Project name ($PLAY)
White paper

In accordance with Title II of Regulation (EU) 2023/1114 (MiCA)

N	Field	Content
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| 01 | Date of notification | 2025- 08-01 | |

02	Statement in accordance with Article 6(3) of Regulation (EU) 2023/1114	This crypto-asset white paper has not been approved by any competent authority in any Member State of the European Union. The operator of the trading platform of the crypto-asset is solely responsible for the content of this crypto-asset white paper.
03	Compliance statement in accordance with Article 6(6) of Regulation (EU) 2023/1114	This crypto-asset white paper complies with Title II of Regulation (EU) 2023/1114 and, to the best of the knowledge of the management body, the information presented in the crypto-asset white paper is fair, clear and not misleading and the crypto-asset white paper makes no omission likely to affect its import.
04	Statement in accordance with Article 6(5), points (a), (b), (c) of Regulation (EU) 2023/1114	The crypto-asset referred to in this white paper may lose its value in part or in full, may not always be transferable and may not be liquid.
05	Statement in accordance with Article 6(5), point (d) of Regulation (EU) 2023/1114	'The utility token referred to in this white paper may not be exchangeable against the good or service promised in the crypto-asset white paper, especially in the case of a failure or discontinuation of the crypto-asset project.'
06	Statement in accordance with Article 6(5), points (e) and (f) of Regulation (EU) 2023/1114	The crypto-asset referred to in this white paper is not covered by the investor compensation schemes under Directive 97/9/EC of the European Parliament and of the Council. The crypto-asset referred to in this white paper is not covered by the deposit guarantee schemes under Directive 2014/49/EU of the European Parliament and of the Council.

Summary		
07	Warning in accordance with Article 6(7), second subparagraph of Regulation (EU) 2023/1114	**Warning** This summary should be read as an introduction to the crypto-asset white paper. The prospective holder should base any decision to purchase this crypto-asset on the content of the crypto-asset white paper as a whole and not on the summary alone. The admission to trading of this crypto-asset does not constitute an offer or solicitation to purchase financial instruments and any such offer or solicitation can be made only by means of a prospectus or other offer documents pursuant to the applicable national law. This crypto-asset white paper does not constitute a prospectus as referred to in Regulation (EU) 2017/1129 of the European Parliament and of the Council (36) or any other offer document pursuant to Union or national law.
08	Characteristics of the crypto-asset	**$PLAY** is a utility token issued by PlaysOut Technology, designed to be used within the PlaysOut ecosystem of mini-games, super apps, and partner platforms. It enables users to access and interact with game content, earn in-game rewards, and participate in platform-based incentives and gamified experiences. Rights and Obligations of the Purchaser Purchasing $PLAY gives the holder the following rights: • **Access to ecosystem features**: $PLAY may be used to unlock exclusive game content, events, or mini-app features on integrated platforms. • **Reward participation**: Holders may earn $PLAY as part of gameplay achievements or engagement campaigns, and use $PLAY to redeem in-game rewards or digital assets. • **Loyalty and incentives**: Users may receive benefits such as boosted earnings, early access, or premium status within the network. • **Platform utility**: $PLAY may be used to pay for in-game purchases, redeem discount offers, or participate in select promotional activities. The purchaser **does not** acquire: • Any ownership, voting, or equity rights in PlaysOut Technology DMCC or any affiliated entity. • Any right to claim profits, dividends, or revenue from PlaysOut or its partners.

		• Any entitlement to a fixed or variable return or capital appreciation.
		Procedure and Conditions for the Exercise of Rights
		To use $PLAY:
		• The token must be held in a compatible wallet integrated with the PlaysOut ecosystem (e.g., in-game wallet, partner app, or third-party wallet connected via SDK). • Users can spend, earn, or redeem tokens directly through participating platforms or in games that support $PLAY. • No technical knowledge is required beyond standard Web2 or Web3 wallet interaction.
		Modification of Rights and Obligations
		The rights and utilities attached to $PLAY may evolve as the platform develops. Any changes will:
		• Be communicated publicly through official channels (e.g., website, app notifications, white paper updates). • Not affect already executed uses (i.e., rights are not retroactively revoked). • Be implemented in compliance with applicable regulations and the platform's governance mechanisms, if any are introduced.
09	Information about the quality and quantity of goods or services to which the utility tokens give access and restrictions on the transferability	• $PLAY may be used to purchase services and goods offered by the PlaysOut platform, as well as services and goods within games launched on the PlaysOut platform that are available for purchase using $PLAY, without any quantity restrictions. $PLAY is freely transferable.
10	Key information about the offer to the public or admission to trading	PlaysOut Technology DMCC is offering its native utility token, **$PLAY**, to support the launch and expansion of its global mini-game and super app ecosystem. This offering is structured in phases, with different pricing and eligibility depending on the round. Private Sale Phases **1. Seed Round** • **Price**: $0.014 per $PLAY • **Participants**: Early backers, founders' network, and select angel investors

- **Status**: Completed

2. Strategic Round

- **Price**: $0.03 per $PLAY
- **Participants**: Strategic partners, gaming studios, and institutional backers
- **Status**: Ongoing as of July 2025

Trading and Exchange Information

$PLAY is intended to be traded on both centralized exchanges (CEXs) and decentralized exchanges (DEXs).

- On CEXs (such as Binance, OKX, Gate.io), users will need to complete KYC and comply with each platform's regulatory requirements before trading.
- On DEXs, there are typically no KYC requirements, allowing for peer-to-peer token exchange.

As of the date of this document, $PLAY is not yet listed on any trading platform. However, listing discussions are actively ongoing with:

- Binance
- Coinbase
- OKX
- Upbit
- Bithumb
- KuCoin
- Gate.io
- LBank, among others

Official announcements will be made once trading platforms and launch dates are confirmed.

Part I – Information on risks		
I.1	Offer-Related Risks	Participating in the offer to purchase or trade **$PLAY** tokens involves certain risks that prospective purchasers should be aware of before committing funds. Below is a summary of key offer-related risks: 1. Price Volatility The price at which $PLAY tokens are offered during private or public sale phases may differ from their eventual market price. Early purchasers may

		experience a decline in value once the token becomes freely tradable. Conversely, there may be speculation-based surges that are not sustained over time.
		
		    2. Technical and Operational Risks
		
		Participation in the token offer may require the use of blockchain wallets or third-party platforms. Technical errors (such as incorrect wallet addresses, failed transactions, or gas fee issues) could result in the loss of tokens or funds. The Company does not recover tokens lost due to user error.
		
		    3. Regulatory Risk
		
		The regulatory landscape for crypto-assets continues to evolve. There is a risk that laws in certain jurisdictions may change after the token sale, impacting the ability of the issuer to operate the token as originally intended or affecting holders' ability to trade, use, or access $PLAY.

