

MISSOURI GAMING COMMISSION

COMMISSION RESOLUTION NO. 26-027  
REGARDING LICENSE RENEWAL FOR  
AINSWORTH GAME TECHNOLOGY, INC.

April 29, 2026

WHEREAS, Ainsworth Game Technology, Inc. (the "Company"), a Florida Corporation, has been granted a Supplier's license by the Missouri Gaming Commission (the "Commission") pursuant to Sections 313.800 RSMo *et seq.*, as amended from time to time, and 11 CSR 45-1 *et seq.*, as amended from time to time (collectively, the "Riverboat Gambling Act and Regulations") to supply gambling equipment or supplies to Class B licensees;

RESOLVED, that the license of the Company that is renewed as provided herein shall be subject to full and complete compliance with the Riverboat Gambling Act and Regulations, and subject to any and all conditions set forth or that may be set forth in the Riverboat Gambling Act and Regulations or by the Missouri Gaming Commission, from time to time; and

RESOLVED, that the license of the Company which is renewed as provided herein shall be subject to the Company maintaining all required governmental permits and approvals for operation of its business; and

RESOLVED, that the license of the Company which is renewed as provided herein shall be subject to any penalty or to suspension or revocation based on any subsequent investigative findings by the Commission with regard to the Company or any of the individuals associated with the Company; and

RESOLVED, that, pursuant to 313.807.1 RSMo, the Commission may at any time reopen the licensing hearing of the Company; and

RESOLVED, that, pursuant to 11 CSR 45-1.030, the resolutions set forth herein do not indicate or suggest that the Commission has considered or passed in any way on the marketability of securities of the Company or any affiliate company or any other matter, except the matters set forth herein; and

RESOLVED, that the renewal of the Company's license as provided herein shall become effective for a two-year term on May 1, 2026.

SO ORDERED.

  
Jan Zimmerman  
Chairman  
Missouri Gaming Commission