Liberty Games Switzerland AG MiCAR White Paper

IN ACCORDANCE WITH

TITLE II OF REGULATION (EU) 2023/1114

Table of Contents

01. Date of Notification: 2025-11-07

Regulatory Disclosures

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 person seeking admission to trading 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 of Liberty Gaming AG, 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):

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):

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):

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:

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 offer to the public 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 $SIXR is a utility token designed for use within the SIXR Cricket Web3 game. Purchasers have the right to use their tokens to participate in tournaments, buy in-game items, access exclusive gameplay, and engage in limited platform governance. The token does not represent ownership in the company, a right to profits, or a claim for redemption in fiat currency. To exercise these rights, holders must use a compatible TON blockchain wallet to interact with the SIXR game platform. The availability of these functionalities is dependent on the game's development and launch schedule. The rights and obligations attached to the token may be modified to comply with regulatory requirements, to implement technical upgrades to the smart contract, or as a result of platform updates that evolve game mechanics and features.

09. Utility Token Summary The $SIXR token grants access to goods and services within the SIXR Cricket Web3 game. Its primary utilities include: (i) In-game Transactions: The token serves as the medium of exchange and can be used to acquire GEMS (an in-game currency) to purchase, trade, and upgrade in-game items. (ii) Gameplay Access: Holders can participate in cricket tournaments, challenges, and fan battles. (iii) Exclusive Content: The token provides access to exclusive gameplay and reward mechanisms. (iv) Governance: It allows for participation in limited in-platform governance. The token’s transferability is restricted, as it is not available in jurisdictions prohibiting the use of cryptocurrency and may not be sold or offered to U.S. persons or residents of internationally sanctioned jurisdictions.

10. Key Information About the Admission to Trading No public offer of the SIXR Cricket Token (SIXR) is being made in connection with this disclosure. This document pertains to the admission of the token to trading. There is no issuance of new tokens, no subscription period, and no associated fundraising activity. Consequently, there are no subscription goals, issue prices, or subscription fees. No crypto-asset service provider has been appointed to place the token. Admission to trading for the SIXR Cricket Token (SIXR) is being sought on the Kraken trading platform.

A. Information about the Person Seeking Admission to Trading

A.1 Name: Liberty Games Switzerland AG

A.2 Legal Form: MVII

A.3 Registered address: Gotthardstrasse 26, Zug, 6300, CH

A.4 Head office: Gotthardstrasse 26, Zug, 6300, CH

A.5 Registration Date: 2025-11-05

A.6 Legal entity identifier: N/A

A.7 Another identifier required pursuant to applicable national law: CHE-185.680.857

A.8 Contact telephone number: +417873235

A.9 E-mail address: andreas@sixrcricket.com

A.10 Response Time (Days): 5

A.11 Parent Company: Liberty Gaming FZCO, Dubai.

A.12 Members of the Management body:

Name	Business Function	Business Address
Ahad Bhai	Chief Executive Officer	Gotthardstrasse 26, 6300 Zug, Switzerland.
Sebastien Di Iorio	Director	Gotthardstrasse 26, 6300 Zug, Switzerland.

A.13 Business Activity: The Compa**ny is engaged in the** development, operation, and commercialization of the SIXR cricket gaming ecosystem**. This includes the creation of interactive gaming experiences, fan engagement tools, and digital collectibles powered by blockchain technology. The platform enables players and fans to participate in skill-based gameplay, in-game tournaments, and reward programs connected to professional cricket talent and licensed intellectual property.**

The Company also develops and maintains the supporting technical infrastructure; including smart contract deployment, in-game token integrations, and the operation of the related marketplace and digital asset management systems - all built on The Open Network (TON)**.**

A.14 Parent Company Business Activity: The parent company provides strategic oversight and general administrative support to ensure the continued development and alignment of the SIXR ecosystem. Its activities encompass a broad range of organizational, operational, and governance functions, aimed at facilitating long-term stability and sustainable growth of the platform.

The entity's responsibilities extend to maintaining structural coherence across the ecosystem, coordinating with partners, and ensuring that operational processes remain consistent with internal policies and applicable standards. Its role is primarily supervisory and facilitative, focusing on coordination, continuity, and the effective management of ecosystem resources within an established governance framework.