I.2	Issuer-Related Risks	Purchasing or holding $PLAY tokens involves certain risks related to the issuer, PlaysOut Technology, and its operational, financial, legal and governance environment. Below is a summary of the key issuer-related risks.
		
		    1. Early-Stage Business Risk
		
		PlaysOut is an early-stage technology company operating in a fast-moving and highly competitive sector. While the platform has developed core products, it is still in the growth and scaling phase. The company has not yet achieved profitability and may require additional funding in the future to sustain operations or deliver on its roadmap.
		
		    2. Regulatory Risk
		
		The company operates in a legal environment that is rapidly evolving. Although PlaysOut is actively working to comply with applicable laws (including MiCA), changes in digital asset regulation in the UAE, EU, or other jurisdictions could affect its ability to issue, market, or support $PLAY. These risks include restrictions on utility tokens, new compliance obligations, or enforcement actions affecting key partners or platforms.
		
		    3. Legal and Jurisdictional Risk
		
		As a UAE-registered entity operating globally, PlaysOut may be subject to cross-border legal uncertainty. Regulatory discrepancies between jurisdictions may affect how the platform can operate, what features it can

		launch, or how $PLAY is treated in different markets. Legal disputes or compliance investigations could impact operations or brand trust.
I.3	Crypto-Assets-related Risks	The $PLAY token is a crypto-asset designed for use within the PlaysOut platform and its partner applications. However, like all crypto-assets, it carries certain inherent risks that prospective purchasers should be aware of. 1. Volatility and Market Risk Crypto-assets are highly volatile. The market price of $PLAY may fluctuate significantly due to supply and demand dynamics, market speculation, platform adoption, token unlock schedules, or broader crypto market movements. There is no guarantee that the token will retain its value or be tradable at a specific price in the future. 2. Lack of Intrinsic Value or Guarantee $PLAY is a **utility token**, not a security, and does not represent any share, debt, or ownership interest in PlaysOut Technology or its affiliates. It does not entitle holders to dividends, profit-sharing, or capital repayment. Its value is driven solely by user demand and ecosystem utility. 3. Blockchain Network Risks The availability and functionality of $PLAY depend on the underlying blockchain infrastructure. Congestion, attacks (e.g., 51% attacks), fork events, or technical failures on the base chain (e.g., Ethereum, BNB Chain) could result in loss of access to tokens, failed transactions, or network outages. 4. Custody and Wallet Risks Holders are responsible for securing their own wallets and private keys. Loss of access credentials (e.g., private keys, seed phrases) can result in permanent loss of tokens. PlaysOut cannot recover lost tokens and does not offer custodial services at this time. 5. Regulatory Risk The classification and treatment of crypto-assets may change over time. While $PLAY is structured as a utility token, certain jurisdictions may classify it differently (e.g., as a security or financial instrument), leading to restrictions, additional compliance requirements, or trading bans.

| I.4 | Project Implementation-Related Risks | The development and long-term success of the PlaysOut platform and the $PLAY token depend on the timely and effective execution of a complex roadmap. The following risks relate to the implementation of the project and may affect token holders and ecosystem participants:

1. Development Delays

PlaysOut's roadmap includes multi-phase integrations (e.g., SDKs, mini-game deployment, cross-platform partnerships). Any delays in development, product launches, or feature rollouts—due to technical complexity, staffing challenges, or third-party dependencies—could negatively impact user adoption, token utility, and community trust.

2. Technology Execution Risk

Building and maintaining a mini-game SDK infrastructure across Web2 and Web3 environments involves high technical complexity. Bugs, performance issues, or failure to achieve platform compatibility could delay launches or prevent partners from integrating $PLAY as planned.

3. Integration Risks with Partners

PlaysOut relies on ecosystem partnerships (e.g., telecoms, wallets, super apps, exchanges). These integrations may be delayed, altered, or canceled due to misalignment of priorities, regulatory friction, or technical incompatibility. Failure to secure or maintain these partnerships could reduce the reach and utility of $PLAY. |
| I.5 | Technology-Related Risks | The PlaysOut platform and the $PLAY token rely on multiple layers of digital infrastructure, including public blockchains, smart contracts, SDK integrations, and user-facing applications. While PlaysOut takes steps to maintain a secure and scalable system, there are still technology-related risks that may impact token holders and platform users.

1. Blockchain Network Risk

$PLAY depends on the proper functioning of the underlying blockchain(s) it is issued on (e.g., Ethereum, BNB Chain). Technical failures, network congestion, hard forks, or governance changes in those chains could delay transactions, affect gas fees, or temporarily disrupt access to token balances.

2. Platform Downtime or Disruption

The PlaysOut platform may experience unplanned downtime, cyberattacks (e.g., DDoS), or maintenance-related service disruptions. This could |

		temporarily prevent users from accessing mini-games, redeeming rewards, or transferring tokens. 3. Software Bugs and SDK Errors PlaysOut's mini-game SDK and embedded game technology interact with a wide variety of partner apps and environments. Undetected bugs or performance issues in SDK code may cause crashes, incorrect token logic, or a poor user experience, which could reduce engagement or delay adoption. 4. Cybersecurity Threats As a Web3 platform, PlaysOut is exposed to threats such as phishing, social engineering, insider threats, and attempts to breach smart contracts or backend systems. A successful exploit could compromise user data or platform operations.
I.6	Mitigation measures	PlaysOut Technology has implemented several proactive measures to reduce or manage the technology-related risks associated with the $PLAY token and its platform. While no system can eliminate all risk, the following steps are in place to improve security, reliability, and user protection: 1. Smart Contract Audits • All smart contracts associated with $PLAY token issuance, distribution and staking mechanisms are subject to external security audits by independent blockchain security firms. • Prior to launch, core contracts undergo multi-stage testing including static analysis, simulation testing, and mainnet dry-runs. 2. Secure Token Architecture • The token is issued using battle-tested ERC-20 standards (or equivalent standards on other chains). • Administrative functions (e.g., minting, treasury controls) are gated by multi-signature wallets to reduce centralized risk or insider error. 3. Infrastructure Redundancy and Monitoring • PlaysOut maintains real-time monitoring of backend systems and smart contract activity using blockchain analytics tools. • Redundant infrastructure ensures platform continuity during traffic spikes or technical issues.

