

**Statement Regarding the Business of Jean-Claude Cottier**

My name is Omri Rossert, and I am one of the founder of Day7. Our studio has been developing games for the Instant Games platform since 2020.

Over the years, we have invested significant resources into creating games for this ecosystem. While we have had some success, our experience has been defined by considerable challenges. We have consistently faced a lack of meaningful support from the platform operator, a continuous stream of new technical and policy constraints that require constant rework, and a noticeable decline in organic user retention and engagement across the platform.

In our experience and in discussions with other developers, Jean-Claude Cottier is a well-known and significant exception to this trend. While many studios like ours have struggled to remain viable, he has managed to build and sustain a highly successful business. His unique expertise is widely recognized. In fact, our studio and others in the community have often turned to him for guidance on navigating the platform's complex and often poorly-documented requirements. His knowledge is not just about writing code; it's a deep, experience-based understanding of a difficult and declining ecosystem.

Based on our own struggles, we firmly believe it would be extremely challenging for any new developer or team, regardless of their talent, to take over Jean-Claude's business and maintain its current level of success. Simply responding to the platform's constant and unpredictable demands requires an expertise that Jean-Claude has built over many years. This is not a standard, transferable skill set.

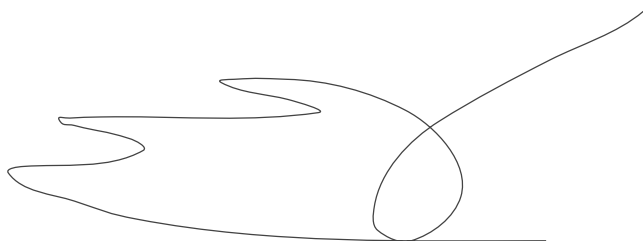
Sincerely,

Omri Rossert

Founder Co CEO

[Day 7 Interactive]

[10.13.2025, Omri Rossert ]

A handwritten signature in black ink, consisting of a series of loops and a long horizontal stroke at the end.