

Acceptance Testing Protocol

Libita Group Ltd d.b.a. Solid Gaming, holding company registration number 198708 B, (the “Operator”) hereby confirms that:

- 1) The relevant testing procedures (“Software Acceptance Testing Plan”) and resources were provided by Yggdrasil Group Company to perform the Acceptance Testing as described in the contract between the Operator and Yggdrasil Group Company.
- 2) All testing procedures outlined in the Software Acceptance Testing Plan were successfully performed by the Operator with required due care and the software is ready to be launched by the Operator on the Gaming Sites.

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CEO

Software Acceptance Testing Plan

1. Environment

In particular, the operator shall perform the following tests:

- a) tests should be done on all supported web browsers on desktop, in particular:
 - Safari (min ver. 537 (6.1)), Firefox (min ver. 33), Chrome (min ver. 32), Opera (min ver. 26)
 - Edge (min ver. 20), IE (min ver. 11)
- b) tests should be done on supported devices, in particular:
 - iPhone 5 or later with iOS 9.0 or later (supported browser: Safari, Chrome)
 - iPad 4 or later with iOS 9.0 or later (supported browser: Safari, Chrome)
 - all mobile devices with Android version 5.0.1 or later.

2. UI Testing

In particular, the operator shall perform the following tests:

- a) verify portrait and landscape mode display on mobile and desktop devices separately
- b) verify if the game scale looks correct on mobile and desktop devices separately
- c) verify if overlay elements added by the operator (i.e. panic button) are displayed correctly and don't overlap any important elements

3. Responsible Gaming

- a) verify if Reality Check window complies with requirements from all regulated markets
- b) verify if the game is configured correctly on each regulated market (i.e. by limiting available number of auto spins)

4. Functional Testing

In particular, the operator shall perform the following tests:

- a) verify if the bet amount was subtracted from the balance after every spin,
- b) verify if the win amount was added to the balance after every win,
- c) check if the win field displays the correct winning amount,
- d) check all supported currencies (if the balance, win, and cash are displayed in the selected currency),
- e) check all supported languages (in particular check if texts are displayed correctly).

5. Game interruption

In particular, the operator shall perform the following tests:

- a) verify if error messages are displayed properly,
- b) check if the restore functionality works correctly,
- c) verify Replay/ Skip option in the restore functionality.

6. Prepaids, Super Free Spins

In particular, the operator shall perform the following tests:

- a) check if prepaids initial message window contains the number of prepaids assigned and a bet amount,
- b) check if the number of prepaids in the panel above the reels decreased or increased after every spin (accordingly to the type of prepaids),
- c) check if the bet is not subtracted from the balance until the end of the prepaids round,

- d) verify if every win was added to the prepaids sub-balance, shown in the panel above the reels,
- e) verify the final popup message window,
- f) check if total prepaids sub-balance is properly added to the user balance.

7. Tournaments

In particular, the operator shall perform the following tests:

- a) verify if notification message window contains defined information,
- b) verify if tournaments are functioning properly and are consistent with the description in Back Office,
- c) check if players have access to information about tournament dates, leaderboard (including his/hers current position), the prize pool for both leaderboard and raffle, and tournament rules.,
- d) verify if all customization options are working correctly (participating brands, tournament type, minimum bet required to participate, currency etc.),
- e) check if the achieved position gives you the reward described in the prize pool.

8. Prize Drop

In particular, the operator shall perform the following tests:

- a) verify if the notification message window contains defined information,
- b) check if players have access to information about cash race dates, prize pool and cash race rules,
- c) verify if all customization options are working correctly (participating brands, custom game rules, currency etc),
- d) check if your cash was awarded to your balance.

9. Missions

In particular, the operator shall perform the following tests:

- a) verify if the notification message windows contain defined information,
- b) verify if missions are functioning properly and are consistent with the description in Back Office,
- c) check if players have access to the information about missions dates, leaderboard (including his/hers current position), the prize pool for both leaderboard and raffle, mission rules,
- d) verify if all customization options are working correctly (participating brands, mission type, minimum bet required to participate, currency etc.),
- e) check if the defined position gives you a reward described in the prize pool.

10. Other features and functionalities if necessary, depending on the type of the game or additional features in the platform.

All efforts shall be taken by the Operator to ensure that the testing will be as exhaustive as necessary to assess properly all features of the Software. Yggdrasil hereby advises to consult the testing team of the Operator to agree on the final scope of the testing plan, as the scope may differ depending on the peculiarities of the Operator's platform and specific technical requirements.