		4. SDK Testing and Compatibility Validation • The PlaysOut mini-game SDK undergoes unit and integration testing for every supported environment. • A dedicated QA process ensures compatibility with partner platforms before deployment. 5. Internal Security Protocols • The team follows a least-privilege access model with continuous security reviews for development, devops, and product teams. • Private keys and sensitive operations are managed using hardware security modules (HSMs) or equivalent enterprise-grade custody solutions. 6. Third-Party Risk Management • PlaysOut conducts due diligence on all third-party partners (e.g., exchanges, super apps) and signs technical service-level agreements (SLAs) where applicable. • Integration rollouts are phased and monitored to reduce reliance on any single external provider. 7. Regulatory and Data Compliance • PlaysOut is committed to complying with data privacy standards such as GDPR and will implement data minimization and encryption practices for any analytics or login flows. • Legal counsel is consulted prior to introducing any new feature involving user interaction or token flow.

Part A - Information about the offeror or the person seeking admission to trading

A.1	Name	PlaysOut Technology
A.3	Registered address	Unit No BA1200, DMCC Business Centre, Level No 1, Jewellery and Gemplex 3
A.4	Head office	Unit No BA1200, DMCC Business Centre, Level No 1, Jewellery and Gemplex 3
A.5	Registration Date	

A.6	Legal entity identifier	
A.7	Another identifier required pursuant to applicable national law	
A.8	Contact telephone number	+971 56 220 3616
A.9	E-mail address	Jassem@playsout.com
A.10	Response Time (Days)	2 Days
A.11	Parent Company	
A.12	Members of the Management body	**Alex Wang – Founder & CEO** Alex is a seasoned entrepreneur with a strong background in gaming and blockchain. He began his career at Tencent's gaming division, contributing to mobile game development and operations. After leaving Tencent, he founded and successfully exited both an AR-based online poker game and a P2P fintech company. He also led a large-scale national commercial consortium blockchain initiative. Since 2018, Alex has actively incubated and invested in multiple Web3 projects, with a focus on infrastructure, scalability, and sustainable growth. **Jassem Osseiran – Co-founder & Chief Strategy Officer (CSO)** Based in London, Jassem is spearheading the integration of mini-games into super app ecosystems. He holds an economics degree from the University of San Francisco and began his career with Rocket Internet in New York, launching and scaling tech ventures. He later focused on the MENA region, managing media portfolios and founding startups in gaming and Web3. Jassem's strategic leadership is instrumental in driving PlaysOut's global expansion and product innovation.

		https://www.linkedin.com/in/jassem-osseiran/ https://x.com/kwasei_j
A.13	Business Activity	PlaysOut Technology is a technology company focused on delivering embedded gaming infrastructure to Web2 and Web3 ecosystems. The company builds and operates a mini-game publishing platform and developer SDK, allowing games to be directly embedded into super apps, telecom portals, and high-traffic digital platforms**.** **Principal Activities** PlaysOut's core business activities include: • **Mini-Game SDK Development**: Offering an embeddable software development kit that allows mini-games to run seamlessly inside existing consumer apps (e.g., messaging, telecom, video platforms). • **Game Publishing & Distribution**: Providing distribution and monetization tools for developers to publish mini-games into global app environments, including Web2 portals and Web3-enabled super apps. • **Token-Enabled Game Economy**: Powering play-to-earn features, reward systems, and engagement incentives through the native $PLAY utility token. • **Partnership & Integration Services**: Collaborating with telecoms, exchanges, IP holders, and super apps to integrate interactive game content into their digital experiences. **Principal Markets** PlaysOut operates across several high-growth digital sectors and markets: • **Gaming**: Focused on the mini-game sector and mobile-friendly arcade and casual games that can run inside apps without downloads. • **Web3 & Crypto**: PlaysOut bridges Web2 game experiences into blockchain-enabled platforms by introducing token-based rewards and on-chain asset ownership. • **Telecom & Super App Infrastructure**: Partners include telecom operators and super apps in emerging markets (e.g., Southeast Asia, MENA, India) looking to enhance user engagement and retention via interactive game content. • **Developer Ecosystem**: Serves over 200 mini-game studios and content creators globally, offering monetization and publishing infrastructure.

		Current Status • PlaysOut is already integrated with various games from **the** WeChat Mini-Game Framework, giving it access to the $6B Chinese mini-game market, and distributing this globally. • The platform has signed distribution agreements with major partnes and is actively expanding into key markets including India, Southeast Asia, the Middle East, Korea, and LATAM through both commercial partnerships and strategic token utility rollouts.
A.14	Parent Company Business Activity	N/A
A.15	Newly Established	PlaysOut Technology is a **newly established** company. It was incorporated in 2023 and, as of the date of this document, has not yet been operational for three full years.
A.16	Financial condition for the past three years	**Financial Condition of the Offeror: 2024–2025 (Interim Review)** **Legal Entity**: PlaysOut Technology DMCC **Incorporation Date**: May 16, 2024 **Jurisdiction**: Dubai Multi Commodities Centre (DMCC), UAE **License Number**: DMCC-928915 **Auditor**: Zenith **Summary of Financial Position** PlaysOut Technology DMCC was formally established in May 2024, following several years of incubation and technical development under affiliated entities. As such, audited financial data is available starting from FY2024 onward, with interim indicators for FY2025 provided below. PlaysOut is currently in its early commercial growth phase, with a focus on platform deployment, token ecosystem launch, and global user acquisition. While revenue in FY2024 was minimal due to pre-launch status, 2025 has seen increasing traction through B2B SDK integrations and developer onboarding. **2024 Financial Highlights (Incorporation Year)** • Revenue: <$100,000 (non-material) • EBITDA: Negative (due to R&D, dev, and GTM investment) • Cash Burn: ~$250,000/month average (pre-product) • Capital Raised: $7M in Seed funding (SAFE structure), including: ○ $6.8M in USD

		o $200k in $APT tokens
		2025 Interim Update (Jan–Jul 2025) • Revenue: Low six-figures YTD (platform fees + early game monetization + pilots) • Burn Rate: $400,000–450,000/month (due to active marketing and user acquisition campaigns) • Cash Position: ~$3.5M (as of July 2025) • Runway: 8+ months at current burn, expected to extend to 28 months upon next strategic round
A.17	Financial condition since registration	N/A

Part B - Information about the issuer, if different from the offeror or person seeking admission to trading		
B.1	Issuer different from offeror or person seeking admission to trading	N/A
B.2	Name	N/A
B.3	Legal form	N/A
B.4	Registered address	N/A
B.5	Head office	N/A
B.6	Registration Date	N/A
B.7	Legal entity identifier	N/A

B.8	Another identifier required pursuant to applicable national law	N/A
B.9	Parent Company	N/A
B.10	Members of the Management body	N/A
B.11	Business Activity	N/A
B.12	Parent Company Business Activity	N/A

Part C- Information about the operator of the trading platform in cases where it draws up the crypto-asset white paper and information about other persons drawing the crypto-asset white paper pursuant to Article 6(1), second subparagraph, of Regulation (EU) 2023/1114

