other Games Combined	75.27
All Games Combined	96.16

* Other games combined – includes Legion Poker, Mini slots, Scratch cards, Card games, Skill games and Crash Games.

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Audited by:

Eric Sheng
Project Manager
iTech Labs
Date: July 26, 2024

Authorised by:

Alvin Rizaldi
Chief Executive Officer
iTech Labs
Date: July 26, 2024

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Techsolutions Group N.V game servers service the following internet gaming site:

<http://22bet.com>

Game Type Name	RTP %
TVBet	97.58153
Live casino	97.15181
Aviator	96.37356
Other games	95.95644
Slots	95.61123
TV games	94.10904
Bingo	93.87392
Virtual sports	93.84746
Other Games Combined	85.43412
All Games Combined	96.06654

* Other games combined – includes Hunting & Fishing, Legion Poker, Mini slots, Scratch cards, Card games, Crash Games.

There were a large enough number of game records to give the RTP calculations sufficient statistical power³. The actual RTPs shown above are percentages of total actual winnings to bets for each game type. iTech Labs has done checks to verify the integrity of the game logs. iTech Labs also maintains a copy of the game logs for verification purposes.

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Audited by:

Eric Sheng
Project Manager
iTech Labs

Date: April 17, 2024

Authorised by:

Alvin Rizaldi
Chief Executive Officer
iTech Labs

Date: April 17, 2024

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Techsolutions Group N.V game servers service the following internet gaming site:
<http://22bet.com>

Game Type Name	RTP %
Other games	98.00017
Live casino	96.95826
Aviator	96.59837
Virtual sports	95.80187
Slots	95.73340
Bingo	94.56209
Other Games Combined	88.51909
All Games Combined	96.22074

* Other games combined – includes Hunting & Fishing, Legion Poker, Mini slots, TV games, Scratch cards, Card games, TVBet.

There were a large enough number of game records to give the RTP calculations sufficient statistical power³. The actual RTPs shown above are percentages of total actual winnings to bets for each game type. iTech Labs has done checks to verify the integrity of the game logs. iTech Labs also maintains a copy of the game logs for verification purposes.

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Audited by:

Eric Sheng
Project Manager
iTech Labs

Date: April 10, 2024

Authorised by:

Alvin Rizaldi
Chief Executive Officer
iTech Labs

Date: April 10, 2024

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Techsolutions Group N.V game servers service the following internet gaming site:

<http://22bet.com>

Game Type Name	RTP %
Live casino	97.70299
Aviator	96.89574
Other games	96.27343
Slots	95.55170
TVBet	95.44675
Hunting & Fishing	91.91556
Virtual sports	91.52874
Bingo	89.53811
Other Games Combined	82.97019
All Games Combined	96.32277

* Other games combined – includes Legion Poker, Mini slots, TV games, Scratch cards, Card games, JetX.

There were a large enough number of game records to give the RTP calculations sufficient statistical power³. The actual RTPs shown above are percentages of total actual winnings to bets for each game type. iTech Labs has done checks to verify the integrity of the game logs. iTech Labs also maintains a copy of the game logs for verification purposes.

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Audited by:

Eric Sheng
Project Manager
iTech Labs

Date: April 09, 2024

Authorised by:

Alvin Rizaldi
Chief Executive Officer
iTech Labs

Date: April 09, 2024

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Techsolutions Group N.V game servers service the following internet gaming site:

<http://22bet.com>

Game Type Name	RTP
Aviator	97.03678%
Live casino	96.92506%
TV games	96.46412%
Other games	96.30638%
Slots	95.35858%
TVBet	94.63693%
Virtual sports	92.77402%
Bingo	92.45732%
Other Games Combined	95.88938%
All Games Combined	95.88570%

* Other games combined – includes Hunting & Fishing, Mini slots, Scratch cards, Card games, JetX .

There were a large enough number of game records to give the RTP calculations sufficient statistical power³. The actual RTPs shown above are percentages of total actual winnings to bets for each game type. iTech Labs has done checks to verify the integrity of the game logs. iTech Labs also maintains a copy of the game logs for verification purposes.