A.15 Newly Established: false

A.17 Financial condition since registration:

The Company was duly incorporated on 5 November 2025 and, as of the date of this document, is in the early stages of its operational lifecycle. The entity has been fully capitalized with an initial contribution of CHF 100,000 (one hundred thousand), which represents its total current asset base. These funds have been deposited in the Company's designated corporate account and are earmarked to support initial administrative, legal, and technical development expenses associated with the launch and operation of the SIXR ecosystem.

No liabilities, debts, encumbrances, or contingent obligations have been incurred to date. The Company has not yet engaged in commercial transactions, revenue-generating activities, or third-party financing arrangements. Accordingly, its financial position remains static since incorporation, with assets consisting entirely of the aforementioned paid-in capital.

The Company's financial statements will be prepared in accordance with applicable accounting standards and will reflect the realization of funding and subsequent allocation of resources as operational activities commence. Until such time, the Company remains pre-revenue, solvent, and fully equity-funded, with adequate capitalization to support its near-term governance and administrative obligations.

B. Information about the issuer, if different from the offeror or person seeking admission to trading

B.1 Issuer Information: false, the offeror and entity are the same, so this section is not applicable

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

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, This section is not applicable, as neither the operator of a trading platform nor any other person, apart from the issuer, has drawn up or contributed to the preparation of the crypto-asset white paper.

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

D. Information about the Crypto-Asset Project

D.1 Crypto-asset project name: SIXR Cricket

D.2 Crypto-assets name: SIXR Cricket Token

D.3 Abbreviation: SIXR

D.4 Crypto-asset project description: SIXR Cricket is a Web3 game. It allows users to play, own, and trade in-game assets and collectibles. The platform is integrated within Telegram using The Open Network (TON) blockchain.

D.5 Details of all natural or legal persons involved in the implementation of the crypto-asset project:

Name	Business Function	Business Address
Liberty Games Switzerland AG	Issuer	(Switzerland), Gotthardstrasse 26, 6300 Zug, Switzerland.
Liberty Gaming FZCO	Parent Company	DDP Building A2, Dubai Digital Park, Dubai Silicon Oasis, United Arab Emirates.
Gaply	Development Partner	Unit 5, 21 Hill Street, Haverfordwest, SA61 1QQ, United Kingdom
Ankh Labs	Marketing Partners	Billerberg 11, 82266 Inning am Ammersee, Germany.
Rihm Rechtsanwälte	Legal Counsel	Brandschenkestrasse 4, 8001 Zürich, Switzerland
Ahad Bhai	Chief Executive Officer	Gotthardstrasse 26, 6300 Zug, Switzerland.
Sebastien Di Ioro	Director	Gotthardstrasse 26, 6300 Zug, Switzerland.

D.6 Utility Token Classification: true

D.7 Key Features of Goods/Services for Utility Token Projects:

Holders of $SIXR can:

- Participate in cricket tournaments, challenges, and fan battles.
- Purchase, trade, and upgrade in-game items through the purchase of in-game currency.
- Access exclusive gameplay and reward mechanisms.
- Participate in limited in-platform governance.

Subject to change.

D.8 Plans for the token:

Post-launch, $SIXR will serve as the medium of exchange for all in-game and marketplace transactions in applicable jurisdictions. The token will not be available in inapplicable jurisdictions that prohibit the ownership, use, purchase and/or trading of cryptocurrency tokens.
To increase availability, the token will be listed on centralized and decentralized exchanges.

D.9 Resource Allocation:

Liberty targets the following resource allocation, but will keep allocation flexible.

• 40% Product and Game Development
• 25% Marketing and User Acquisition
• 15% Liquidity Provision
• 10% Operations
• 10% Legal, Compliance, and Administration

D.10 Planned Use of Collected Funds or Crypto-Assets:
Collected funds will be allocated toward:
• Final game development and infrastructure.
• Listing the token on centralized and decentralized exchanges and ensuring liquidity/market making.
• Marketing campaigns across Web2 and Web3.
• Legal and regulatory compliance (MiCA and other jurisdictions).
• Operational overhead and maintenance.

E. Information about the Admission to Trading

E.1 Public Offering or Admission to trading: ATTR

E.2 Reasons for Public Offer or Admission to trading:

The admission to trading is intended to expand the SIXR ecosystem by enabling broader access to the token, increasing utility adoption, and facilitating seamless transactions for platform users.

