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DISTRICT COURT

CLARK COUNTY, NEVADA

STATE OF NEVADA,

Plaintiff,

v.

ROBLOX CORPORATION,

Defendant.

Case No.: A-26-944136-B
Dept. No.: XXXI

CONSENT JUDGMENT

CLAGGETT & SYKES
LAW FIRM

1 Plaintiff, State of Nevada, acting by and through its Attorney General,
2 AARON D. FORD, Consumer Advocate ERNEST FIGUEROA, and the law firms
3 identified herein (hereinafter “State” or “Nevada” or “Nevada Attorney General”),
4 and Roblox Corporation, a Nevada corporation with its principal place of business
5 in San Mateo, California (hereinafter “Roblox” or “Company” and together with
6 Nevada, the “Parties”), have agreed to the stipulations and terms of this Consent
7 Judgment (“Consent Judgment”) without admission of any facts or liability of any
8 kind as alleged in the Complaint filed by the State against Roblox. This Consent
9 Judgment is intended to settle and resolve with finality all Released Claims,
10 pursuant to Article 9 of Exhibit A, against Roblox. This Consent Judgment
11 includes mutually agreeable language subject to the Parties’ negotiation to
12 resolve the matters as provided herein.

13 WHEREAS, the overarching purpose and intent of this Consent Judgment
14 is to improve child safety on Roblox, and, where commercially feasible, to
15 minimize exposure of Minors to inappropriate content on Roblox;

16 WHEREAS, this Consent Judgment shall be interpreted and enforced
17 consistent with the overarching purpose and intent set forth above; and
18 compliance shall be determined consistent with the overarching purpose and
19 intent set forth above;

20 WHEREAS, during the course of the Attorney General's confidential
21 investigation, which commenced on or about November 1, 2024, the Company
22 implemented certain safety measures, including, but not limited to, enhancing its
23 content moderation tools and default settings, and rolling out platform-wide
24

1 changes that restrict certain features and content until users have completed an
2 age check; and

3 WHEREAS, the Company acknowledges that many of the changes to the
4 platform in the last year were undertaken in response to and as a direct result of
5 an ongoing dialogue and negotiations with the Attorney General;

6 NOW, THEREFORE, the Parties agree as follows:

7 1. This Court has jurisdiction over the subject matter of this lawsuit
8 and over all Parties, and venue is proper before this Court. The terms of this
9 Consent Judgment are governed by the laws of the State of Nevada. Entry of this
10 Consent Judgment is in the public interest and reflects a negotiated agreement
11 among the Parties.

12 2. The Parties enter into this Consent Judgment without trial or
13 adjudication of any contested issue of fact or law, and without finding or
14 admission of wrongdoing or liability of any kind. Roblox denies any wrongdoing
15 and the allegations in the Complaint, and no part of this Consent Judgment,
16 including its statements and commitments, shall constitute evidence of any
17 liability, fault, or wrongdoing by Roblox. Roblox is entering into this Consent
18 Judgment solely for the purpose of concluding this matter, and nothing contained
19 herein may be taken as or construed to be an admission or concession of any
20 alleged violation of law, rule, or regulation, or of any other matter of fact or law,
21 or of any liability or wrongdoing. This Consent Judgment shall not be construed
22 or used as a waiver of any defense Roblox may raise in any other proceeding.

1 Bureau of Consumer Protection
2 100 North Carson Street
3 Carson City, Nevada 89701
4 bcpmsreports@ag.nv.gov

5 **II. USE OF FUNDS**

6 6. For purposes of this Section, the following definitions shall apply:

- 7 a. “Youth” means individuals under eighteen (18) years of age.
- 8 b. “Parents” means parents or legal guardians of Youth.
- 9 c. “Digital literacy” means the ability to safely access, analyze, evaluate,
10 create, and communicate information using digital technologies, including
11 the application of critical thinking skills to assess online credibility, risk,
12 and impact.
- 13 d. “Digital citizenship” means the responsible, ethical, and safe use of digital
14 technologies, including digital safety and security, respectful online
15 behavior and etiquette, media literacy, understanding of digital rights and
16 responsibilities, and digital health and wellness.
- 17 e. “Social media platform” means any digital platform, application, or service,
18 including current or emerging technologies, that facilitates user-generated
19 content, social interaction, or content sharing among users, whether
20 through text, images, video, audio, live streaming, or other forms of
21 communication, including through public or private features, and
22 including but not limited to social networking services, content-sharing
23 platforms, messaging applications, and virtual or interactive digital
24 environments.

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f. “Digital technologies” means any electronic or internet-enabled tools, systems, devices, platforms, or applications that generate, store, process, or transmit data, including but not limited to computers, mobile devices, software, online platforms, social media platforms, and other current or emerging interactive digital environments.

7. Funds received pursuant to Article 6.1 of Exhibit A shall be administered at the discretion of the Attorney General through grants to support evidence-informed programs and services within the State of Nevada that address harms of the type alleged in the Complaint, including but not limited to those arising from immersive gaming environments, virtual economies, user-generated content platforms, and interactive digital environments targeting or used by Youth, and that:

- a. Prevent or reduce harmful, excessive, or developmentally inappropriate use of digital technologies and social media by Youth; and/or
- b. Mitigate risks associated with Youth engagement with digital technologies and social media.

8. Eligible programs and services shall include one or more of the following objectives:

- a. Promotion of digital literacy, including critical thinking skills, and digital citizenship for Youth and Parents;
- b. Training, education, and decision-support tools for Youth and Parents related to the safe and responsible use of digital technologies and social media;

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- c. Public awareness and communication strategies addressing the risks, impacts, and harms of digital technology and social media use;
- d. Programs or services designed to reduce Youth screen time and encourage engagement in non-digital or offline activities, including recreational, educational, social, or community-based opportunities;
- e. Innovative programs or services that promote the physical, mental, and social well-being of Youth and reduce or limit their use of digital technologies or social media platforms, including by encouraging engagement in non-digital or offline activities.

9. All funded programs or services shall include clearly defined objectives consistent with the purposes of this Section, including, where applicable, reductions in harmful or excessive use of digital technologies, improvements in critical thinking skills, or increased awareness of digital risks.

10. Grant recipients shall establish measurable performance metrics and conduct outcome evaluations, and report those outcome evaluations to the Attorney General on a form prescribed by the Attorney General.

11. The Attorney General shall evaluate program or service effectiveness based on reported outcomes and may require modification of programs or services that do not demonstrate sufficient progress.