C.1	Name	N/A
C.2	Legal form	N/A
C.3	Registered address	N/A
C.4	Head office	N/A
C.5	Registration Date	N/A
C.6	Legal entity identifier of the operator of the trading platform	N/A

C.7	Another identifier required pursuant to applicable national law	N/A
C.8	Parent Company	N/A
C.9	Reason for Crypto-Asset White Paper Preparation	N/A
C.10	Members of the Management body	N/A
C.11	Operator Business Activity	N/A
C.12	Parent Company Business Activity	N/A
C.13	Other persons drawing up the crypto-asset white paper according to Article 6(1), second subparagraph, of Regulation (EU) 2023/1114	N/A

C.14	Reason for drawing the white paper by persons referred to in Article 6(1), second subparagraph, of Regulation (EU) 2023/1114	N/A

Part D- Information about the crypto-asset project

D.1	Crypto-asset project name	$PLAY (PlaysOut Token)
D.2	Crypto-assets name	$PLAY (PlaysOut Token)
D.3	Abbreviation	$PLAY
D.4	Crypto-asset project description	$PLAY is the native utility and governance token of the PlaysOut platform, a global mini-game infrastructure built for Web2 super apps and Web3 ecosystems. PlaysOut enables developers to publish and monetize mini-games inside high-traffic apps through a modular SDK, while $PLAY powers in-game transactions, staking, user incentives, governance, and ad-based monetization. The token serves as the economic layer connecting users, developers, and platforms in a hybrid Web2–Web3 environment.
D.5	Details of all natural or legal persons involved in the implementation of the crypto-asset project	**Alex Wang – Founder & CEO** Alex is a seasoned entrepreneur with a strong background in gaming and blockchain. He began his career at Tencent's gaming division, contributing to mobile game development and operations. After leaving Tencent, he founded and successfully exited both an AR-based online poker game and a P2P fintech company. He also led a large-scale national commercial consortium blockchain initiative. Since 2018, Alex has actively incubated and invested in multiple Web3 projects, with a focus on infrastructure, scalability, and sustainable growth.

		Jassem Osseiran – Co-founder & Chief Strategy Officer (CSO) Based in London, Jassem is spearheading the integration of mini-games into super app ecosystems. He holds an economics degree from the University of San Francisco and began his career with Rocket Internet in New York, launching and scaling tech ventures. He later focused on the MENA region, managing media portfolios and founding startups in gaming and Web3. Jassem's strategic leadership is instrumental in driving PlaysOut's global expansion and product innovation. https://www.linkedin.com/in/jassem-osseiran/ https://x.com/kwasei_j
D.6	Utility Token Classification	The crypto-asset project concerns utility tokens. $PLAY is a **utility token** designed to enable access to and transactions within the PlaysOut ecosystem. It is used for purchasing in-game items, unlocking platform services, rewarding users, and facilitating interactions between developers, players, and platform partners. $PLAY does not confer ownership, profit-sharing, or governance rights.
D.7	Key Features of Goods/Services for Utility Token Projects	The $PLAY token is used to access and power a range of platform services and mini-game experiences within the PlaysOut ecosystem. Key features include: • **In-Game Utility**: $PLAY is used for purchasing items, unlocking premium content, upgrading game modes, and participating in tournaments within $PLAY-powered games. • **Developer & Platform Services**: Developers use $PLAY to access SDK/API features, publish games, activate advertising tools, mint in-game assets (NFTs), and run monetization campaigns. • **Advertising & Bidding**: $PLAY serves as the settlement and bidding currency for in-game ad inventory, allowing platforms and brands to run campaigns across high-traffic gaming environments. • **Staking & Rewards**: Token holders can stake $PLAY to earn yield from platform revenue pools, participate in reward-based quests, and receive ecosystem incentives for gameplay, referrals, and engagement. • **Governance Participation**: $PLAY enables token holders to vote on protocol upgrades, treasury allocations, and incentive programs, ensuring community alignment in platform growth. These services are accessed via PlaysOut's SDK, embedded within partner apps across Web2 and Web3, enabling token utility across a globally distributed ecosystem.

D.8		

	Plans for the token	**Past Milestones:**
		
		• **Q2 2024**:
		  o Incorporation of PlaysOut Technology DMCC
		  o Tencent Cloud partnership secured for SDK infrastructure
		  o Initial batch of 30+ mini-game developers onboarded
		• **Q3 2024**:
		  o Platform beta launch with SDK toolkit
		  o First mini-game deployments on Web2 platforms
		  o Strategic partnerships formed with OKX Pay, LINE (KAIA), and DogeOS
		• **Q1–Q2 2025**:
		  o Full SDK integration into partner apps
		  o Early Web3 activations via Telegram, Aptos, and Base
		  o Completion of $7M Seed Round at $70M post-money valuation
		  o Finalization of tokenomics and TGE planning
		
		Upcoming Milestones:
		
		• **Q3 2025 (Current)**:
		  o Token Generation Event (TGE) for $PLAY
		  o Launch of staking and reward systems
		  o Community and partner-based airdrop campaigns
		  o Launch of FIFA Rivals, Doge Dungeon, and Eros Universe mini-game IPs
		  o iOS release of PlaysOut mobile app
		• **Q4 2025**:
		  o Expansion into MENA, LATAM, and Southeast Asia
		  o Goal: 10M Monthly Active Users (MAU), 500K DAU
		  o Deployment of advanced monetization engines (ads + IAP)
		  o Introduction of DAO-lite governance and community voting via $PLAY
		  o Developer grant programs activated through token treasury
		• **2026 and beyond**:
		  o Launch of Web3 Mini-Game Launchpad
		  o Full-scale expansion of embedded game SDKs into additional verticals (e.g., fintech, telecom, media)
		  o Maturing of staking, governance, and burn-based deflation models
		  o Long-term shift toward progressive decentralization of ecosystem governance and treasury control

| D.9 | Resource Allocation | Financial Resources:

• **$7 million Seed Round closed**
    ○ $6.8M in fiat
    ○ $200K in $APT
    ○ Raised from strategic investors including Web3-native funds, gaming-focused backers, and family offices
• **Current Cash Balance**: Approximately **$3.5 million** (as of July 2025)
• **Monthly Burn Rate**: $400,000–450,000 during peak TGE preparation and marketing periods
• **Projected Runway**: 8+ months without additional funding; expected to extend to 28 months post-strategic round close

Human Resources:

• A full-time team of 16+ across product, engineering, BD, marketing, and operations
• Founders and leadership with deep experience from Tencent, Rocket Internet, SNK, NetEase, and Perfect World
• Ongoing hiring across regional hubs in the UAE, UK, and Southeast Asia

Platform & Technical Resources:

• Scalable mini-game infrastructure built on Tencent Cloud
• SDK and game container built for global deployment
• Strategic partnerships with pipeline of strong go-to-market and distribution partners
• External audits conducted by Zenith (financial) and security firms for smart contracts |
| D.10 | Planned Use of Collected Funds or Crypto-Assets | The funds and crypto-assets collected through the token sale (including private, strategic, and public rounds) are intended to be allocated across the following core areas:

1. **Product Development & Engineering (35%)**
    ○ Continued buildout of the PlaysOut SDK, game container, Web3 integrations, and cross-platform deployment tools
    ○ Ongoing development of advanced monetization systems (ads, IAP, token utility mechanics)

2. **User Acquisition & Marketing (25%)**
    ○ Global TGE marketing and airdrop campaigns
    ○ Community growth via quests, influencer partnerships, and platform-based activations (e.g., FIFA, DOGE, Eros)
    ○ Strategic marketing via high-traffic platforms. |

		3. **Ecosystem Incentives (20%)**
		   o Developer grants, staking rewards, in-game engagement incentives
		   o Token-based bounties for partner integrations and early user participation
		   o Buyback and burn mechanism to support deflationary pressure
		
		4. **Operational & Compliance (10%)**
		   o Legal, licensing, and regulatory costs, including MiCA-related reporting
		   o Finance, security, and audit expenses (smart contract audits, treasury management, etc.)
		
		5. **Treasury & Reserve (10%)**
		   o Held for long-term sustainability, risk mitigation, and reserve-based liquidity
		   o Potential strategic acquisitions or integration of third-party ecosystems

Part E - Information about the offer to the public of crypto-assets or their admission to trading

E.1	Public Offering or Admission to trading	The $PLAY token will be made available to the public through structured airdrop and incentivized distribution campaigns, followed by listings on major centralized exchanges (CEXs) and decentralized exchanges (DEXs), with active market-making support in place to facilitate secondary market trading. There has been no public offering, and the token is not yet listed for trading.

E.2	Reasons for Public Offer or Admission to trading	The public offering and admission of the $PLAY token to trading are core to PlaysOut's strategy of building an open, user-owned mini-game ecosystem across both Web2 and Web3 platforms.
		
		The primary reasons are:
		
		1. **Ecosystem Accessibility**
		   o To allow users, developers, creators, and partners to acquire and use $PLAY within the platform as a medium for transactions, access, rewards and governance.
		   o Admission to trading ensures the token is available to all participants in a transparent and liquid market environment.
		
		2. **Market Liquidity & Token Utility**

		- Listing $PLAY on exchanges facilitates smooth in-game purchases, staking, advertising settlements, and developer payouts, all of which require liquid token markets. - Trading activity also supports user adoption, network effects, and organic growth across partner ecosystems. 3. **Funding Platform Expansion** - The proceeds from the offering will be used to scale product development, Web3 infrastructure, mini-game onboarding, IP activations, and regional go-to-market strategies. - Funds will also support operational scaling, strategic marketing, and long-term ecosystem sustainability. The offering is designed to build a globally distributed token economy around $PLAY, supporting PlaysOut's role as a mini-game infrastructure layer for the next generation of super apps.
E.3	Fundraising Target	N/A
E.4	Minimum Subscription Goals	N/A
E.5	Maximum Subscription Goal	N/A
E.6	Oversubscription Acceptance	N/A
E.7	Oversubscription Allocation	N/A
E.8	Issue Price	The issue price of the $PLAY token is $0.02 USD per token
E.9	Official currency or other crypto-assets determining the issue price	USDC, USDT

E.10	Subscription fee	N/A
E.11	Offer Price Determination Method	The offer price of $PLAY is determined on a fixed-price basis, established prior to the Token Generation Event (TGE) at $0.02 USD per token. This price was set based on a combination of: • Internal valuation models • Platform traction and growth metrics • Strategic investor benchmarking • Ecosystem development stage
E.12	Total Number of Offered/Traded crypto-assets	Fixed total supply of 5,000,000,000 tokens.
E.13	Targeted Holders	The $PLAY token offering and trading admission are primarily targeted at: • **Retail users and gamers** across Web2 and Web3 ecosystems who participate in mini-games, use partner apps, and engage with platform incentives. • **Game developers and studios** seeking to publish, monetize, and scale mini-games using the PlaysOut SDK and infrastructure. • **Ecosystem contributors** such as advertisers, creators, and platform partners who utilize $PLAY for transactions, engagement campaigns, and governance participation. • **Web3-native communities and guilds**, including early adopters from partners like YGG, DogeOS, and B3, who engage in staking, questing, and community growth. The token is intended for global distribution, with geographic focus on high-growth regions including MENA, Southeast Asia, LATAM, and Europe, in compliance with applicable local laws.
E.14	Holder restrictions	There are no specific restrictions on the type of holders eligible to acquire or hold the $PLAY token, provided they are not subject to legal or regulatory prohibitions in their respective jurisdictions.

E.15	Reimbursement Notice	N/A
E.16	Refund Mechanism	N/A
E.17	Refund Timeline	N/A
E.18	Offer Phases	N/A
E.19	Early Purchase Discount	N/A
E.20	Time-limited offer	N/A
E.21	Subscription period beginning	N/A
E.22	Subscription period end	N/A
E.23	Safeguarding Arrangements for Offered Funds/crypto-assets	N/A
E.24	Payment Methods for crypto-asset Purchase	N/A
E.25	Value Transfer Methods for Reimbursement	N/A

E.26	Right of Withdrawal	N/A
E.27	Transfer of Purchased crypto-assets	Purchased $PLAY tokens will be transferred to holders via on-chain distribution to their provided self-custodial wallet addresses on supported networks. • Network: Tokens will be distributed on Base and other supported EVM-compatible chains (e.g., Ethereum L2) • Transfer Method: Tokens will be sent via smart contract-based distribution or manual allocation from a multisig-controlled treasury wallet.
E.28	Transfer Time Schedule	N/A
E.29	Purchaser's Technical Requirements	N/A
E.30	Crypto-asset service provider (CASP) name	N/A
E.31	CASP identifier	N/A
E.32	Placement form	N/A
E.33	Trading Platforms name	**Centralized Exchanges (CEXs)**: • OKX • Gate.io • Bitget • KuCoin • MEXC • Binance • Upbit • Coinbase **Decentralized Exchanges (DEXs)**:

		• Uniswap • Aerodrome (Base ecosystem DEX)
E.34	Trading Platforms Market Identifier Code (MIC)	Trading Platforms Market Identifier Code (MIC) Below are the Market Identifier Codes (MICs) for the centralized trading platforms where admission to trading of the $PLAY token is being sought: • **Gate.io** — XGAT • **KuCoin** — XKCX • **MEXC** — XMEX • **OKX** — XOKX • **Binance** — XBIN • **Coinbase Exchange** — XCBE • **MEXC** — XMEX

