

INFORMATION MATERIAL ON ITEM 2 OF THE AGENDA FOR THE EXTRAORDINARY GENERAL MEETING OF SHAREHOLDERS

Approval of the attraction of sources of financing from non-reimbursable European funds, in order to use them in a project with a maximum value of 5 million euros (non-reimbursable funds and own contribution), having the following objectives:

- Developing the R&D (CDI) structure within Firebyte Games S.A. by developing software based on artificial intelligence (AI) models and technologies for secure document processing and organization;
- recruiting staff;
- Purchase of software and hardware for the purpose of developing and enhancing research and innovation capacities and adopting advanced technologies.

Empowering the General Manager of the Company to submit, pick up and sign with the right of single signature of the following:

- The application for financing, the business plan and all their annexes for accessing non-reimbursable funds with European funding (North West Regional Operational Programme, Call for proposals no. PRNV/2023/111/1, A more competitive and smarter Europe by promoting innovative and smart economic transformation and regional ICT connectivity. Priority 1: A competitive region through innovation, digitalisation and dynamic businesses. Specific objective 1.1: Developing and increasing research and innovation capacities and adopting advanced technologies);
- The financing contract, the documents related to the procurement procedures, the commercial contracts deriving from the contracting and implementation of the project, the payment/refund requests, the progress reports, any other document necessary for the proper implementation of the project;
- All necessary payments derived from contracts signed with institutions that will be involved in the project implementation process.

The empowerment of the General Manager to represent the Company, with the right of unique signature, for any other activities and documents necessary for the proper implementation of the project within the value limits set out above, but not specifically mentioned.