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: N/A

E.9 Official currency or any other crypto- assets determining the issue price: N/A

E.10 Subscription fee: N/A

E.11 Offer Price Determination Method: N/A

E.12 Total Number of Offered/Traded Crypto- Assets: 1,000,000,000

E.13 Targeted Holders: ALL

E.14 Holder restrictions: Tokens may not be sold or offered to U.S. persons or residents of jurisdictions under international sanctions.

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: Payments may be made in supported cryptocurrencies (e.g., USDT, USDC, ETH) and, where applicable, via fiat currency through approved payment channels.

E.25 Value Transfer Methods for Reimbursement: Reimbursements, if applicable, will be made in the same form of currency (crypto or fiat) used in the original purchase, transferred directly to the purchaser's registered wallet or payment account.

E.26 Right of Withdrawal: N/A

E.27 Transfer of Purchased Crypto-Assets: Tokens will be transferred directly to the purchaser's registered wallet address on the supported blockchain network after confirmation of payment.

E.28 Transfer Time Schedule: N/A

E.29 Purchaser's Technical Requirements: Purchasers must have a compatible blockchain wallet that supports the token's network.

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: Kraken

E.34 Trading Platforms Market Identifier Code (MIC): PGSL

E.35 Trading Platforms Access: Investors can access the platforms via their official websites or mobile applications after completing any required registration and KYC procedures.

E.36 Involved costs: Standard trading fees apply as set by the trading platform. SIXR does not charge additional access fees.

E.37 Offer Expenses: N/A

E.38 Conflicts of Interest: To the best knowledge of Liberty Games Switzerland AG, no conflicts of interest have been identified in relation to the admission to trading of the tokens.

E.39 Applicable law: Swiss law

E.40 Competent court: Swiss court

F. Information about the Crypto-Assets

F.1 Crypto-Asset Type: SIXR tokens are considered as crypto-assets other than EMTs and ARTs under Regulation (EU) 2023/1114. SIXR tokens are fungible utility tokens.

F.2 Crypto-Asset Functionality:

SIXR can be used in-game to acquire GEMS, an in-game currency (not a cryptocurrency token), which can then be exchanged to access items and more. For further description of functionality, refer to section D7.

F.3 Planned Application of Functionalities:

As soon as the game launches as MVP. The MVP may not include 100% of described functionalities; missing functionalities are planned to be added by EOY 2026.

F.4 Type of white paper: OTHR

F.5 The type of submission: NEWT

F.6 Crypto-Asset Characteristics:

JETTON Token on the TON blockchain.

F.7 Commercial name or trading name: $SIXR Token

F.8 Website of the issuer: https://sixrcricket.com/.

F.9 Starting date of offer to the public or admission to trading: 2025-12-04

F.10 Publication date: 2025-12-04

F.11 Any other services provided by the issuer:

Beyond the activities covered by Regulation (EU) 2023/1114, Liberty Games Switzerland AG provides additional services through its gaming and technology operations under Swiss national law, including:

- Development and licensing of digital games and NFT-based assets, regulated under Swiss commercial and IP law.
- Provision of digital marketplace and in-app purchase functionalities within the SIXR ecosystem, governed by Swiss contract and consumer protection law.
- Software-as-a-Service (SaaS) offerings related to blockchain integration for sports and entertainment partners, under general Swiss business law.

No other services fall under the scope of EU financial services or MiCA-regulated crypto-asset service activities.

F.12 Language or languages of the white paper: English

F.13 Digital Token Identifier Code used to uniquely identify the crypto-asset or each of the several crypto assets to which the white paper relates, where available: N/A

F.14 Functionally Fungible Group Digital Token Identifier, where available: N/A

F.15 Voluntary data flag: true

F.16 Personal data flag: false

F.17 LEI eligibility: true

F.18 Home Member State: IE

F.19 Host Member States: AT, BE, HR, BG, CZ, CY, EE, DK, DE, FI, FR, GR, HU, LT, LV, IT, MT, NL, LU, PL, RO, PT, SI, SK, IS, LI, NO, SE, ES

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

G.1 Purchaser Rights and Obligations: The purchaser has the right to access the services described in section D7, unless terms are changed by Liberty Gaming FZCO. The company reserves full rights to change its service offerings at no notice.

G.2 Exercise of Rights and obligations: Users may exercise their rights by holding the token in a compatible wallet and interacting with the issuer's platform through approved interfaces (e.g., web app, mobile app, or smart contracts). Conditions may include compliance with the platform's terms, technical compatibility with required blockchain standards, and avoidance of sanctioned or restricted jurisdictions.

