



The Evolution Of "POS"

Mid 1970's:

IBM introduces the first electronic cash register (ECR), the first computer based system used by the restaurant industry.



The first tablet is created by Microsoft and produced by Lenovo.

2010:

The first iPad based Point-of-Sale products came to market.

The Future:





Consumer-Centric, Customized, Al-Driven Self-Service POS









The Evolution Of "Payments"

1784:

The Bank of New York begins issuing checks.

1913:

The current United States Bank Notes (federal reserve notes) are authorized.

1967:

The worlds first cash machine arrives.

1958:

Bank of America issues first modern-day credit card. The card became Visa in 1977.

1978:

First National Bank of Seattle issue the first debit card to business executives.

Historical Conference of the C



1998:

PayPal is founded.

2011:

Google Wallet is released.

2014:

Apple Pay is launched.

2014 - 2018:

Cloud-based POS displaces legacy POS in both SMBs and Enterprise



The Future:





Consumer-Centric, Customized, Al-Driven Self-Service POS



So, What's The Problem?

Time wasted instore/online

Generation Z's are 50% more likely to choose a merchant with self-service ordering options due to the lack of patience and need for speed.

No memorable experiences

61% of adults say they



Disparate Systems

"I've been to one



Consumers expect customization

- 79% of millennial shoppers assert that customized offers can up their willingness to make a purchase.
- 70% of consumers want restaurant apps to engage with them on a personal level.



Adoption of mobile wallets, no loyalty aggregation

- Only 12% of restaurants offer mobile pay.
- 57% of people who enjoy loyalty programs often abandon them because it takes too long to earn points or a reward.

restaurant where they would rather spend money were juggling seven with a merchant that different iPads [for the provides an experience. various delivery apps] behind the counter, and the poor manager was about to have a complete meltdown."

No entity has been able to use a brand-centric approach to drive universal acceptance of any particular payment/commerce solution



While Millennials came of age in the world of restaurant technology, there was a time when they can remember being without it. Not so with Gen Z—they grew up in a world where you can pay for practically everything from your phone or on an iPad and they expect the coffee shops they frequent to accommodate.

Gen Z'ers don't just see tech as a way to share a picture of their burger or sushi. It's an avenue toward customization and convenience... they'd rather pay with debit cards, Venmo, or Apple Pay than cash." If you only take cash, expect some Gen Z'ers to turn right back around and leave because so much of their life hasn'z required it.



How Will You Solve These Problems?



Save time/improve accuracy

Consumers can order on their own terms, whenever and wherever they are, all on one platform.



Focus on the experience

Merchants can re-allocate their resources to providing a better customer experience and optimize their bottom line.



One system for all

Aggregate in-store, pickup and delivery into one system improving order processes and kitchen efficiency.



Your world, customized

Your virtual cashier (powered by Bruno (behaviorial + AI engine) will present you with an interactive, customizable menu.



Loyalty, all-in-one

Loyalty and rewards aggregated across all brands you love.

A single mobile app that serves as a universal commerce portal for all merchants and all consumers

- Customized for each merchant dynamically to preserve the merchant's brand and identity
- Customized for each consumer to optimize the experience and deliver ongoing customization

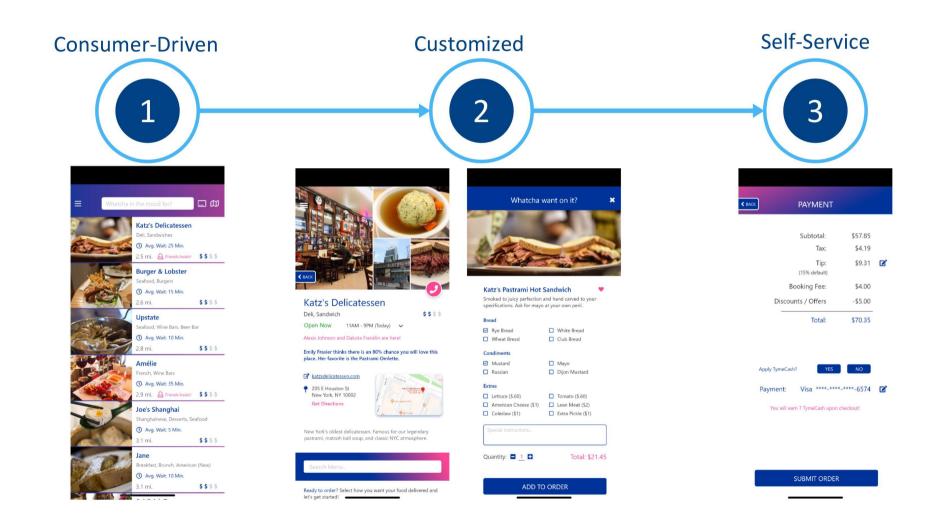
t Is The Market Ready?