E.35	Trading Platforms Access	Investors will be able to access the trading platforms listing $PLAY through the following methods:
		
		Centralized Exchanges (CEXs)
		
		Platforms such as Binance, OKX, Gate.io, KuCoin, MEXC, and Bitget provide access through:
		
		• **Web and Mobile Applications**:
		  o Users can register on the exchange's website or app
		  o Complete KYC/AML verification as required by the platform
		  o Deposit supported crypto assets or fiat to begin trading $PLAY
		
		• **Trading Interface**:
		  o $PLAY will be available in spot markets with trading pairs such as $PLAY/USDT
		  o Order book and real-time market data will be accessible post-listing
		
		Decentralized Exchanges (DEXs)
		
		Platforms such as **Uniswap (on Base)** and **Aerodrome** allow non-custodial trading of $PLAY via:
		
		• **Supported Wallets**:
		  o Users connect wallets like MetaMask, Coinbase Wallet, or Rabby
		  o No KYC is required, but network fees apply

		o Trades occur through smart contracts in a fully on-chain environment
		
		• **Access URLs**:
		    o Uniswap: https://app.uniswap.org
		    o Aerodrome: https://aerodrome.finance

E.36	Involved costs	Investors may incur the following costs when accessing trading platforms to acquire or trade the $PLAY token:
		
		Centralized Exchanges (CEXs):
		
		• **Trading Fees**:
		Most exchanges charge a **maker/taker fee** ranging from **0.1% to 0.2%** per trade, depending on the platform and user tier.
		
		• **Deposit/Withdrawal Fees**:
		    o **Crypto deposits** are typically free.
		    o **Withdrawal fees** apply and vary by token and blockchain (e.g., ETH network gas fees or fixed $USDT withdrawal fees).
		
		• **Fiat On-Ramp Fees** (where supported):
		    o Users purchasing crypto with fiat (e.g., via card or bank transfer) may face **2–5% processing fees**, depending on the payment method.
		
		Decentralized Exchanges (DEXs):
		
		• **Network Gas Fees**:
		Users will pay gas fees in the native blockchain currency (e.g., ETH or BASE) for transactions. Fees fluctuate based on network activity but are generally low on Layer 2s like Base**.**
		
		• **Swap Fees**:
		    o Platforms like Uniswap or Aerodrome charge **0.3%** per trade (split between liquidity providers and protocol).
		
		There are **no fees charged by PlaysOut directly** for accessing or holding $PLAY tokens. All investor-facing costs are determined by the trading platforms and wallet providers used.

E.37	Offer Expenses	N/A

E.38	Conflicts of Interest	N/A
E.39	Applicable law	United Arab Emirates
E.40	Competent court	DMCC / DIFC

Part F - Information about the crypto-assets		
F.1	Crypto-Asset Type	The $PLAY token is classified as a **utility token** under Regulation (EU) 2023/1114. It is designed to provide digital access to a service and infrastructure operated by the issuer—specifically, the PlaysOut mini-game platform and its integrated SDK ecosystem. $PLAY does **not** represent a financial instrument, e-money token, or asset-referenced token. **It carries** no promise of return or profit and its value is tied to platform usage, engagement, and participation. Token Type ERC-20
F.2	Crypto-Asset Functionality	The $PLAY token is the native utility and governance token of the PlaysOut platform. It is designed to incentivize participation, support platform transactions, and align economic value across users, developers, advertisers, and ecosystem partners. Its core functionalities include: **1. Governance Function** Holders of $PLAY participate in key governance decisions, including: • Voting on protocol upgrades and the development roadmap • Allocating treasury funds and incentive structures • Approving revenue-sharing models such as staking rewards and buyback-and-burn mechanisms **2. Functional Utility** $PLAY serves as the core transactional asset across both infrastructure and in-game layers: • **Platform Services**: Used for SDK/API access, NFT minting and fusion, advanced feature unlocks, and advertising payments

- **In-Game Usage**: Enables the purchase and upgrade of virtual items, unlocking game modes and premium content, and facilitating in-game marketplace transactions

3. **Advertising Currency**

$PLAY powers the in-game advertising economy:

- Used as the **settlement currency** for performance-based ad campaigns
- Acts as a **bidding token** for in-game inventory and native ad placements

4. Incentives & Ecosystem Rewards

$PLAY is central to user and partner incentivization:

- **Staking**: Holders can stake $PLAY to earn treasury-backed rewards
- **Developer & Partner Incentives**: Distributed based on contributions and performance metrics
- **User Rewards**: Earned through gameplay quests, leaderboard engagement, and loyalty programs
- **Revenue Sharing**: Token holders benefit indirectly from treasury allocations and deflationary mechanisms

5. **Deflationary Economic Model**

- **30%** of platform revenue is allocated to **buyback and burn** $PLAY, permanently reducing supply
- **70%** is distributed to staking pools, developer grants, and ecosystem incentives, ensuring long-term sustainability and growth

F.3	Planned Application of Functionalities	The core functionalities of the $PLAY token will begin applying at the time of the Token Generation Event (TGE), scheduled for Q3 2025, with progressive activation across the following phases: **(Q3/Q4 2025)** - In-game usage for item purchases, upgrades, and premium content in mini-games such as *Doge Dungeon*, *FIFA Rivals*, and *Eros Universe* - Staking and user rewards go live via treasury-backed pools - Community quests and loyalty mechanisms enabled for token earning and retention - Advertising settlement and bidding begins for selected partner integrations

		(Q1 2026 onward) • Full rollout of $PLAY-based services for developers (e.g., token-gated features, NFT minting, premium analytics access) • Expansion of governance features allowing token holders to vote on roadmap priorities and treasury allocations • Additional integrations into partner apps with live token utility for users and advertisers • Implementation of the buyback-and-burn mechanism driven by platform revenue All functionalities are designed to be progressively rolled out in parallel with product adoption, game launches, and SDK expansion, ensuring that token utility grows in step with real ecosystem usage.