G.3 Conditions for modifications of rights and obligations: The rights and obligations associated with $SIXR tokens may only be modified in the following circumstances:
• Smart contract upgrades – where required for security, regulatory compliance, or functional improvements. All such upgrades will be executed via audited code, announced publicly in advance, and will not alter holders' token balances or ownership rights.
• Regulatory adjustments – if required by applicable law or supervisory authority to ensure MiCA or Swiss compliance. Any such modification will be limited to compliance purposes and will be publicly disclosed.
• Platform updates – game mechanics, reward models, or access features may evolve as part of product development; these changes affect the use of tokens but not their fundamental rights or transferability.

G.4 Future Public Offers: No further offerings planned

G.5 Issuer Retained Crypto-Assets: 920,000,000

G.6 Utility Token Classification: true

G.7 Key Features of Goods/Services of Utility Tokens:

Holders of $SIXR can:

- Participate in cricket tournaments, challenges, and fan battles.
- Purchase, trade, and upgrade in-game items through the purchase of in-game currency.
- Access exclusive gameplay and reward mechanisms.
- Participate in limited in-platform governance.

G.8 Utility Tokens Redemption: $SIXR tokens are not redeemable for fiat currency or any external monetary value. Redemption occurs solely through their use within the SIXR platform, where tokens can be exchanged for access to gameplay, tournaments, or digital items. Once redeemed for in-game goods or services, tokens are consumed and cannot be reissued.

G.9 Non-Trading request: true

G.10 Crypto-Assets purchase or sale modalities: N/A

G.11 Crypto-Assets Transfer Restrictions:

N/A

G.12 Supply Adjustment Protocols: false

G.13 Supply Adjustment Mechanisms: N/A

G.14 Token Value Protection Schemes: false

G.15 Token Value Protection Schemes Description: N/A

G.16 Compensation Schemes: false

G.17 Compensation Schemes Description: N/A

G.18 Applicable law:

Swiss law

G.19 Competent court: Commercial Court of Zürich, Switzerland

H. Information on the Underlying Technology

H.1 Distributed ledger technology:

The $SIXR token is issued and operates on The Open Network (TON) blockchain, a decentralized, open-source distributed ledger optimized for high transaction throughput and Telegram ecosystem integration.

H.2 Protocols and technical standards:

The token complies with the TON Jetton standard, a fungible token protocol defining metadata, transfer logic, and smart contract interactions. Smart contracts are deployed on the TON mainnet.

H.3 Technology Used:

$SIXR tokens are built on The Open Network (TON) using the Jetton token standard, ensuring interoperability across all TON-compatible applications and wallets, including Tonkeeper, Tonhub, and any dApp integrated via TON Connect.

The TON blockchain provides high-throughput performance, low transaction latency, and minimal network fees, making it ideal for gaming and fan-engagement use cases where scalability and real-time interaction are essential.

Custody and transaction signing are secured through asymmetric cryptography (Ed25519), with private keys generated and stored entirely on the user's device. Each transaction is cryptographically verified by the TON consensus protocol and finalized on-chain within seconds.

All token operations (issuance, transfers, burns, vesting releases, staking interactions, and marketplace settlements) are executed through TON smart contracts. Every movement is publicly auditable and traceable via blockchain explorers such as Tonscan, providing full transparency and verifiable accountability for token supply and circulation.

Together, this infrastructure enables $SIXR to operate as a secure, transparent, and high-performance digital asset, fully aligned with the broader TON ecosystem and future integrations across Web3 gaming and digital collectibles.

H.4 Consensus Mechanism:

TON uses a Proof-of-Stake (PoS) consensus mechanism operated by a decentralized set of validators. Validators stake TON native tokens to secure the network, validate transactions, and produce blocks. The PoS design ensures scalability, finality, and resistance to double-spending.

H.5 Incentive Mechanisms and Applicable Fees:

The $SIXR token operates on The Open Network (TON) blockchain, which uses a Proof-of-Stake (PoS) incentive model. Validators are rewarded in TON for producing and confirming blocks, ensuring network security and transaction integrity. Users conducting transactions, including token transfers and in-game operations, pay network gas fees in TON. These fees are minimal and not controlled by Liberty Games Switzerland AG. $SIXR itself does not generate staking or block rewards.