12. The Attorney General may suspend or terminate funding for any program or service that fails to comply with grant requirements or fails to demonstrate reasonable progress toward stated objectives.

1 agrees that it shall not make or cause to be made in any forum any assertion to
2 the contrary.

3 18. **Retention of Jurisdiction.** The Court shall retain jurisdiction of
4 the Parties for the limited purpose of the resolution of disputes arising under this
5 Consent Judgment and the enforcement of its terms.

6 19. **Anti-Circumvention.** Roblox shall not license or expressly
7 authorize any third party to engage in conduct that is impermissible under the
8 terms of this Consent Judgment if done directly by Roblox.

9 20. **Successors and Assigns.** This Consent Judgment is binding on
10 Defendant's successors and assigns.

11 **IV. LOCAL COUNSEL'S CONSENT TO RECEIVE**
12 **FILE-STAMPED COPY OF SETTLEMENT DOCUMENT**

13 21. By entering into this agreement, where Local Counsel is appearing
14 for one or more parties, Local Counsel consents to service and receipt of a file-
15 stamped copy of the settlement document and order in this matter, via electronic
16 mail, in lieu of service and receipt of a copy via traditional means, normally via
17 U.S. Mail.

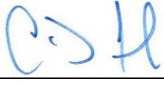
18 DATED this 15th day of April, 2026.

1 **FOR PLAINTIFF**


2 **STATE OF NEVADA**

3 **AARON D. FORD**

4 Attorney General

5 By:  Dated: April 14, 2026

6 Aaron D. Ford, Esq.
7 Attorney General
8 Mark J. Krueger, Esq.
9 Chief Deputy Attorney General
10 State of Nevada, Office of the Attorney General
11 Bureau of Consumer Protection
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15 By:  Dated: April 14, 2026

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Attorneys for Plaintiff, State of Nevada

CLAGGETT & SYKES
LAW FIRM

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2 **ROBLOX CORPORATION**

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24 Attorneys for Defendant, Roblox Corporation

EXHIBIT A

SETTLEMENT AGREEMENT

This Settlement Agreement is made by the undersigned Nevada Attorney General’s Office, on behalf of the State of Nevada (“Nevada”), and Roblox Corporation (“Roblox” or the “Company,” and together with Nevada, the “Parties”), to settle and resolve with finality all Released Claims, as defined below in Section 9.1, against Roblox. This Agreement is intended to be binding upon both Parties in accordance with the terms hereof. The Consent Judgment shall include mutually agreeable language subject to the Parties’ negotiation.

WHEREAS, the overarching purpose and intent of this Agreement is to improve child safety on Roblox, and, where commercially feasible, to minimize exposure of Minors to inappropriate content on Roblox;

WHEREAS, this Agreement shall be interpreted and enforced consistent with the overarching purpose and intent set forth above; and compliance shall be determined consistent with the overarching purpose and intent set forth above;

WHEREAS, during the course of the Attorney General's confidential investigation, which commenced on or about November 1, 2024, the Company implemented certain safety measures, including, but not limited to, enhancing its content moderation tools and default settings, and rolling out platform-wide changes that restrict certain features and content until users have completed an age check, (collectively, "Pre-Settlement Safety Improvements"); and

WHEREAS, the Company acknowledges that many of the changes to the platform in the last year were undertaken in response to and as a direct result of an ongoing dialogue and negotiations with the Attorney General;

ARTICLE 1: PARTIES

- 1.1 “Nevada” or “State” means the State of Nevada, including all state agencies, departments and divisions. The Nevada Attorney General’s Office enters into this Agreement on behalf of Nevada.
- 1.2 “Roblox” means Roblox Corporation and its subsidiaries, successors and assigns.

ARTICLE 2: DEFINITIONS

- 2.1 “Adult” means an individual eighteen (18) years of age or older.
- 2.2 “Adult User” means a User of the Roblox Platform aged 18 or older.

- 2.3 “Behavioral Monitoring” means continuous monitoring of Users’ behavioral signals on the Platform such as long-term patterns in gameplay and how Users interact with Roblox.
- 2.4 “Chat” means direct, real-time text and audio communications between Users on the Platform, initiated and controlled by a User, and not intended for persistent public or structured display.
- 2.5 “Child Sexual Abuse Material” or “CSAM” means Content which falls within N.R.S. 200.730, as amended.
- 2.6 “Content” means User-generated content of any kind or nature, whether material, assets, or otherwise, that Users upload to, create and publish on, or otherwise generate through or make available on the Platform.
- 2.7 “Effective Date” means the date on which the Consent Judgment is signed by both Parties and entered by the court.
- 2.8 “Minor User” means a User of the Roblox Platform under 18 years of age.
- 2.9 “Platform” means the Roblox website (www.roblox.com) and the related immersive gaming platform offered by Roblox.
- 2.10 “U16 User” means a Minor User of the Roblox Platform under 16 years of age.
- 2.11 “User” means an Adult or Minor User of the Roblox Platform.

ARTICLE 3: DURATION

- 3.1 Roblox agrees to the terms set forth in this Agreement for a period of six (6) years following the Effective Date, unless noted otherwise.

ARTICLE 4: BUSINESS PRACTICES

- 4.1 *Age Assurance.*
- (a) Roblox is currently utilizing industry-leading age assurance procedures: facial age estimation (“FAE”) and verification with a government-issued ID. Roblox agrees to utilize commercially reasonable, industry-leading FAE methods. Roblox shall ensure that its FAE technology is consistent with commercially-reasonable, industry-leading standards. Roblox shall, on at least an annual basis assess the reliability and accuracy of its FAE technology, taking into account commercially reasonable, industry-leading standards. Roblox commits that its FAE technology

will be no less accurate or reliable than it is currently. Further, Roblox commits to take commercially reasonable efforts to improve the reliability and accuracy of its FAE technology.