A description of the characteristics of the crypto-asset, including the data necessary for classification of the crypto-asset white paper in the register referred to in Article 109 of Regulation (EU) 2023/1114, as specified in accordance with paragraph 8 of that Article

F.4	Type of white paper	Utility Token White Paper — notified in accordance with Article 4(1) of Regulation (EU) 2023/1114. The white paper concerns a utility token ($PLAY) that grants access to digital services within the PlaysOut platform.
F.5	The type of submission	NEWT = New
F.6	Crypto-Asset Characteristics	$PLAY is a fungible, transferable utility token built on EVM-compatible blockchain networks (initially launched on Base, with planned support for other L2s). It has a fixed maximum supply of 5,000,000,000 tokens and is structured to support the transactional, incentivization, and governance functions of the PlaysOut platform. Key characteristics: • Token Standard: ERC-20 compatible • Blockchain: Base (EVM Layer 2) • Transferability: Freely transferable between wallets and across exchanges • Supply Cap: Fixed at 5,000,000,000 tokens

F.7	Commercial name or trading name	PLAY
F.8	Website of the issuer	www.playsout.com
F.9	Starting date of offer to the public or admission to trading	2025-07-31
F.10	Publication date	
F.11	Any other services provided by the issuer	N/A
F.12	Identifier of operator of the trading platform	N/A
F.13	Language or languages of the white paper	English
F.14	Digital Token Identifier	
F.15	Functionally Fungible Group Digital Token Identifier	
F.16	Voluntary data flag	**False** – mandatory submission

F.17	Personal data flag	**True**
F.18	LEI eligibility	**True**
F.19	Home Member State	Ireland
F.20	Host Member States	All EU Member States

Part G - Information on the rights and obligations attached to the crypto-assets

G.1	Purchaser Rights and Obligations	Purchasers of the $PLAY utility token acquire a right to use the token within the PlaysOut ecosystem for defined functional purposes. These include:

Rights:

- **Access Rights**:
  - Use $PLAY to access platform services, including in-game purchases, premium features, staking pools, and developer tools.

- **Governance Participation**:
  - Vote on select platform governance matters such as protocol upgrades, treasury allocations, and incentive designs.

- **Engagement Incentives**:
  - Earn rewards by participating in gameplay challenges, staking, platform quests and partner campaigns.

- **Transferability**:
  - Freely transfer, trade, or hold $PLAY tokens subject to applicable laws and exchange rules.

Obligations:

- **Compliance with Terms**:
  - Users must comply with PlaysOut's platform terms of use and any KYC/AML requirements when participating in official offerings or reward programs.

		• **No Ownership or Profit Rights**:
		   o Holding $PLAY does **not** entitle purchasers to ownership, dividends, revenue-sharing, equity, or redemption rights from the issuer or platform.
		
		• **Regulatory Responsibility**:
		   o Users are responsible for ensuring that participation in the token offering and subsequent use complies with the laws of their respective jurisdictions.

G.2	Exercise of Rights and obligations	The rights associated with the $PLAY token can be exercised through the following procedures and conditions:
		
		1. Platform Access & In-Game Utility
		
		• Users may connect a supported self-custodial wallet (e.g., MetaMask, Coinbase Wallet) to the PlaysOut platform or any partner-integrated application.
		• Once connected, $PLAY can be used to:
		   o Purchase in-game items, upgrades, or premium content
		   o Participate in tournaments, unlock game modes, or access gated features
		   o Engage in token-based rewards or progression systems
		
		2. Governance Participation
		
		• Token holders may participate in governance by:
		   o Delegating or casting votes on proposals via the designated governance portal (to be launched post-TGE)
		   o Meeting any minimum holding or staking thresholds as defined in the protocol's governance framework
		
		3. Staking and Incentive Participation
		
		• Users may stake $PLAY via official smart contracts or staking interfaces.
		• Rewards are distributed based on staking amount, duration, and participation in platform-defined quests or tasks.
		• Terms of each staking or reward program are published in advance and are subject to smart contract conditions.
		
		4. Transfer and Trading
		
		• $PLAY can be freely transferred via any EVM-compatible wallet.
		• Tokens can be traded on participating centralized and decentralized exchanges subject to each platform's onboarding requirements and terms of service.

G.3	Conditions for modifications of rights and obligations	The rights and obligations associated with the $PLAY token may be modified under the following conditions:
		
		1. **Governance-Driven Updates**
		    o Modifications to token utility, staking mechanisms, incentive structures, or platform features may be proposed and implemented through on-chain governance processes.
		    o Token holders will have the right to vote on such proposals, with clear thresholds and timeframes defined in the governance framework.
		
		2. **Platform Upgrades**
		    o The PlaysOut team may implement technical upgrades to the platform or its smart contracts. Any material change affecting token utility or user rights will be communicated transparently in advance and, where appropriate, be subject to community governance input.
		
		3. **Regulatory Compliance**
		    o If changes are required to comply with evolving legal or regulatory obligations in applicable jurisdictions, PlaysOut reserves the right to implement such modifications. These will be disclosed through updated whitepapers, public notices, or Terms of Service.
		
		4. **Emergency or Security Situations**
		    o In the event of critical vulnerabilities, threats to user funds, or exploitation of token functionalities, emergency modifications may be applied temporarily to protect users and platform integrity. Full transparency and post-action reporting will follow.

G.4	Future Public Offers	PlaysOut Technology does not currently have any scheduled future public offerings of the $PLAY token beyond the initial Token Generation Event (TGE). All information according to future offering will be found on the company official website.
G.5	Issuer Retained Crypto-Assets	The issuer of the $PLAY token, retains a portion of the total supply for team incentives, platform sustainability, and ecosystem growth. • **Total Token Supply**: 5,000,000,000 $PLAY • **Issuer-Retained Allocation**: Approximately **45–50%** of total supply

		o Includes team, treasury, reserves, and operational allocations
		
		Confirmed Breakdown:
		
		- **Team Allocation**:
		   o **15% of total supply**, equal to **750,000,000 $PLAY tokens**
		   o Subject to a **60+ month vesting schedule** with strict lockup and linear release terms
		
		- **Remaining Retained Supply** (30–35%):
		   o Allocated to the PlaysOut treasury and ecosystem reserves
		   o Used to fund developer grants, staking rewards, liquidity provisioning, and long-term strategic initiatives

G.6	Utility Token Classification	**YES**

G.7	Key Features of Goods/Services of Utility Tokens	$PLAY tokens provide users, developers, and partners with access to core features within the PlaysOut mini-game platform**,** including infrastructure services, in-game utilities, and monetization tools. The goods and services accessible through $PLAY include:
		
		Platform-Level Services (for Developers & Partners):
		
		- **Access to the PlaysOut SDK and Game Container**
		   o Integration into super apps, wallets, and entertainment platforms
		   o Includes tools for mini-game deployment, analytics, engagement systems, and monetization
		- **NFT Minting & Fusion Services**
		   o Developers can mint in-game digital assets and merge them using platform-native tools
		- **Advanced Features & APIs**
		   o Access to premium infrastructure components such as real-time telemetry, ad engines, and Web3 identity layers
		
		In-Game & Consumer-Facing Services:
		