H.6 Use of Distributed Ledger Technology: false

H.7 DLT Functionality Description: N/A

H.8 Audit: true

H.9 Audit outcome:

CertiK reviewed the $SIXR Jetton contracts using manual review and static analysis.

- Total findings: 6
- Resolved: 5
- Acknowledged (non-critical): 1
- Critical findings: 0
- Major findings: 1 (centralization, acknowledged and mitigated through vesting and multi-signature custody).

CertiK confirmed that no unresolved security vulnerabilities remain. All contracts meet industry security best practices.

Link: https://github.com/Liberty-Games/Jetton/blob/main/REP-final-20250915T181912Z.pdf

I. Information on Risks

I.1 Offer-Related Risks: The $SIXR tokens are intended to be made available for trading through multiple independent crypto-asset service providers operating on The Open Network (TON) and potentially other secondary markets. Participation in such markets exposes token holders to a wide range of offer-related and trading-venue-specific risks. Once admitted to trading, the liquidity, accessibility, and price stability of $SIXR will depend on factors entirely outside the control of the issuer, including the operational integrity, financial health, and regulatory standing of those third-party platforms.

If a trading venue on which $SIXR is listed experiences financial distress, technical failure, cyber-attack, or regulatory intervention, trading may be temporarily or permanently suspended, preventing holders from buying, selling, or withdrawing tokens. In the event of a delisting or restriction of trading pairs, the effective market for $SIXR could narrow sharply, leading to lower volumes, wider spreads, and reduced price transparency. Users holding tokens within custodial accounts at such venues could experience delays or total losses if the operator becomes insolvent, mismanages client assets, or fails to segregate customer holdings appropriately. Recovery in such scenarios often depends on complex and uncertain insolvency proceedings.

Digital-asset markets remain highly volatile compared with traditional financial instruments. Sudden fluctuations in sentiment, liquidity concentration across few trading venues, and speculative behavior can cause steep and rapid price changes in $SIXR, independent of any underlying fundamentals. Even minor shifts in order flow can materially affect price because on-chain and off-chain liquidity pools may be shallow relative to daily trading volumes. During periods of heightened volatility, order books may thin out or automated market makers may temporarily disable liquidity to protect against losses, further exacerbating price swings and slippage.

Regulatory uncertainty adds a further layer of risk. Crypto-asset trading venues operate under different and evolving frameworks across jurisdictions. Authorities may impose new requirements, licensing obligations, or outright restrictions on certain asset types or user demographics. A single jurisdictional action (such as a ban on specific trading pairs, enhanced due-diligence rules, or withdrawal limitations) could have extraterritorial effects by prompting counterparties or liquidity providers to curtail exposure, indirectly affecting global market depth for $SIXR.

Operational risks on exchanges include hardware or network outages, software defects, denial-of-service attacks, and scaling bottlenecks during peak activity. Any such event could interrupt access to markets or delay settlement, potentially forcing users to liquidate elsewhere at unfavorable prices once service resumes. Additionally, variations in exchange matching engines, tick-size rules, and fee structures may cause inconsistent pricing across venues, leading to arbitrage discrepancies that distort perceived market value.

Market integrity and transparency remain inconsistent across the digital-asset ecosystem. Some venues may lack rigorous surveillance for wash trading, spoofing, or manipulation. Inflated or fabricated volumes can misrepresent genuine demand and affect perceived valuation. Holders relying on public metrics should be aware that reported liquidity might not reflect true executable depth. Stablecoin pairs used for pricing $SIXR also present indirect counterparty risk: de-pegging events, regulatory actions against issuers, or interruptions to banking rails can immediately influence trading stability and confidence.

Legal exposure may arise from cross-border transactions and differing definitions of what constitutes a regulated crypto-asset offering. Participants may face tax obligations, reporting requirements, or restrictions under local laws that are unclear or subject to future reinterpretation. Governments could also introduce consumer-protection measures requiring exchanges to suspend or freeze certain assets pending review. Such developments could materially reduce trading flexibility and limit the ability of holders to exit their positions.

