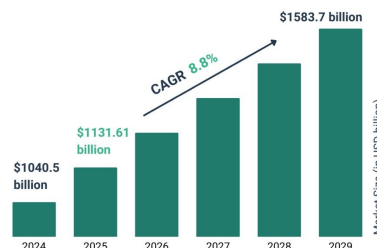


- **Payment cards are big business.** The global payment-card usage exceeded **\$100 billion per day in 2024**; expected to grow to \$200 billion per day by 2030.
- Loyalty programs drive between \$5 - \$10 billion of additional revenue per day in payment-card usage.
- Globally, **65% of payment card users participate in two or more loyalty programs** and over one quarter are enrolled in five-plus programs.

Global Cards & Payments Market (2024 - 2029)



MARKET

PROBLEM



- Merchant loyalty programs require customers to **acquire merchant branded card or share their email id / mobile number** during registration.
- Customers cannot join a loyalty program anonymously.
- Loyalty programs do not allow customers to **aggregate line-item transaction details** of their purchases in a centralized repository.
- Loyalty programs also do not give merchants access to customer spending behavior outside their store or partner network.

- **Token-based Loyalty Program** to allow customers to join unlimited merchant loyalty programs anonymously.
- **State-of-the-art point of sale (PoS) machines** to capture customer transaction records anonymously in a centralized repository.
- App to search the centralized repository for products, businesses, and services ranked by **implicit** and **explicit** reviews.



SOLUTION

G2M STRATEGY



- **Customer Retention System**
- **Review Management**
- **API License**
- **Business Insights**
- **Smart Wallet**
- **Targeted Ads**
- **Decision Support**
- **Professional Services**

Seeking **US \$3 Million** to develop...

- **Payment Transaction Simulator.**
- **Point of Sale (PoS) prototype** to link payment card tokens with customer transaction records.
- **ValiDeck server platform prototype** to save anonymous customer transaction records.



INVESTMENT

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