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Audited by:

Eric Sheng
Project Manager
iTech Labs

Date: January 05, 2024

Authorised by:

Alvin Rizaldi
Chief Executive Officer
iTech Labs

Date: January 05, 2024

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Client must provide iTech Labs all necessary documentation, credentials, information, software, code and hardware ("Submission Materials") and technical support and access to perform the work, including assistance with installation and configuration of Submission Materials. Client shall supply any specialized environment, tools or equipment necessary for iTech Labs to perform the services. Lack of sufficient product information, access and technical support may lead to increased time and costs for the Services.

Client hereby represents and warrants that Client is the owner and/or authorized user of all Submission Materials and has all rights, licenses and authority necessary to disclose, deliver and supply all Submission Materials to iTech Labs to enable performance of the Services.

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Client shall pay iTech Labs invoices within 30 days after the invoice date. If invoices are not timely paid in full, Client shall also pay iTech Labs a late charge equal to one and a half percent (1.5%) of the outstanding balance which shall accrue on any outstanding balance that remains unpaid after the expiration of a 30-day period and Client shall pay the one and a half percent (1.5%) late charge monthly thereafter until all amounts due are paid.

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source code, object code, and mark-up language); (e) rights of publicity, personality, identification, or similar personal or group attributes; (f) trade names, logos, common law trademarks and service marks, trade dress, trademark and service mark registrations, and applications therefor and any goodwill associated therewith; and (g) any similar, corresponding, or equivalent rights to any of the foregoing and any other intellectual property or proprietary rights throughout the world.

Client shall maintain and reproduce all copyright, patent, trademark and other notices, including, without limitation, any disclaimers, on all copies, in any form, of the Report in the same form and manner that such copyright and other notices are included on the Report. Except as expressly authorized in this Agreement, Client shall not (i) make any copies or duplicates of the Report or any portion thereof without the prior written permission of iTech Labs, (ii) deliver the Report to any person or entity other than its affiliates, (iii) permit any person or entity other than its affiliates to review or rely upon the Report.

Confidential Information: Any confidentiality agreement between the Parties is incorporated by reference. In the event there is no confidentiality agreement the parties agree as follows:

"Confidential Information" shall mean, subject to the following paragraph, all technical and non-technical information provided by either Party including, but not limited to, information concerning research, development, data, engineering, financial information, assessment methods, procurement requirements, purchasing, product lists, product specifications, production processes and techniques, supplier lists, forecasts, merchandising and marketing plans if such information: (a) is marked "confidential" or "proprietary" itself or by an accompanying contemporaneous written communication, or (b) is designated confidential or proprietary by written or electronic communication within ten (10) days following disclosure, or (c) is information that, under the circumstances, a person exercising reasonable business judgment would understand to be confidential or proprietary.

Confidential Information shall not include: (a) information that was in the public domain at the time of its disclosure, or that becomes public domain property through no fault of the recipient; (b) that was rightfully in the recipient's possession without any obligation of confidentiality prior to disclosure by the disclosing party; (c) that is independently developed by the recipient without use of or reference to the disclosing party's otherwise Confidential Information, or (d) that is received by the recipient from a source independent of the disclosing party that is not under an obligation of confidentiality with respect to such information.

Each party may disclose its Confidential Information to the other party and the party receiving the disclosing party's Confidential Information shall: (a) not use the disclosing party's Confidential Information except for performance of its rights and obligations under this Agreement; (b) use the same degree of care, but not less than a reasonable degree of care, in protecting the disclosing party's Confidential Information from unauthorized use or publication as it uses to protect its own confidential information; (c) except as necessary to perform the Services, not reverse engineer, disassemble or decompile the disclosing party's Confidential Information; and (e) not disclose to any third party or copy any of the disclosing party's Confidential Information without the disclosing party's prior written consent, except that recipient may disclose Confidential Information (i) to its employees, contractors or professional advisors PROVIDED: (A) said persons have a need to know such Confidential Information; and (B) said persons have a bona fide business purposes for disclosure of such; and (ii) as permitted by the remainder of this Confidential Information Section.