Finally, because crypto-asset markets are continuous, globally distributed, and largely unregulated, there is no centralized mechanism to halt trading during periods of abnormal volatility or market distress. Liquidity conditions can deteriorate in minutes, spreads can widen dramatically, and automated-liquidation systems used by leveraged participants can amplify downward movements. These structural features mean that the price of $SIXR on any given venue may not reflect intrinsic project performance or value but rather transient imbalances in supply and demand. Prospective participants should therefore recognize that digital-asset market behavior differs fundamentally from traditional regulated securities markets and may expose them to loss of capital, restricted access, or prolonged illiquidity irrespective of project fundamentals.

I.2 Issuer-Related Risks: The issuer operates in an early-stage, rapidly changing segment at the intersection of gaming, digital collectibles, and blockchain technology. Execution depends on maintaining adequate funding, retaining key personnel, and coordinating multiple external providers (exchanges, wallet teams, infrastructure operators, security auditors, marketing partners, and rights-holders). Any shortfall in capital, talent attrition, or provider failure can delay milestones, increase costs, or reduce product scope. Regulatory obligations continue to evolve (including consumer-protection, financial-promotion, data-protection, sanctions, and crypto-asset regimes); new interpretations or requirements may necessitate product changes, additional disclosures, geo-restrictions, or increased compliance expenditure, and could limit token functionality in certain regions. The issuer’s reputation can be affected by events beyond its direct control, including negative media coverage, third-party incidents, or broader sector downturns; reputational damage may reduce adoption, partnerships, or community engagement. Concentration risks exist in treasury management (e.g., custody choices, reliance on specific assets or stablecoins used for operations); adverse market moves, counterparty failures, or operational errors could impact runway. Intellectual-property and licensing arrangements must be maintained; disputes or expirations can reduce feature availability or promotional reach. Internal process, systems, or governance failures (including inadequate change management or vendor oversight) could impair controls and lead to mistakes in configuration, deployment, or communications. Insurance coverage, where obtained, may be limited in scope or exclusions and should not be assumed to cover technology, market, or regulatory losses. Force-majeure events (natural disasters, large-scale internet outages, or geopolitical shocks) can disrupt operations or service continuity. While the issuer aims to follow prudent practices, it cannot guarantee uninterrupted development, universal availability, or positive economic outcomes for token holders.

I.3 Crypto-Assets-related Risks: $SIXR is a blockchain-based token on The Open Network (TON) implemented via smart contracts under the Jetton standard. On-chain assets are subject to protocol, contract, and operational risks. Undiscovered defects, misconfigurations, or integration errors in smart contracts or ancillary tooling can cause unintended behavior, including loss, lock-up, or misallocation of tokens. Security of holdings depends on private-key control; loss, theft, or compromise of keys or recovery phrases (through phishing, malware, device failure, or social engineering) results in irreversible loss, as transactions on TON are final once confirmed. Network-level issues (validator outages, congestion, software bugs, or governance-driven changes) may delay settlement, increase fees, or, in rare cases, lead to forks requiring users and services to choose a canonical chain; temporary divergence can confuse balances and markets. Wallets and interfaces (e.g., TON-compatible clients) are third-party software; bugs, discontinued support, or supply-chain attacks can impede access or expose users to compromise. On decentralized venues, $SIXR may be exposed to risks typical of AMMs and DEXs, including front-running/MEV, thin liquidity leading to extreme slippage, or price dislocations during volatile periods; where price oracles are used by ecosystem components, oracle disruptions or manipulation can propagate incorrect valuations. If cross-chain distribution or bridging is introduced by third parties, additional risks arise from bridge contracts, relayers, and wrapped-asset assumptions; failures in such systems have historically led to losses industry-wide. Advances in computing (including future cryptanalysis or practical quantum capabilities) could degrade the security assumptions of current cryptography such as Ed25519 over long horizons; migration to post-quantum schemes would require ecosystem coordination and may not be seamless. Finally, public-ledger transparency enables transaction analysis that can affect user privacy; linking addresses to identities (via on-chain heuristics or off-chain data) can increase exposure to targeted scams or unwanted solicitations.

I.4 Project Implementation-Related Risks: The success of the SIXR ecosystem depends on the timely completion, deployment, and adoption of its various technological, commercial, and community-facing components. Development of the SIXR platform involves numerous interdependent workstreams — including smart-contract engineering, game development, exchange integrations, marketing operations, and regulatory compliance — each of which introduces its own set of potential delays, technical challenges, and cost variations. There can be no guarantee that the platform's features will be delivered according to planned timelines, specifications, or quality standards.