Consumers, in varying stages, are exploring digital wallets. Moving all consumers to active use of digital wallets will be an evolutionary process of satisfying the demand for features and experiences in addition to transacting safe, flawless payments. Some consumers (Power Users) are further ahead than others; the key will be to help Light Users and Non-Users find their way.

Merchants are busy getting ready for digital wallets. They are making technology and infrastructure investments in preparation for emerging digital payments opportunities and exploring features to improve the customer experience.



The Future of Point-Of-Sale

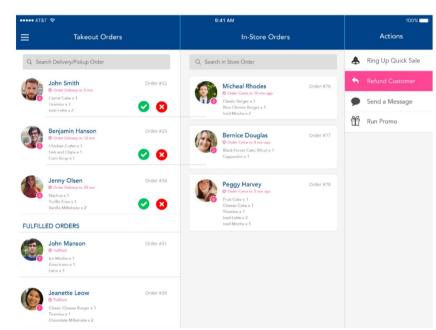




Merchants Can Focus On Providing An Experience

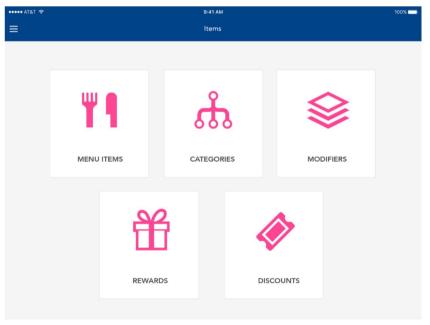


- Increasing speed of service
- better and more loyal relationships with customers

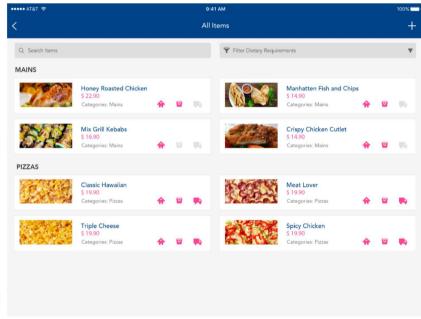




Simple to Setup, Customized Menus Built Dynamically

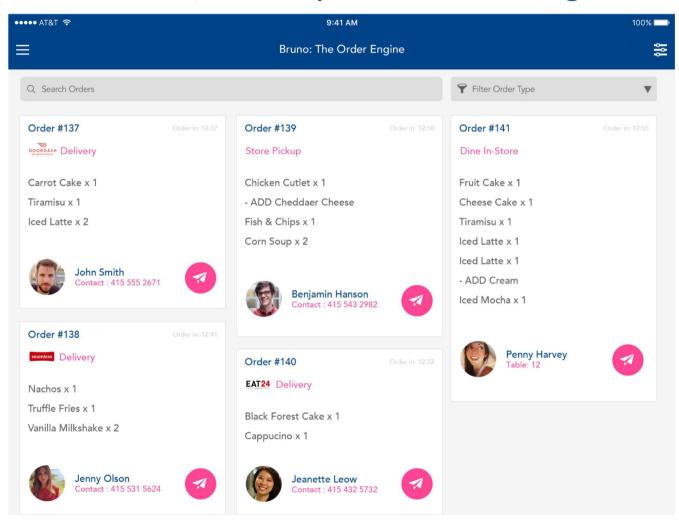


- Simple, intuitive setup for menus
- Aggregated loyalty platform
- Creating custom menus with AI





