Electronic Articles of Organization For Florida Limited Liability Company

L22000314528 FILED 8:00 AM July 14, 2022 Sec. Of State jafason

Article I

The name of the Limited Liability Company is:

RMB GAMES - EDUCATIONAL ACADEMY, LLC

Article II

The street address of the principal office of the Limited Liability Company is:

17150 N BAY RD 2516 SUNNY ISLES BEACH, FL. US 33160

The mailing address of the Limited Liability Company is:

17150 N BAY RD 2516 SUNNY ISLES BEACH, FL. US 33160

Article III

Other provisions, if any:

DEVELOPMENT OF MOBILE APPLICATIONS AND GAMES. BUSINESS CONSULTING, SALES AND MARKETING

Article IV

The name and Florida street address of the registered agent is:

INNA ERLIKH 3800 S OCEAN DR 216 HOLLYWOOD, FL. 33019

Having been named as registered agent and to accept service of process for the above stated limited liability company at the place designated in this certificate, I hereby accept the appointment as registered agent and agree to act in this capacity. I further agree to comply with the provisions of all statutes relating to the proper and complete performance of my duties, and I am familiar with and accept the obligations of my position as registered agent.

Registered Agent Signature: ERLIKH, INNA

Article V

The name and address of person(s) authorized to manage LLC:

Title: MGR DENIS BELOV 17150 N BAY RD APT 2516 SUNNY ISLES BEACH, FL. 33160 US L22000314528 FILED 8:00 AM July 14, 2022 Sec. Of State jafason

Signature of member or an authorized representative

Electronic Signature: DENIS BELOV

I am the member or authorized representative submitting these Articles of Organization and affirm that the facts stated herein are true. I am aware that false information submitted in a document to the Department of State constitutes a third degree felony as provided for in s.817.155, F.S. I understand the requirement to file an annual report between January 1st and May 1st in the calendar year following formation of the LLC and every year thereafter to maintain "active" status.