The viability of the SIXR ecosystem further relies on sustained participation by players, fans, and partners. Should user acquisition fall below expectations, or should community engagement wane due to competing projects, macroeconomic conditions, or shifts in consumer preferences, in-game transaction volumes and token utility may decline, adversely impacting the overall economic model. The success of similar Web3 ecosystems has historically depended on a combination of network effects, recurring engagement incentives, and partner integrations; these dynamics may not materialize for SIXR in the same manner.

Regulatory developments in digital assets and gaming may necessitate unplanned structural or operational changes. National authorities could introduce new licensing, consumer-protection, or taxation frameworks that alter the cost or feasibility of offering certain features, reward mechanisms, or token-related activities. Implementation of such requirements may delay product launches or require suspension of certain functionalities for users in affected jurisdictions. In addition, any restriction on the use of crypto-assets within mobile or online gaming environments (for instance, through app-store policy updates or regional bans) could significantly impact adoption and retention.

Operational dependencies create additional uncertainty. SIXR relies on technology providers, blockchain infrastructure, cloud-hosting services, payment gateways, and content licensors. A failure, dispute, or contractual termination involving one or more of these third parties could interrupt operations or require resource-intensive replacements. Furthermore, talent retention and recruitment present continuing challenges; loss of key developers, product managers, or executives could disrupt execution or dilute institutional knowledge. Macroeconomic conditions (such as declining venture funding, increased regulatory scrutiny, or negative sentiment in the gaming or crypto sectors) could reduce access to capital or strategic partnerships.

While the Company maintains contingency planning and phased budgeting to mitigate these risks, early-stage projects remain exposed to unanticipated setbacks. Extended delays, cost overruns, or ecosystem stagnation could result in slower utility realization for $SIXR, diminished public interest, or in the worst case, discontinuation of certain planned features. As with all development-stage ventures, there is no assurance of long-term commercial success, profitability, or sustained user demand.

I.5 Technology-Related Risks: The SIXR ecosystem, including the $SIXR token and associated digital infrastructure, operates on The Open Network (TON) and integrates a variety of smart contracts, wallets, APIs, and back-end systems. Each component depends on both the reliability of the underlying blockchain and the security of the

Company’s implementation. Software systems are inherently subject to defects, misconfigurations, and vulnerabilities. Even after rigorous audits and testing, unknown bugs may exist that could be exploited to disrupt services, misroute transactions, or compromise data integrity.

Blockchain networks, by design, are decentralized and open. This decentralization confers resilience but also introduces exposure to consensus-level or validator-related risks. Malicious or colluding validators could theoretically censor, reorder, or delay transactions. While TON employs a robust proof-of-stake architecture, no system is fully immune to coordinated attacks or technical anomalies. Should the network experience a fork or consensus failure, transaction finality may be delayed, and holders could face uncertainty regarding which chain represents the authoritative ledger.

Cybersecurity threats remain persistent. Actors may attempt phishing, malware deployment, or social-engineering campaigns to obtain private keys or administrative credentials. Distributed-denial-of-service (DDoS) attacks could target the platform’s servers, APIs, or integrated partners, degrading responsiveness or preventing access altogether. Third-party wallet providers or exchange partners may also be compromised, indirectly affecting user confidence and token liquidity. Inadequate security controls, lack of timely software updates, or overreliance on unverified open-source dependencies can exacerbate exposure.

Scalability and network throughput pose additional operational risks. If user activity grows faster than anticipated, congestion may occur, leading to higher transaction costs or delayed confirmations. Conversely, lower-than-expected usage could reduce validator incentives and affect network security. TON’s continued stability depends on ongoing community participation and funding; any decline in validator engagement could degrade overall network performance.

Technological evolution may render existing cryptographic primitives obsolete. The eventual advent of quantum computing, while not an immediate threat, could undermine current encryption standards such as Ed25519 and SHA-based hash functions used within TON. Transitioning to post-quantum alternatives would require broad coordination and could temporarily disrupt network continuity. In addition, governance disputes within the TON ecosystem could lead to competing protocol versions, forks, or diverging development roadmaps, creating uncertainty for applications and token contracts built atop it.

Finally, the broader Web3 landscape remains experimental. Dependencies between smart contracts, oracles, and external systems can create cascading failure modes: a bug in one contract may trigger unintended effects across others. As with any complex distributed network, complete technical reliability cannot be guaranteed. Users and partners must recognize that despite best practices in coding, auditing, and operational security, residual technology risk is an inherent characteristic of blockchain-based ecosystems.