Confidential Information by such person inconsistent with the terms of this Agreement shall be a breach of this Agreement for which the recipient shall remain liable; and each such individual is under binding obligations of confidentiality to recipient or the disclosing party with respect to such Confidential Information no less restrictive than this Agreement. This Agreement shall not be construed to prohibit a disclosure of Confidential Information by the recipient to the extent such disclosure is required under applicable law, as required to do so by regulatory agencies, or by order of a court of law or pursuant to a subpoena or other valid legal request or demand, provided that the recipient gives to the disclosing party reasonable prior written notice of such disclosure, if allowed by law, and cooperates with the disclosing party in seeking a protective order or other appropriate relief to protect the confidentiality of such Confidential Information. In the event of a breach, or threatened breach, of these confidentiality obligations, the disclosing party may obtain appropriate equitable relief, including injunction, in addition to whatever remedies it may have at law. The terms, but not the existence, of this Agreement shall be considered Confidential Information of both parties. Nothing in this Agreement shall alter or limit the assignments and grants of rights and licenses in and to Intellectual Property in this Agreement.

If iTech Labs is served a subpoena or is required to attend or respond to a legal proceeding related to Client, the Submission Materials or iTech Labs's Services or the Report, Client shall pay iTech Labs's reasonable costs and fees, including any attorneys' fees for iTech Labs to attend and/or respond. Additionally, Client is responsible to file any available motion to quash a subpoena or for a protective order.

iTech Labs may disclose Confidential Information of Client if iTech Labs is requested or required to do so by any governmental authority or regulatory agency, or during the course of any regulatory audit, investigation, examination or similar proceeding, or by an order, demand, or subpoena of a properly designated court of law in a relevant jurisdiction.

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Reports/Assessments: The Report and iTech Lab's assessments and methodologies are proprietary to iTech Labs and constitute iTech Lab's Confidential Information covered by the preceding Section and/or any other confidentiality agreement entered between iTech Labs and Client. The disclosure of the Report and findings of iTech Lab's assessments to third parties could adversely affect both Client and iTech Lab. Accordingly, such Confidential Information is supplied in confidence, on the strict condition that no part of it will be reprinted, reproduced or transmitted to any person or entity unaffiliated with Client without the prior written approval of iTech Lab.

The Report and findings of iTech Lab's assessment can only be used in the original whole context and only for the limited and specific scope stated in the Proposal and the Report. Any alteration renders the Report invalid and is strictly prohibited. The assessment methods used, excluded assessment methods and actual data showing the assessment results shall be and remain Confidential Information of iTech Labs. However, the actual data showing the assessment results may be made available upon Client's written request.

Client shall promptly review the Report, analyze it for accuracy and report deficiencies immediately to iTech Lab. iTech Labs has undertaken to perform the Services based on its understanding of the Submission Materials and agreed to Services.

Following a successful resolution or clarification of any deficiencies or discrepancies noted by iTech Labs in its preliminary assessment, iTech Lab's assessment findings and all Submission Materials being reported upon will undergo a customary quality assurance (QA) review prior to finalization. iTech Labs will then typically issue its Report three (3) to five (5) business days after the completion of the assessment and QA review.

The Report and the assessment findings produced by iTech Labs shall reflect the assessment results based on the agreed-to Services and shall be subject to the limitations stated in this Agreement. Except as expressly stated in this Agreement, iTech Labs has no obligation to update the Report to address information discovered or changes that arise after the date of the Report's delivery.

Under no circumstance should the Report or assessment findings generated by iTech Labs as a result of the Services be construed as an endorsement, approval, certification or warranty regarding the legality, functional quality or performance, and shall not be considered as having passed or conformed to any testing standard or regulation, and no person or party shall state or imply anything to the contrary.

The Report may not be relied upon for any reason by any person or entity including, but not necessarily limited to, the manufacturer or developer of any Submission Materials, a non- iTech Labs laboratory, or any regulatory authority. Client shall not make any false or misleading claims regarding the Report or the Services.

