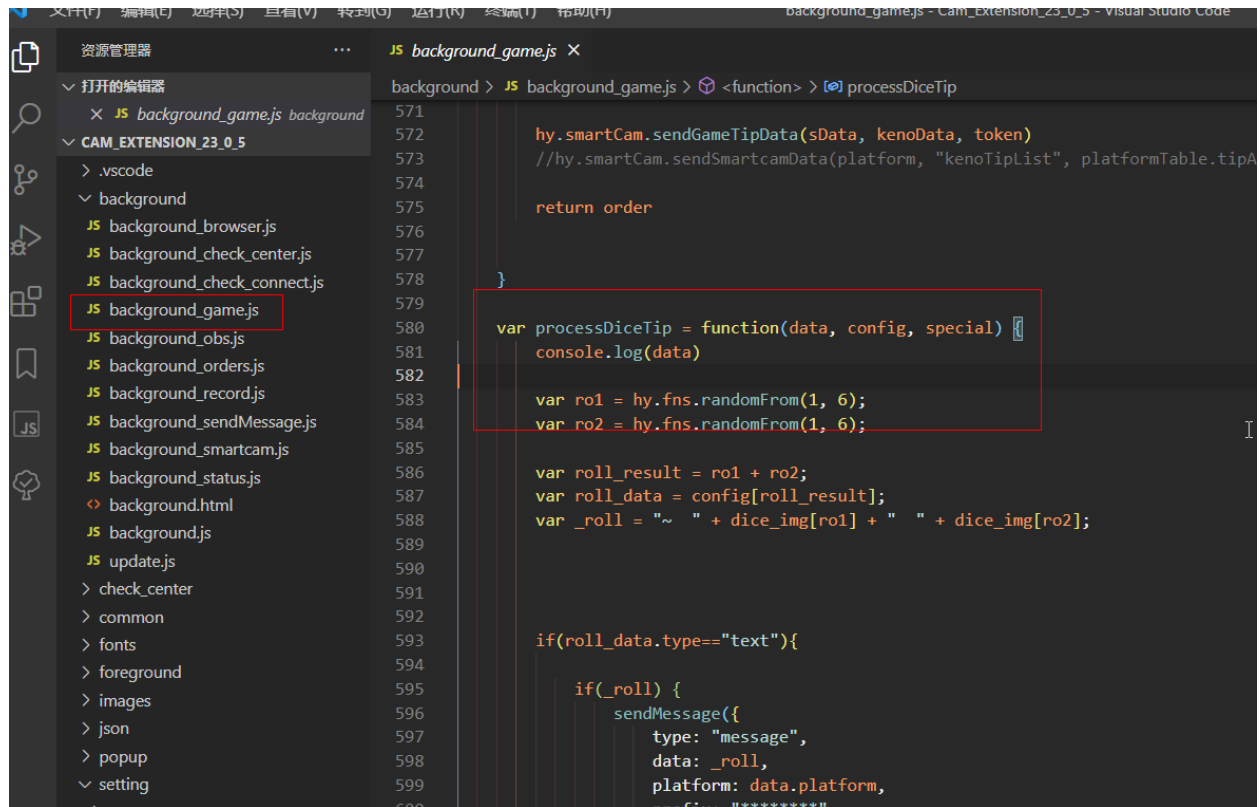


Exhibit 1014

A portion of the code for the “dice game” from Lovense Browser v23.0.5:



```
background > JS background_game.js > <function> > processDiceTip
571
572 hy.smartCam.sendGameTipData(sData, kenoData, token)
573 //hy.smartCam.sendSmartcamData(platform, "kenoTiplist", platformTable.tipA
574
575 return order
576
577 }
578
579 var processDiceTip = function(data, config, special) {
580 console.log(data)
581
582
583 var ro1 = hy.fns.randomFrom(1, 6);
584 var ro2 = hy.fns.randomFrom(1, 6);
585
586 var roll_result = ro1 + ro2;
587 var roll_data = config[roll_result];
588 var _roll = "~ " + dice_img[ro1] + " " + dice_img[ro2];
589
590
591 if(roll_data.type=="text"){
592
593     if(_roll) {
594         sendMessage({
595             type: "message",
596             data: _roll,
597             platform: data.platform,
598             prefix: "*****"
```