I.6 Mitigation measures: To address and reduce the risks outlined above, the SIXR team has implemented and continues to refine a multi-layered risk management and compliance framework. All core smart contracts deployed on The Open Network are subjected to third-party security audits prior to deployment and re-audited following any material modification. Internal code review processes are established to ensure adherence to security and quality standards. The project maintains a bug-bounty program that rewards external security researchers for identifying vulnerabilities in the ecosystem's smart contracts, APIs, and wallet integrations.

Custody and treasury functions employ a combination of multi-signature wallets, hardware security modules, and cold-storage arrangements to minimize single-point failures. Access rights are segregated across functional roles to ensure that no individual can unilaterally authorize fund movements. Routine internal reconciliations and external monitoring tools verify on-chain balances and detect anomalies in real time. Contingency planning includes redundant backups and off-chain communication channels to maintain operational continuity in the event of network or infrastructure outages.

The Company engages with recognized partners in the TON ecosystem for technical support and best-practice alignment. Collaborations with node operators, indexers, and wallet developers facilitate timely responses to network updates or disruptions. An internal compliance program monitors regulatory developments within the EU and other relevant jurisdictions, supported by ongoing legal consultation to ensure continued conformity with MiCA and applicable national laws. Data-protection and privacy standards follow established frameworks, with user information limited to the minimum necessary for compliance and operations.

From a governance standpoint, the Company follows a structured decision-making process that separates oversight, operations, and technical control. Regular risk reviews are conducted to assess exposure across key domains: technology, legal, financial, and operational. Findings inform policy updates and resource allocation. Over time, aspects of governance and ecosystem participation are intended to be progressively decentralized, thereby distributing operational responsibility and reducing reliance on a single administrative entity.

Finally, transparency remains a core mitigation principle. The Company publishes regular updates regarding contract deployments, token supply, audit results, and ecosystem milestones to ensure stakeholders have access to verified information. Although these measures cannot eliminate all forms of risk, they collectively strengthen the resilience, integrity, and accountability of the SIXR project, thereby providing a robust foundation for sustainable long-term development within the TON ecosystem.

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

S.1 Name: Liberty Games Switzerland AG

S.2 Relevant legal entity identifier: N/A

S.3 Name of the crypto-asset: SIXR Cricket Token

S.4 Consensus Mechanism:

TON uses a Proof-of-Stake (PoS) consensus mechanism operated by a decentralized set of validators. Validators stake TON native tokens to secure the network, validate transactions, and produce blocks. The PoS design ensures scalability, finality, and resistance to double-spending.

S.5 Incentive Mechanisms and Applicable Fees:

The $SIXR token operates on The Open Network (TON) blockchain, which uses a Proof-of-Stake (PoS) incentive model. Validators are rewarded in TON for producing and confirming blocks, ensuring network security and transaction integrity. Users conducting transactions, including token transfers and in-game operations, pay network gas fees in TON. These fees are minimal and not controlled by Liberty Games Switzerland AG. $SIXR itself does not generate staking or block rewards.

S.6 Beginning of the period to which the disclosure relates: 2025-09-25

S.7 End of the period to which the disclosure relates: 2025-09-25

S.8 Energy consumption: 4,960 kWh.

S.9 Energy consumption sources and methodologies:

Based on independent benchmarking of a comparable blockchain network that reported an annual electricity use of approximately 3,053,522 kWh for 1.23 billion transactions, the estimated per-transaction energy footprint equates to roughly 0.00248 kWh per transaction.

Applying this per-transaction energy rate to the projected 2 million on-chain transactions associated with the SIXR ecosystem over a typical twelve-month period yields an estimated total annual energy consumption of approximately 4,960 kWh, or roughly 5 MWh per year.

This estimate includes token transfers, in-game payments, and reward distributions executed on The Open Network (TON). Because SIXR's on-chain activity primarily consists of lightweight transactional operations (rather than energy-intensive consensus processes), its relative footprint remains minimal compared to proof-of-work systems or high-throughput computational networks.

Data Sources: TON sustainability data: https://sustainability.ton.org/dashboard
CCRI MiCA methodology:
https://carbon-ratings.com/dl/whitepaper-mica-methods-2024.