- (b) Roblox shall require all Users (including both new and existing Users) to undergo age assurance procedures beyond their self-reported age to access Chat. Roblox agrees that these age assurance procedures will apply to all Users with access to Chat who are U16 and 16 years of age or older. Roblox shall estimate and stratify Users based on age bands according to commercially reasonable measures and at minimum, will identify Users who undergo age assurance measures by U18 and over 18 years of age.
- (c) Roblox shall continue to implement Behavioral Monitoring. Roblox shall utilize Behavioral Monitoring to prompt an age re-check as necessary. Roblox shall use commercially reasonable, industry-leading efforts to improve its Behavioral Monitoring.
- (d) When a User's age is checked or re-checked by an age assurance procedure or Behavioral Monitoring tool, Roblox shall use such User's updated age information across the Roblox Platform, including for Chat and Content access.
- (e) If Behavioral Monitoring tools indicate a User is of a different age than was self-reported or estimated via FAE, Roblox shall remove the age-checked status of the User, including access to Chat, until the User completes a subsequent age assurance check.
- (f) Data or information used to evaluate a prospective or existing User's age shall be confidential.
- (g) Consistent with its privacy policy, Roblox shall retain personal information collected online from a child securely, confidentially, and for only as long as is reasonably necessary to fulfill the specific purpose(s) for which the information was collected. Roblox may not distribute such data/information to any third party, except and only to the extent that Roblox engages a third party to perform age assurance functions. Roblox and any third-party vendor shall not use information collected for age assurance purposes for any purpose except to determine a User's age, prevent fraud on the Platform, and to support User safety.

4.2 ***Default Content Mode.***

- (a) Roblox will create a default game content mode for Users under 16 and those Users whose age has not been validated by age check (“Default Content Mode”). Unless otherwise allowed through parental consent, the Default Content Mode will limit applicable Users to only accessing game content filtered by Roblox that (a) takes into account signals from the applicable game developer on the Platform to allow for screening mechanisms; and (b) includes an industry standard rating if such functionality is integrated with the Platform, or a Roblox content maturity rating. For U9 Users, unless otherwise allowed through parental consent, Default Content Mode will limit applicable Users to accessing game content rated Minimal and Mild.
- (b) Roblox will restrict Minor Users from accessing content rated for Adult Users such as experiences labeled “Restricted” or with an 18+ industry standard rating, if such functionality is integrated with the Platform.

4.3 *Age Gating for Chat.*

- (a) Roblox shall limit all Chat on the Platform between Adult Users and U16 Users based on age assurance procedures, unless the Adult User is a Trusted Friend of the U16 User.
- (b) Roblox shall take steps to protect Users 16 and 17 years old from Chat with unknown Adult Users outside an appropriate age bracket (for example, by restricting Chats to Users within the same or reasonably similar age groups), consistent with child development experts and industry standards.
- (c) Currently, Roblox’s “Trusted Friends” feature operates as follows:
 - (i) U13: Trusted Friends require parental consent. Parents may elect to extend the requirement for parental consent up to age 16.
 - (ii) Ages 13-15: Users aged 13-15 who are not otherwise subject to parental consent requirements may add Trusted Friends via QR code or similar technology or phone contact importer.
 - (iii) 16+: Users 16 and older may add Trusted Friends via QR code, phone contact importer, or, if both Users have opted in and are in the same or similar age bands, may add each other via profile search.

- (d) Roblox commits to maintaining these safety features or to implement commercially reasonable alternatives for the safety of Minor Users.
- (e) Roblox will implement an alert for first-time private chats (e.g., Experience Direct Chat, Party Chat) displayed to all U18 Users that warns Minor Users about communicating with strangers.

4.4 ***Parental Controls and Default Settings.***

- (a) Roblox shall use its best efforts to develop and maintain privacy policies and Terms of Use that are easily understandable by Minor Users.
- (b) Roblox shall take steps to encourage all users who register as U16, or are determined via age assurance procedures to be U16, to link a parent/guardian account to the child's account.
- (c) Roblox shall take steps to increase adoption of parental accounts, which may include incentives for children and parents who link their accounts.
- (d) Roblox shall maintain default settings limiting U13 Users' access to private servers to only be able to join servers with Friends, and will expand parental controls to allow parents of U16 Users to further restrict this setting to "No one."
- (e) By default, Roblox shall not allow U16 Users to see or share profile links to other approved sites. Roblox may permit Users aged 16 or older to share profile links to other approved sites only with other Users of a similar age (i.e., the same groups they can chat with).
- (f) Roblox is in the process of integrating with the International Age Rating Coalition ("IARC"). Once that integration is complete, Roblox shall use the Entertainment Software Ratings Board ("ESRB") ratings in the United States. Once implemented, Roblox will use the ESRB ratings to label experiences and will allow linked parent accounts to restrict content settings for U16 Users consistent with these ratings. In addition, Roblox will continue to apply reasonable default settings for content for Minor Users, with the goal of minimizing exposure of Minors to inappropriate content on Roblox.
- (g) By default, Roblox shall not permit credit card information of any U16 User to be stored on the Platform after purchase.

- (h) Roblox shall restrict all U16 Users, whether age-checked or not, from receiving any personalized advertising on the Platform.
- (i) By default, mobile push and email notifications for U16 Users will be set to “off.”
- (j) By default, Roblox shall restrict mobile push notifications and email notifications from being sent to Users between ages 13 and 15 during nighttime hours (from 11:00 p.m. to 6:00 a.m. in the User’s local time zone) from August 15 through June 15 (excluding holidays and weekends). Mobile push notifications and email notifications are prohibited for U13 Users.
- (k) On or before January 1, 2027, Roblox will allow parents with linked parental accounts for Users between 13 and 16 years old to opt in to maintaining parental controls requiring parental approval to adjust.
- (l) Roblox will continue to utilize its system for parents and Users to report unwanted Chat or Content to Roblox. Roblox will promptly take appropriate action to address these reports. Roblox will continue to utilize these reports in identifying new safety issues and concerns and determining how to address those issues and concerns in a timely manner.
- (m) Roblox will prohibit U18 Users from sending Robux to other users and from receiving Robux from other Users without parental approval. For the avoidance of doubt, this provision does not apply to the sending or receiving of gift cards or the purchase or sale of virtual content.

4.5 ***Content Moderation.***

- (a) Roblox shall employ sophisticated AI measures to detect grooming behavior on the Platform. Currently, those measures include Roblox Sentinel, Roblox’s Grooming Candidate Generation Tool, and Roblox’s PII Classifier. Roblox may develop or purchase new or enhanced tools in the future to supplement or replace these measures, to improve grooming detection on the Platform.
- (b) Roblox shall continue to enhance its Content moderation in the following ways:
 - (i) Roblox shall use both proactive and responsive measures in connection with enforcement of its Terms of Use and Community Standards, including before the User-generated Chat, experiences, or assets go live for Users.