		- **Purchase and Upgrade of Virtual Items**
		   o Users can buy skins, boosts, and collectibles in $PLAY-supported mini-games
		- **Unlocking Premium Game Modes and Content**
		   o Access to tournament play, special levels, or VIP content
		- **Marketplace Transactions**

		o Trade virtual goods and collectibles within integrated marketplaces using $PLAY
		Advertising Economy Participation:
		• **Ad Bidding and Settlement** o $PLAY is used by brands and developers to bid on and pay for in-game ad placements and engagement campaigns
G.8	Utility Tokens Redemption	Redemption is executed through direct usage of $PLAY via a Web3 wallet connected to PlaysOut or its integrated partner applications. All services and goods are accessed by paying with $PLAY tokens through a self-custodial Web3 wallet (e.g., MetaMask, Coinbase Wallet). Smart contract-based settlement ensures seamless redemption and on-chain transparency. There is no fiat or off-chain redemption mechanism.
G.9	Non-Trading request	**False**
G.10	Crypto-Assets purchase or sale modalities	An admission to trading is being sought *for the* $PLAY token. However, for clarity, the following outlines how $PLAY may be purchased or sold following the public offering: • **Centralized Exchanges (CEXs)** Users will be able to purchase and sell $PLAY on supported CEXs (e.g., Binance, OKX, Gate.io, Bitget, KuCoin, MEXC), subject to the platform's KYC/AML requirements and trading pair availability (e.g., $PLAY/USDT). • **Decentralized Exchanges (DEXs)** $PLAY will also be available on decentralized platforms such as **Uniswap** and **Aerodrome**, where users can trade via self-custodial Web3 wallets (e.g., MetaMask). These platforms do not require registration but do involve gas fees.
G.11	Crypto-Assets Transfer Restrictions	There are **no technical or contractual restrictions** on the transferability of the $PLAY token once issued. $PLAY is a freely transferable ERC-20-compatible utility token.
G.12	Supply Adjustment Protocols	**YES**

G.13	Supply Adjustment Mechanisms	The $PLAY token does not use an automatic or algorithmic mechanism to expand or contract supply. However, it features a structured revenue-based deflationary model that reduces circulating supply over time: • Buyback and Burn Protocol: ○ 30% of all platform revenues are allocated to buy back $PLAY tokens from the open market. ○ These tokens are then permanently burned, reducing the circulating supply. • Governance-Controlled Adjustments: ○ The timing and volume of each buyback are flexible and will be adjusted according to market conditions, including liquidity and token velocity. ○ Buyback parameters will be governed by the community via an on-chain voting mechanism, allowing $PLAY holders to influence the execution strategy.
G.14	Token Value Protection Schemes	**YES**
G.15	Token Value Protection Schemes Description	While $PLAY is not backed by a capital guarantee or collateral, the project includes several mechanisms designed to indirectly support token value and reduce volatility by aligning it with real platform usage and economic design: **1. Gradual Token Unlocking** A carefully structured vesting schedule ensures that $PLAY enters the market gradually and predictably. • Over 90% of the total token supply is subject to a vesting period longer than three years • Team and ecosystem incentive allocations are locked for up to six years, minimizing early-stage sell pressure and supporting long-term alignment **2. Buyback Mechanism Linked to Platform Value** 30% of platform revenue is allocated to buy back and burn $PLAY tokens from the open market. • This mechanism ties token value directly to platform performance • Buyback timing and volume are governed by the community via voting, allowing flexibility based on market conditions

		3. Treasury-Driven Staking Incentives To further reduce circulating supply and increase token lockup, the platform incentivizes $PLAY holders to stake tokens in return for rewards drawn from the treasury. • This decreases liquid supply while rewarding long-term participation • Staking programs are structured to align with key platform milestones and adoption phases
G.16	Compensation Schemes	**FALSE**
G.17	Compensation Schemes Description	N/A
G.18	Applicable law	The offer to the public of the $PLAY token is governed by the laws of the United Arab Emirates, specifically under the jurisdiction of the Dubai Multi Commodities Centre (DMCC), where the issuer, PlaysOut Technology DMCC, is legally incorporated and licensed. For activities conducted within the European Union, including white paper notification and trading admission, the applicable regulatory framework is Regulation (EU) 2023/1114 (MiCA), with Ireland designated as the home Member State for EU compliance purposes.
G.19	Competent court	DMCC /DIFC

Part H – information on the underlying technology

H.1	Distributed ledger technology	The $PLAY token is built on Ethereum Virtual Machine (EVM)-compatible infrastructure, initially deployed on the Base blockchain, a Layer 2 rollup secured by Ethereum and developed by Coinbase.
H.2	Protocols and technical standards	Token Standards **ERC-20**: The $PLAY token adheres to the **ERC-20 standard**, ensuring compatibility

		with wallets, exchanges, and DeFi protocols across all Ethereum Virtual Machine (EVM)-compatible chains.
H.3	Technology Used	$PLAY is an ERC-20 utility token deployed on the **Base blockchain** (Chain ID: 8453), an Ethereum Layer 2 network built using the Optimism OP Stack. The technology used for holding, storing, and transferring $PLAY tokens includes the following components: Smart Contract Standard • $PLAY operates under the **ERC-20 standard** • **Storage**: Decentralized blockchain-based data storage • **Transfers**: On-chain token transfers executed via smart contract function calls • **Wallet Support**: Compatible with EVM-based wallets such as MetaMask, Coinbase Wallet, and others
H.4	Consensus Mechanism	**Proof-of-Stake (PoS)** consensus model.
H.5	Incentive Mechanisms and Applicable Fees	PlaysOut inherits Ethereum mainnet's **Proof-of-Stake (PoS)** consensus mechanism via the Base Layer 2 network, ensuring transaction security and network integrity. **Applicable Fees** • **Gas Fees**: Computational fees required to execute smart contract operations • **Network Fees**: Transaction fees associated with Base L2, typically lower than Ethereum mainnet • **Transfer Fees**: Standard gas costs incurred during ERC-20 token transfers
H.6	Use of Distributed Ledger Technology	FALSE
H.7	DLT Functionality Description	N/A
H.8	Audit	**YES**

H.9	Audit outcome	https://drive.google.com/file/d/1Jmsnp9Z5VqQH09jHJNQ0wCe1E9pZw4Eg/view?usp=drive_link

J – Information on the sustainability indicators in relation to adverse impact on the climate and other environment-related adverse impacts

J.1	Adverse impacts on climate and other environment-related adverse impacts	The $PLAY token is issued and operated on the Base Layer 2 blockchain, which uses an energy-efficient rollup architecture (OP Stack). Compared to Ethereum Layer 1, Base reduces per-transaction energy use by over 90%. PlaysOut does not operate its own validator or mining infrastructure, and no direct environmental impact is attributable to the issuer. All on-chain activity occurs via existing decentralized infrastructure. No significant adverse environmental impacts have been identified at this time.