



# \$ Company's purpose

We want to change the way peoples shop and finances their spending, increase saving rate ,change the Consumer Finance market disrupt the credit card industry

#### **Problem**

Banks sell money for a profit, but people, actually want to buy products.

Therefore people emotionally get credit cards and don't fully understand how they work(Buy now, pay later with no interest.....) and end up paying unnecessary interest and commission to the bank

# \$ Solution \$

Our approach is to eliminate the bank from the equation, give users access to buy now pay later shopping model, and support de financing cost directly from the retailer.

We are building an automated account with:

Spending benefits (Cashback)

Automated saving for objectives

NO interest, NO late fees, NO commissions on consumer loans

#### How we do it

#### Cashback (buy now ...pay now)

We know that users buy stuff so from 460+ stores we provide cashback on everything you buy

Buy a product for 1000



You save 50 lei in you Beez account

#### **Beez Pay (buy now ...pay later)**

Use Beez Pay to buy products from our app and pay the instalments no interest using as collateral guarantee money saved from the previous purchases

- 1. Save 1000 lei in Beez + Get 1000 lei loan from Beez Pay
- 2. Buy a product for 2000 lei
- 3. Pay back 2000 lei in 90 day



After 90 days

User - 1000lei + 60 lei cashback (2%/month)

BEEZ - 140 lei revenue (5%/month)



### Why are we ..in Blue Ocean?

KEY Features	BEEZ APP	Cashback Platforms (Bonusway, Top Cashback)	Budgeting APP Tools (Clarity Money)	Savings tools (Revolut	Offers (ING Bazar,
Extra Income	<b>√</b>	<b>√</b>		Volt)	BCR Plus In Cont)
NO interest consumer loans	<b>√</b>				
Gamified experience	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>
Automated Savings	<b>√</b>			<b>√</b>	
Planning Expenses	<b>√</b>		<b>√</b>		
Micro Investments	<b>√</b>			<b>√</b>	
Financial Objectives Sharing	<b>√</b>				
Frictionless UX	<b>√</b>	<b>√</b>		<b>√</b>	

Our positioning makes, competition irrelevant



## **Customer Acquisition**

At this time the cost for user acquisition are

- 0,31 euro / user
- 9 euro / active user
- Influencers / bloggers

  We will begin with financial education advocates and personal development teachers, but also fashion bloggers.
- Social Media ADS



#### **Business Model**

At the time we are generating revenue from 2 Revenue Strings, generated from retailers side our user don't pay anything for the benefits

#### Cashback Buy now... pay now

We take 30% of the money saved by user on transactions

Revenue

2,6 euro / user/ month



Projected Revenue 2020

500k euro

Beez Pay Buy now pay... later

We make 40-60% /year on shopping made thru Beez Pay

Revenue

15 euro / user/ month •••

Projected Revenue 2020

**5,5 M euro** 

# \$ Share Holders

<b>GAP</b>	Mino	der '	VC
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Investor

Share Percentage 6%

Vasile – age 32 CEO

Past experience

- Marketing
- Management
- Audit and Accounting
- Start-ups

Share Percentage 59,2%

Lucian – age 31

Past experience

- Business Development
- Sales
- Advertising / PR
- Product Management
- Start-ups

Share Percentage 9,5%

Karles – age 25 CTO

Past experience

- Product Development
- Team Management
- Agile Methodology
- Software architecture

Share Percentage 16,9%

Laurentiu – Age 19

Marketing

Past & Present experience

- Music
- Marketing automation specialist
- Customer Care

Share Percentage 8,4%





#### **Our status**

So far we have invested **200.000 euro** in operational costs on extreme bootstrap mode, currently we are burning **15.000** euro/month

#### **Results**

**USERS** 70.000

MONTHLY ACTIVE USERS 21.000

DAYLEY ACTIVE USERS 2300 Rating in Google Play 4.8



### We are looking for

**Investment** 

250,000 euro

#### **USE of FOUNDS**

The Founds will be used to cover:

- Growth (Sales & Marketing R&D costs as described in P&L)
- Features Development (R&D costs as described in P&L)

The founds over all objective is to prepare a BIG Series A in 2020, to scale the product on other markets