- (ii) Roblox shall employ enforcement mechanisms to moderate developers who do not accurately represent their experiences.
 - (iii) Roblox shall add friction into experience publishing, such as by requiring Users to undergo ID verification in order to publish an experience, to curb bad behavior.
 - (iv) Roblox shall continue to participate in Lantern, a first-of-its-kind cross-platform signal sharing program for companies to strengthen enforcement of child safety policies launched by the Tech Coalition.
 - (v) Roblox shall provide reporting mechanisms for Users to report problematic content on the Roblox Platform.
 - (vi) Roblox shall continue collaborating with the National Center for Missing and Exploited Children (NCMEC) to identify areas for improvement with regard to its NCMEC reporting processes and workflows.
 - (vii) Roblox shall take action against Users or previously banned Users who commit severe violations of Roblox's Community Standards to prevent them from returning to the Platform. Those actions may include device branding (meaning the entire device is prevented from being used to recreate an account or log in, even if the device is factory reset).
- (c) Chat Moderation.
- (i) Roblox shall not encrypt User communications involving Minors.
 - (ii) Roblox shall enhance its Chat moderation tools to prevent off-platforming (aka platform-hopping), exchange of PII, harassment, and all other violations of the Roblox Terms of Use and Community Standards.
 - (iii) Roblox shall continue its policy of monitoring and filtering Chat on the Platform by default and will regularly test the efficacy of its Chat filtering technology as applied to Minor Users.
- (d) Moderation of Suspected CSAM and/or Child Exploitation or Grooming.
- (i) Roblox shall moderate images and videos at upload prior to going live on the Platform.

- (ii) Roblox shall provide human review and reporting to NCMEC of suspected CSAM and/or child exploitation content that is not automatically reviewed and reported to NCMEC through automated systems set up by Roblox.

4.6 ***Awareness Campaign.*** Roblox will agree to underwrite and fund a multi-media public safety awareness campaign focused on educating Minor Users and Adults on online child safety. Roblox is willing to commit to target Nevada families with broad public safety information, including (1) the safe use of the Roblox Platform; (2) Roblox content restrictions and Community Standards; (3) parental controls; (4) age verification and standards for accessing the Platform; and (5) that Roblox is actively working with law enforcement to ensure pedophiles and others wanting to harm children are not on the Platform. This campaign will be developed in conjunction with the state, leading organizations representing parent and child online safety advocates, youth psychologists and physicians, and public health officials. Roblox shall also expand its efforts to provide Nevada families with an opportunity for direct engagement with Roblox and its leadership. This initiative may also include research with Nevada parents to provide Roblox with an accurate understanding of their perceptions and how to further educate to empower parental decision making. Empowering and educating parents is a critical aspect to ensuring healthy and positive online interactions for children and teens. This awareness campaign must utilize a mix of online and traditional (e.g., television, radio, or print) media to ensure State-wide delivery.

4.7 ***Roblox Resources.***

- (a) ***Resources for Trust and Safety.*** Roblox shall ensure adequate staffing of and resources for Trust and Safety teams to provide human review and reporting to NCMEC of suspected CSAM and/or child exploitation Content that is not automatically reviewed and reported to NCMEC through automated systems set up by Roblox.
- (b) ***Increased Resources for Responses to Law Enforcement Requests.*** Roblox shall maintain adequate staffing to ensure prompt and fulsome responses to requests from law enforcement concerning CSAM and/or child exploitation. Within seven (7) days of receiving a subpoena, warrant, or court order from a Nevada authority, Roblox shall provide the sender with a contact who can provide more information to facilitate the response. Roblox will agree to hire a full-time Nevada-based law enforcement liaison by September 1, 2026, to help facilitate appropriate handling of regional law enforcement requests by Roblox's 24/7/365 global Law

Enforcement Operations Team such that law enforcement members can speak to the liaison to receive real-time or near-real-time answers to questions about their legal process through phone and email, including but not limited to questions about purported deficiencies with law enforcement requests and expected response times. Roblox will also offer to conduct workshops and trainings for Nevada and regional law enforcement aimed at furthering law enforcement knowledge with Roblox's LE portal and investigating/prosecuting online child exploitation.

- (c) *Exigent Requests.* Roblox commits to maintain adequate staffing of its global Law Enforcement Operations Team to facilitate swift handling of all exigent requests for non-content information on a 24/7/365 basis. For exigent requests involving potential death, grievous bodily harm, or terrorism, Roblox shall provide the sender of a search warrant, subpoena, or 18 U.S.C. § 2703(d) order with a contact who is working on the response within one (1) hour. For all other exigent requests, for example, requests with evidence of ongoing “hands-on” abuse, Roblox commits to providing the sender with a contact who is working on the response within two (2) hours. This provision is in addition to the above-mentioned Nevada-based law enforcement liaison, who would be considered an escalation point-of-contact on such matters.
- (d) *Employee Training.* Roblox shall provide regular, required trainings, at least once per year, to employees who work on or support teams within the Company who are subject to the obligations imposed by the settlement with Nevada.
- (e) *Safety Governance.* Roblox shall create and implement improved governance around safety issues, including but not limited to age assurance bypass, ban evasion, bypassing of Content filters, and Chat filter bugs, such that reports of safety issues are escalated to the appropriate Safety team, including reports from the bug bounty program.

4.8 ***Whistleblower Protections.*** To the extent required by Nevada law, Roblox shall provide whistleblower protections for any employee or contractor reporting actual or potential breaches of the Agreement, including, but not limited to, an anonymous hotline and anonymous electronic communication method for reporting the same. In addition, Roblox will not retaliate against any current or former employee who has raised concerns regarding the subject matter of the Agreement to the extent required by Nevada law.

4.9 ***Stored Communications Act.*** Roblox shall continue to follow the statutory requirements for preservation set forth in 18 U.S.C. § 2703(f) to the best of its technical abilities

including preserving content contained in the account, and content sent to or from the account, and will confer in good faith on reasonable time extensions beyond ninety (90) days. Roblox commits to producing all existing records readily available in its systems responsive to all non-emergency search warrants, subpoenas, and 18 U.S.C. § 2703(d) orders within seven (7) business days to the extent feasible.

- 4.10 Roblox will take the specific actions set forth in this Article 4 in order to comply with or exceed the requirements of Nevada law.