Additional Provisions:

1. iTech Labs is subject to various regulations imposed by government gaming authorities and other governmental authorities in a number of jurisdictions around the world. This means that iTech Labs must conduct its affairs in a manner which is ethical and in accordance with the regulations imposed by such authorities. Client shall not do anything that may jeopardize the eligibility of iTech Labs to hold any license in relation to gaming. iTech Labs reserves the right to terminate this Agreement at any time without liability if the continuation of the Agreement will jeopardize its ability to be qualified for, hold or maintain any gaming related licenses, permits or approvals with a gaming authority.
2. Client shall not, and shall cause its affiliates to not, to hire or attempt to hire, directly or indirectly, any iTech Labs employee (or any person who was a iTech Labs employee within six months prior to any solicitation or hiring) from the date of this Agreement through the first anniversary of the date of the Report. This restriction shall not apply to a general advertisement/media solicitation (such as an internet posting) or hiring in response to such a general advertisement/media solicitation, so long as the solicitation is not specifically targeted at iTech Labs or its employees.
3. iTech Labs is an independent contractor. Neither party shall be deemed to be an agent, employer or representative of the other. iTech Labs reserves the right to assign staff from any iTech Labs laboratory.
4. Both parties represent and warrant that no part of the price or consideration for this Agreement has been paid, directly or indirectly, to an employee of either party in connection with any Services contemplated or performed regarding this Agreement.
5. The provisions of this Agreement are for the sole benefit of the parties and their successors and permitted assigns, and they will not be construed as conferring any rights to any third party (including any third-party beneficiary rights).
6. The failure of iTech Labs to assert any or all of its rights under this Agreement shall not be deemed a waiver of such rights, nor shall any waiver be implied from the acceptance of any payment or service.

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7. This Agreement, and all claims or causes of action (whether in contract, tort or statute) that may be based upon, arise out of or relate to this Agreement, the Services, or the Report or any assessment findings resulting from the Services, or the negotiation, execution or performance of this Agreement (including any claim or cause of action based upon, arising out of or related to any representation or warranty made in or in connection with this Agreement or as an inducement to enter into this Agreement) shall be governed by, and construed and enforced in accordance with, the internal laws of Lakewood, New Jersey, including its statutes of limitation and excluding its conflicts of law rules. Any action between the parties will be venued solely in a state or federal court situated within the courts of that jurisdiction, and each party irrevocably submits to the personal jurisdiction of such courts.
8. Neither party will be liable to the other for any failure or delay of performance of any obligations hereunder when such failure or delay is wholly or principally caused by acts or events beyond its reasonable control and mitigation, which may include, without limitation acts of God, acts of civil or military authority, fires, floods, earthquakes or other natural disasters, war, riots, strikes, pandemics, endemics or epidemics. Both parties will, however, make all reasonable efforts to remove or eliminate such a cause of delay or default and upon the cessation of the cause diligently pursue performance of their respective obligations under this Agreement.
9. This Agreement, any previously executed confidentiality agreement, and any mutually executed PCN, sets forth the entire agreement and understanding between iTech Labs and Client regarding the subject matter hereof and supersedes any prior representations, advertisements, statements, proposals, negotiations, discussions, understandings, or agreements regarding the same subject matter. Client acknowledges that Client has not been induced to enter into this Agreement by any representations or statements, oral or written, not expressly contained in this Agreement.
10. If any part of this Agreement is held to be invalid, illegal or unenforceable the validity, legality and enforceability of the remaining provisions shall not in any way be affected or impaired.
11. Client, the manufacturer and/or the developer of the Submission Materials are solely responsible to apply for, obtain and maintain all necessary gaming licensure in each jurisdiction in which any of them does business, including provincial, state and tribal jurisdictions, where applicable. iTech Labs is required by law to perform due diligence on any person or entity that it does business with. Client shall prior to completion of the Services disclose to iTech Labs if Client is collaborating with another entity on the Submission Materials or in relation to the Services and shall also provide any information reasonably requested by iTech Labs in order to satisfy any know your customer or other regulatory requirements.
12. Neither party shall assign any rights or obligations under this Agreement without the express written consent of the other party. iTech Labs may subcontract Services to any of its affiliates.

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