ARTICLE 5: MOST-FAVORED NATION

5.1 *Superior Injunctive Relief.*

- (a) If Roblox enters into a consent order, decree, judgment, Assurance of Voluntary Compliance, Settlement Agreement, or Assurance of Discontinuance with another state, commonwealth, or territory of the United States or with the District of Columbia (“Other State(s)”) within four (4) years of the Effective Date that resolves pre-litigation claims arising under the Other State’s consumer protection or deceptive trade practices statute or similar claims, Roblox will provide Nevada with a most-favored nation guarantee to match any Superior Injunctive Relief.
- (b) On or before January 15 of each year for the length of Article 5, Roblox will report to the State any consent order, decree, judgment, Assurance of Voluntary Compliance, Settlement Agreement, or Assurance of Discontinuance with any Other State and the injunctive terms entered into with the Other State.
- (c) “Superior Injunctive Relief” means injunctive terms in a subsequent agreement with any Other State that, as determined in accordance with this Section, provide materially greater protection to Minor Users in Other State(s) than the corresponding provisions of this Settlement Agreement provide to Minor Users in the State of Nevada. Superior Injunctive Relief from Other States can be added to this Agreement pursuant to this Article by creating an addendum which shall be considered part of this Consent Judgment. The addendum shall be deemed a part of the original Agreement and, when taken together, shall constitute one and the same document.

5.2 *Superior Monetary Relief.*

- (a) If, within four (4) years of the Effective Date, Roblox enters into a consent order, decree, judgment, Assurance of Voluntary Compliance, Settlement Agreement, or

Assurance of Discontinuance with Other State(s) that resolves pre-litigation claims arising under the Other State's consumer protection or deceptive trade practices statute(s) or similar claims, the State may confer with Roblox to determine if the monetary payment in Section 6.1(a) of this Agreement, divided by Nevada's U16 User population, is equivalent to the payment(s) to Other State(s) based on the U16 User population in the Other State(s).

- (b) On or before January 15 of each year for the length of Article 5, Roblox will report to the State any consent order, decree, judgment, Assurance of Voluntary Compliance, Settlement Agreement, or Assurance of Discontinuance with any Other State and shall identify the following: (i) the State's U16 User population on which the payment in Section 6.1(a) was calculated; (ii) the payment(s) to Other State(s) based on the U16 User population in the Other State(s); and (iii) the Other State(s) U16 User population on which the equivalent payment was calculated.
- (c) If the Parties agree that the Other State received Superior Monetary Relief, Roblox will make a supplemental payment to Nevada within thirty (30) days of the difference between the payment in Section 6.1(a) and the Superior Monetary Relief to the Other State. Any such supplemental payment shall be memorialized by creating an addendum which shall be considered part of this Consent Judgment. The addendum shall be deemed a part of the original Agreement and, when taken together, shall constitute one and the same document.

5.3 *Dispute Resolution Process.*

- (a) Within thirty (30) days of receipt of a report under Section 5.1(b) or Section 5.2(b), if the State believes any Other State has received Superior Monetary Relief or Superior Injunctive Relief, the State will provide notice to Roblox, including the amount of any alleged underpayment and any alleged Superior Injunctive Relief.
- (b) Roblox shall, within thirty (30) days of receipt of the notice, provide a response to the State, explaining its position, in detail, as to whether the State is entitled to any additional payment(s). After receipt of Roblox's position, the State and Roblox shall meet and confer in good faith over a period of at least thirty (30) days regarding their respective positions with the goal of reaching agreement and avoiding further dispute.
- (c) In the event the State and Roblox do not reach agreement on an alleged underpayment or difference in injunctive relief, after completion of the meet-and-

confer process described in Section 5.3(a) and (b), the State shall promptly initiate a dispute resolution process that includes, as a prerequisite to filing an action in state court, mandatory mediation by a mutually agreed-upon mediator or fast-track arbitration. The decision to choose mediation or fast-track arbitration prior to filing in state court will be at the State's sole discretion. Prior to initiating any dispute resolution process, the State and/or Roblox must provide a final demand notice. Any such final offer shall remain open for acceptance for a period of no less than five (5) business days from the date of delivery.

- (d) For mediation as set forth in Section 5.3(c), each Party shall, within ten (10) business days of the initiation of the mediation process, submit to the other Party a list of up to two (2) proposed mediators. If the Parties' lists include a common candidate, that individual shall serve as the mediator. If no common candidate appears, the Parties shall meet and confer within five (5) business days thereafter to mutually agree upon a mediator from among the submitted candidates or otherwise. If the Parties are unable to agree upon a mediator within fifteen (15) business days following the initiation of the mediation process, either Party may request that JAMS or Advanced Resolution Management (ARM) appoint a mediator in accordance with its applicable rules.
- (e) For fast track arbitration as set forth in Section 5.3(c), the Parties shall resolve the dispute within 120 days of the Parties' submission of position statement(s). If submitted to arbitration, the issue of underpayment shall be submitted to a binding arbitration before a panel of three neutral arbitrators. Roblox shall select one arbitrator. The states shall select one arbitrator. The two arbitrators so selected shall select the third arbitrator. The arbitration shall be governed by JAMS or Advanced Resolution Management (ARM) applicable rules.
- (f) In the event either Party rejects a reasonable offer from the other Party to resolve a dispute arising out of Article 5 and proceeds to litigation, or other formal legal proceedings, and ultimately recovers, or is awarded, an amount that is 20 percent less than the amount of the last rejected offer, the Court, in its discretion, may award the other Party's reasonable attorneys' fees and costs incurred in connection with such proceeding.
- (g) In no event shall more than one dispute resolution process be initiated in a calendar year by the State.

5.4 This Article shall only be in effect for four (4) years after the Effective Date.

ARTICLE 6: MONETARY TERMS

- 6.1 The Parties agree that the monetary payment is \$10 million to be paid to the Attorney General according to the following provisions:
- (a) Within one hundred and eighty (180) days of the Effective Date, Roblox shall pay \$5,000,000 to the Attorney General.
 - (b) By October 31, 2027, Roblox shall pay \$3,000,000 to the Attorney General.
 - (c) By October 31, 2028, Roblox shall pay \$2,000,000 to the Attorney General.
- 6.2 Roblox will fund the multi-media PSA campaign described in Section 4.6 above as follows:
- (a) \$500,000 within one (1) year of the Effective Date.
 - (b) \$500,000 within two (2) years of the Effective Date.
- 6.3 Roblox will expend \$1,500,000 to fund the Nevada-based law enforcement liaison described in Section 4.7.
- 6.4 In no event shall any portion of the payments in Article 6 be characterized as a civil penalty, fine, or forfeiture by Roblox.

ARTICLE 7: COMPLIANCE REPORTING

- 7.1 ***State Reporting.*** Roblox shall make timely, confidential submissions to the State each year from the Effective Date, to confirm its ongoing compliance with the Agreement for the duration of the Agreement, including the following:
- (a) The identity, physical work address, email address, and phone number of a designated point of contact at the Company, whom the State may use to communicate with Roblox.
 - (b) A detailed description of all measures taken by Roblox within the preceding year to fulfill its obligations under the Agreement.
 - (c) A detailed description of all anticipated measures, as of the date of the report, to be taken by Roblox in the following year to fulfill its obligations under the Agreement.

- (d) Information regarding the number and types of appeals and complaints submitted by Users related to age assurance procedures, including Behavioral Monitoring.
- (e) Performance metrics relating to Roblox age assurance systems.
- (f) Whether Roblox believes that a material change in the law has occurred such that it believes there is a conflict between complying with said law and Roblox's obligations under the Agreement.
- (g) Steps Roblox took to protect Users 16 and 17 years old from Chat with unknown Adult Users outside an appropriate age bracket (for example, by restricting Chats to Users within the same or reasonably similar age groups), consistent with child development experts and industry standards, pursuant to Article 4.3(b), above.

7.2 **Public Reporting.** Roblox shall publish an annual transparency report outlining content moderation statistics and practices, including, but not limited to, moderation actions taken, types of consequence, media type, and data relating to appeals of moderation outcomes. Roblox shall provide the report to the Nevada Attorney General's Office within ten (10) days of publishing the report.

7.3 **Annual Certification.** No later than January 31 of each calendar year during the term of this Agreement, Roblox agrees to require a duly authorized Executive Officer of Roblox to submit to the State, a certification attesting by declaration or affidavit under penalty of perjury that Roblox is in compliance with the terms of the Agreement for the previous year.

ARTICLE 8: THIRD-PARTY ASSESSOR

8.1 In addition to providing the compliance reports required by Article 7, Roblox shall obtain assessments of its compliance with the business practices required under Article 4 of this Agreement ("Assessments") from a qualified, objective, independent third-party professional ("Assessor"). For each Assessment, Roblox shall provide the Attorney General with the name, affiliation, and qualifications of the proposed Assessor, whom the Attorney General shall have the authority to approve.

8.2 Each Assessment shall determine whether Roblox has implemented and maintained the business practices required in Article 4 and identify any gaps or weaknesses in, or instances of material noncompliance with, those business practices. The Assessor shall speak freely and honestly with the State about any and all gaps or weaknesses in, or instances of material noncompliance with, those business practices, subject to a confidentiality agreement.

- 8.3 Each Assessment shall be signed by the Assessor and shall state that the Assessor conducted an independent review of Roblox’s business practices and did not rely solely on assertions or attestations by Roblox’s management. Roblox shall provide a copy of each Assessment to the Attorney General within thirty (30) days of receipt of the report from the Assessor. Upon request from the State, Roblox will provide, subject to a confidentiality agreement, a list of reports, data, or other information provided to the Assessor for review.
- 8.4 Roblox shall obtain an initial Assessment no later than sixty (60) days after the end of the first year of this Agreement (as measured from the Effective Date), a second Assessment no later than sixty (60) days after the end of the third year of this Agreement (as measured from the Effective Date), and a final Assessment no later than sixty (60) days after the fifth year of this Agreement (as measured from the Effective Date).

ARTICLE 9: RELEASE

- 9.1 The execution of this Agreement constitutes a complete settlement and release of all claims, causes of actions, damages, fines, costs and penalties that were asserted or could have been asserted by Nevada on or prior to the Effective Date against Roblox (the “Released Claims”) related to the subject matter of the Complaint, including any and all Roblox corporate entities, current and/or former directors, agents, employees, auditors, affiliates, and successors (collectively, the “Roblox Released Parties”). Nothing in this agreement shall be construed to limit or preclude claims of the individual residents of the State of Nevada.

ARTICLE 10: NO ADMISSION

- 10.1 Nothing in this Agreement shall be construed as an admission of the truth or falsity of any claims or allegations, an admission by Roblox that it has violated or breached any law, statute, regulation, provision, term, or obligation of any agreement, or an acknowledgment or admission by any party of any duty, obligation, fault, or liability whatsoever to any other party or to any third party. This Agreement does not constitute a finding of law or fact, or any evidence supporting any such finding. Roblox denies any liability or violation of law and enters into this Agreement without any admission of liability. This Agreement shall not be used as evidence or precedent in any action or proceeding, except an action to enforce this Agreement.

ARTICLE 11: CONFLICTS WITH APPLICABLE LAWS

- 11.1 In the event of a conflict between the terms of this Agreement and any other law, regulation, or legal requirement that would render Roblox unable to comply with its legal obligations

without violating this Agreement or being subject to adverse action, including fines and penalties, Roblox shall notify Nevada within thirty (30) days of the discovery of the conflict. The Parties will work in good faith to amend this Agreement, as appropriate, within thirty (30) days of Roblox's notification to Nevada.

ARTICLE 12: GENERAL PROVISIONS

- 12.1 This Agreement constitutes the entire understanding of the Parties with respect to the subject matter hereof and any express or implied agreements, either oral or written, are superseded by the terms of this Agreement.
- 12.2 This Agreement may be amended, or the terms and conditions may be waived, only by a written agreement signed by both Parties. In the event that Roblox reasonably believes that a provision of this Agreement has become unnecessary, burdensome, or otherwise outdated because of advancements in technology or for other reasons, Roblox may notify Nevada under this paragraph and propose an amendment to the Agreement in writing. The Parties must meet and confer regarding Roblox's proposed amendment within fourteen (14) business days of Roblox's notification. Nevada must accept Roblox's proposed amendment or offer a commercially reasonable written counterproposal within fourteen (14) business days of the meet-and-confer.
- 12.3 No delay on the part of any Party in exercising any right hereunder shall operate as a waiver, nor shall any partial exercise of any right hereunder preclude any other exercise thereof.
- 12.4 This Agreement shall be governed by and construed in accordance with the laws of the State of Nevada without reference to any rules of conflict of laws.
- 12.5 The Parties agree to work in good faith to resolve any and all disputes arising out of or relating to this Agreement. If Nevada reasonably believes in good faith that Roblox is in material breach of the Agreement, the Nevada Attorney General shall notify the company in writing of such failure to comply and Roblox shall have thirty (30) days to provide a good faith written response, including a statement that it believes it is in full compliance or otherwise a statement of how the violation occurred and how it has or will be addressed. If a violation has occurred, Roblox shall have sixty (60) days after receipt of written notice from Nevada specifying such breach and demanding its cure to remedy the alleged breach. A party shall not be deemed in breach of this Agreement where its performance substantially conforms to the purpose and intent of the applicable obligations, even if the precise manner of performance differs from that originally contemplated due to


technological advancements, provided such deviation maintains or improves child safety and/or maintains or improves minimizing exposure of Minor Users to inappropriate content.

- 12.6 If, pursuant to the procedures set forth in Section 12.5, the State continues to believe that Roblox is in material breach of the Agreement, it may seek all available relief, including but not limited to filing an action in a Nevada court of competent jurisdiction. Roblox consents to personal jurisdiction in Nevada Courts for any action brought pursuant to this paragraph.
- 12.7 Notwithstanding the foregoing, the State may take any action—and will not be bound by the provisions of 12.5 and 12.6—if the Attorney General believes that, because of specific conduct by Roblox, a threat to the health or safety of the public requires immediate attention.
- 12.8 The titles and headers to each section of this Agreement are for convenience purposes only and are not intended by any Party to lend meaning to the actual terms of the Agreement.
- 12.9 Nothing in this Agreement should be construed to create, waive, or limit any private right of action.
- 12.10 This Agreement shall not confer any rights upon any persons or entities other than Nevada and Roblox.
- 12.11 The Agreement shall not be construed against the “drafter” because both Parties participated in the drafting of the Agreement.
- 12.12 Except as otherwise provided herein or separately agreed to in writing by the Parties, the Parties agree to waive any attorneys’ fees and costs arising out of this matter as a prevailing party under any statute, regulation, or rule, and that each Party shall bear its own costs and fees.
- 12.13 Within thirty (30) days of the Effective Date, Nevada must return all documents, data, information, and materials (“Protected Material”) provided by Roblox or destroy such Protected Material. Whether the Protected Material is returned or destroyed, Nevada must submit a written certification to Roblox by the thirty-day deadline that identifies the Protected Material that was returned or destroyed and affirms that Nevada has not retained any copies, abstracts, compilations, summaries or any other format reproducing or capturing any of the Protected Material, with the exception of attorney work product.

12.14 This Agreement may be executed in one or more counterparts, each of which shall be deemed an original, but all of which together shall constitute one and the same instrument. This Agreement may be executed and delivered electronically or by facsimile and upon such delivery such electronic or facsimile signature will be deemed to have the same effect as if the original signature had been delivered to the other Party.

Date: April 14, 2026

STATE OF NEVADA
AARON D. FORD
ATTORNEY GENERAL

By:  _____
Aaron D. Ford, Esq.
Attorney General
Mark J. Krueger, Esq.
Chief Deputy Attorney General
State of Nevada, Office of the Attorney General
100 North Carson Street
Carson City, Nevada 89701
Tel.: (775) 684-1100
Fax: (775) 684-1108

Date: April 15, 2026

ROBLOX CORPORATION



Mark Reinstra
Chief Legal Officer
Roblox Corporation
3150 South Delaware Street
San Mateo, CA 94403

Date: April 14, 2026

COOLEY LLP



Travis LeBlanc
Cooley LLP
1299 Pennsylvania Avenue NW, Suite 700
Washington, DC 20004-2400
Tel.: (202) 842-7800
Fax: (202) 842-7899

Shamis Beckley
Elizabeth Wright
Cooley LLP
500 Boylston Street, 14th Floor
Boston, MA 02116-3736
Tel.: (617) 937-2300
Fax: (617) 937-2400

EXHIBIT B

Letter Agreement

This Letter Agreement (“Letter Agreement”) is made by the Nevada Attorney General’s Office, the undersigned counsel for Nevada Attorney General’s Office (“Nevada Outside Counsel”) and Roblox Corporation (“Roblox”). This Letter Agreement is intended to be binding upon Nevada Outside Counsel, the Nevada Attorney General’s Office, and Roblox (collectively, “Parties”) in accordance with the terms hereof.

WHEREAS, Nevada Outside Counsel has represented the Nevada Attorney General’s Office during the course of the negotiations between the Attorney General and Roblox, resulting in a Consent Judgment (the “Consent Judgment”);

WHEREAS, the Nevada Attorney General’s Office and Roblox are entering a settlement agreement contemporaneously with this Letter Agreement to resolve the negotiations. The Settlement Agreement is attached to the Consent Judgment as Exhibit A (the “Nevada Settlement Agreement”);

WHEREAS, the Nevada Attorney General’s Office will submit a Consent Judgment to a state court in Nevada to enter the terms of the Nevada Settlement Agreement;

WHEREAS, this Agreement will be attached as an exhibit to the Consent Judgment referenced above;

NOW, THEREFORE, in consideration of and in reliance upon the foregoing Whereas clauses, which are incorporated herein, and the respective representations, covenants, terms and conditions herein contained, as well as other good and valuable consideration, the receipt of which is hereby acknowledged, the Parties agree as follows:

1. PAYMENTS

- 1.1.** Roblox shall pay \$3,000,000 to Nevada Outside Counsel, Kemp Jones, within sixty (60) days after the court enters the Consent Judgment as payment for the costs and expenses incurred by the Nevada Attorney General’s Office and/or Nevada Outside Counsel.
- 1.2.** Roblox shall pay \$1,650,000 to Nevada Outside Counsel within one hundred and twenty (120) days after the court enters the Consent Judgment as payment for the attorneys’ fees

incurred by the Nevada Attorney General's Office for their engagement of Nevada Outside Counsel.

- 1.3. Within ten (10) days of execution of this Letter Agreement, Nevada Outside Counsel, Kemp Jones, shall provide Roblox with Form W-9s. Payments to Nevada Outside Counsel shall be made by wire transfer consistent with payment instructions that Nevada Outside Counsel will provide to Roblox within ten (10) days of execution of this Letter Agreement.

2. **RELEASES**

- 2.1. Effective on Nevada Outside Counsel's receipt of the payment described in Section 1.2, the Nevada Attorney General's Office and Outside Counsel, on behalf of itself and its direct and indirect agents, representatives, attorneys, administrators, principals, and all persons acting by, through, under, or on its behalf does hereby release and forever discharge Roblox, and its corporate entities, current and/or former directors, agents, employees, auditors, affiliates, and successors, and all persons acting by, through, under, or in concert with it or on its behalf, separately and jointly, of and from any and all claims related to attorneys' fees and any other expenses, arising out of, in connection with, or in any way related to the Consent Judgment on behalf of the Nevada Attorney General's Office.
- 2.2. Effective on Nevada Outside Counsel's receipt of the payment described in Section 1.2, the Nevada Attorney General's Office and Nevada Outside Counsel expressly waives and releases any and all provisions, rights, and benefits conferred by (a) Section 1542 of the California Civil Code, which states: "A general release does not extend to claims that the creditor or releasing party does not know or suspect to exist in his or her favor at the time of executing the release and that, if known by him or her, would have materially affected his or her settlement with the debtor or released party"; and (b) any similar state, federal or other law, rule or regulation or principle of common law.
- 2.3. Notwithstanding anything herein to the contrary, the releases in this Section 2 shall not apply to any claims to enforce the terms of this Letter Agreement.

3. REPRESENTATIONS AND WARRANTIES

- 3.1. Each of the Parties acknowledges and represents that each has carefully read and fully understands all of the provisions of this Letter Agreement. Each of the Parties acknowledges that it is entering into this Letter Agreement knowingly and voluntarily and that this Letter Agreement is a product of good faith negotiations between the Parties.
- 3.2. Each of the Parties represents and warrants that it is authorized to enter into this Letter Agreement; that the execution and delivery of this Letter Agreement and the satisfaction of its terms will not conflict with or result in any violation or default under any provision of any articles of incorporation, charter, by-laws or of any decree, statute, law, ordinance, rule or regulation applicable to it; and that no further consent, approval, order, authorization or filing with any governmental authority is required in connection with the execution and delivery of this Letter Agreement or the satisfaction of the terms of this Letter Agreement.

4. ADDITIONAL TERMS AND CONDITIONS

- 4.1. All agreements and understandings between the Parties regarding the matters described herein are embodied in and expressed in this Letter Agreement, and any prior agreements or understandings are fully superseded by this Letter Agreement. Each Party acknowledges that, except as expressly set forth herein, no representations of any kind or character have been made to him, her, or it by either of the other Parties to induce the execution of this Letter Agreement.
- 4.2. In the event that any of the provisions of this Letter Agreement are deemed to be invalid and unenforceable, those provisions shall be severed from the remainder of this Letter Agreement only if and to the extent agreed upon by the Parties in writing.
- 4.3. This Letter Agreement may be executed electronically and in counterparts, each of which shall be deemed an original, but all of which together shall constitute one and the same Letter Agreement. Copies of all or part of this Letter Agreement, including signatures thereto, which are transmitted by facsimile or e-mail shall be presumed valid.
- 4.4. The Parties and their counsel each have contributed to this Letter Agreement. No provision of this Letter Agreement shall be construed against any Party by reason of authorship.

- 4.5. This Letter Agreement may not be modified except in a writing signed by all Parties.
- 4.6. The Parties declare, warrant and represent that they have agreed to the terms of this Letter Agreement. Each signatory of this Letter Agreement declares, warrants and represents that it has the general and/or specific authority to enter into and execute this Letter Agreement.
- 4.7. This Letter Agreement shall be construed under, and interpreted in accordance with, the laws of the State of Nevada, without regard to choice of law rules. In the event of a dispute regarding this Letter Agreement, the proper venue for said dispute shall be Clark County, Nevada.
- 4.8. This Letter Agreement shall not confer any rights upon any persons or entities other than Nevada and Roblox.
- 4.9. This Letter Agreement shall not be admissible as evidence of liability in any proceeding, except where a Party is seeking to enforce the Letter Agreement.
- 4.10. Within thirty (30) days of receipt of payment as described in Section 1.2, Nevada Outside Counsel must return all documents, data, information, and materials (“Protected Material”) provided by Roblox during the Investigation or destroy such Protected Material. Whether the Protected Material is returned or destroyed, Nevada Outside Counsel must submit a written certification to Roblox by the thirty (30)-day deadline that identifies the Protected Material that was returned or destroyed and affirms that Nevada Outside Counsel has not retained any copies, abstracts, compilations, summaries or any other format reproducing or capturing any of the Protected Material, with the exception of attorney work product.

IN WITNESS WHEREOF, each of the undersigned Parties has caused this Letter Agreement to be duly executed on its behalf.

Date: April 15, 2026

ROBLOX CORPORATION

By: Mark Reinstra

Print Name: Mark Reinstra

Title: Chief Legal Officer

Date: April 14, 2026

**COOLEY LLP
COUNSEL FOR ROBLOX CORPORATION**

By: Travis LeBlanc

Print Name: Travis LeBlanc

Title: Partner, Cooley LLP, Counsel for Roblox Corporation

Date: April ___, 2026

STATE OF NEVADA

By: _____

Print Name: _____

Title: _____

Date: April ___, 2026

**CLAGGETT & SYKES LAW FIRM
NEVADA OUTSIDE COUNSEL**

By: _____

Print Name: _____

Title: _____

Date: April __, 2026

ROBLOX CORPORATION

By: _____

Print Name: _____

Title: _____

Date: April __, 2026

**COOLEY LLP
COUNSEL FOR ROBLOX CORPORATION**


By: _____

Print Name: _____

Title: _____

Date: April 14, 2026

STATE OF NEVADA

By:  _____

Print Name: Aaron D. Ford

Title: Attorney General

Date: April 14, 2026

**CLAGGETT & SYKES LAW FIRM
NEVADA OUTSIDE COUNSEL**

By:  _____

Print Name: William T. Sykes, Esq.

Title: Partner at Claggett & Sykes Law Firm

Date: April 14, 2026

**MORRIS, SULLIVAN, LEMKUL &
TURTZO, LLP
NEVADA OUTSIDE COUNSEL**



By: _____

Christopher Turtzo

Print Name: _____

Title: Partner _____

Date: April ____, 2026

**KEMP JONES
NEVADA OUTSIDE COUNSEL**

By: _____

Print Name: _____

Title: _____

Date: April __, 2026

**MORRIS, SULLIVAN, LEMKUL &
TURTZO, LLP
NEVADA OUTSIDE COUNSEL**

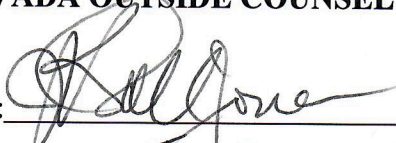
By: _____

Print Name: _____

Title: _____

Date: April 15, 2026

**KEMP JONES
NEVADA OUTSIDE COUNSEL**

By:  _____

Print Name: J. Randall Jones

Title: Partner