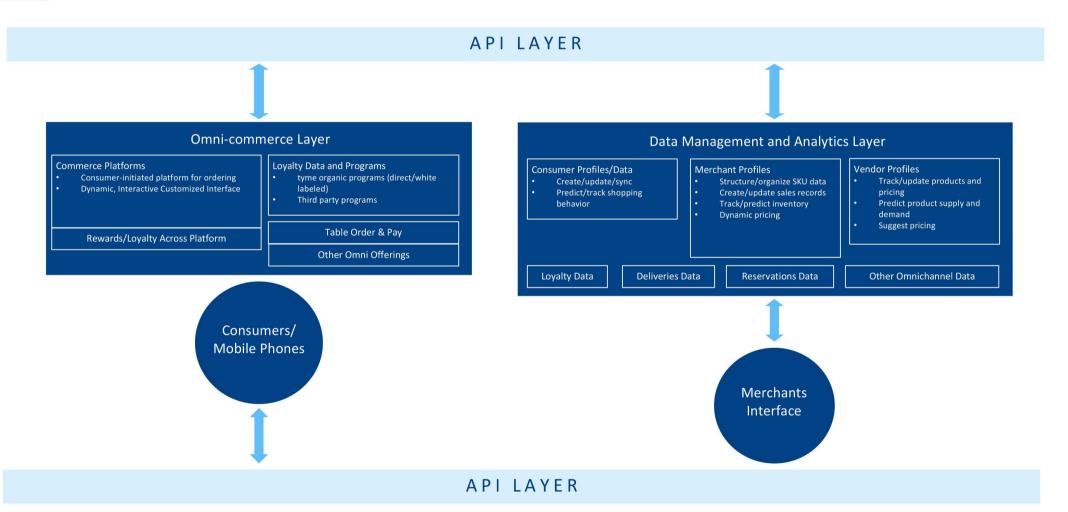
Meet Bruno, Your Dynamic Order Engine



- Simplified kitchen view
- Aggregating all delivery services into the kitchen view
- Making kitchen operations more efficient and delivering a better customer experience



The Technology Ecosystem





What's Next at tyme?



SKU-Level Data and Analytics Across the Platform Behavioral information aggregates

and builds customization benefiting consumers and merchants

(Behaviors + AI = delivering a customized experience)

Building a non-intrusive marketing platform

to create "sponsored" ad framework



The following are estimates of the TAM for revenue for omnichannel transactions driven.

	TAM Metrics	Estimated tyme Commission per Transaction	Total tyme TAM per Market Segment (Segment TAM)
Mobile Wallets	 250M+ number transactions/year \$9.4B+ volume processed/year (N1) 	1.25% - 3% of transaction \$ value	\$117.5M - \$282M / year
Debit Cards	47B+ number transactions/year\$1.8T+ volume processed/year (N2)	1.25% - 3% of transaction \$ value	\$22.5B - \$54B / year
Credit Cards	 23B+ number transactions/year \$2.2T+ volume processed/year (N3) 	1.25% - 3% of transaction \$ value	\$27.5B – \$66B / year

Total Sales Commissions TAM: \$50B+ / year

N1, N2 and N3: Estimates for 2012 from Federal Reserve Payments Study released July 2014; current and future figures likely higher



INITIAL

Transaction Based, Location

SMB:

Until Q1 2019 3.75% Q2 2019+ 3.75%

Enterprise:

Until Q1 2019 4.25% Q2 2019+ 5.75%

<u>Loyalty:</u> 1.50%

FUTURE ADD (1)

Data Licensing, Analytics

SMB: Included

Enterprise:

\$10/month/location (Q2 2019+)

Payment Processors/Vendors:

\$1-5/consumer profile (Q2 2019+)

FUTURE ADD (2)

Logical Bolt-Ons

Non-Intrusive marketing:
For Brands, Products, Experiences

tyme cash loyalty bidding: Sets locations apart from others

<u>Pay-at-table offerings:</u> Order, split payments, and checkout





Partnering with delivery services for order aggregation and elimination of 'tablet farms' at restaurants



Partnering with mobile wallet platforms and establish strategic relationships with payment processors to our technology to displace outdated technology



Business and Product Roadmap

AUGUST - SEPTEMBER

- Launch commerce beta product
- Sign up first 40 SMB merchants in the Bay Area
- Work on scalable processes for ingesting SKU-level data from merchants
- Negotiate first deals for larger batches of merchants and data with ecosystem partners

OCTOBER - DECEMBER

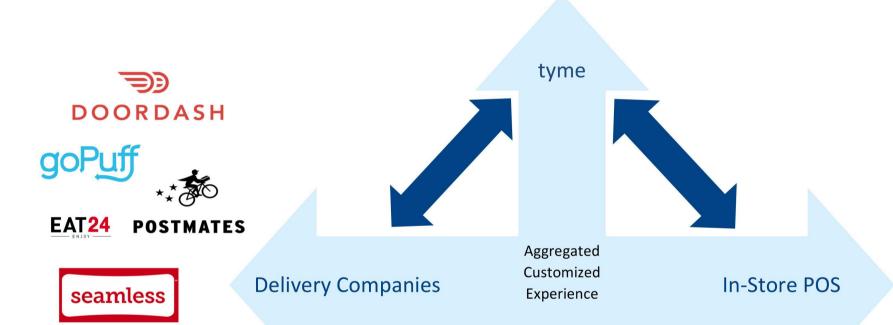
- Launch mobile app for consumers, work with merchants to drive consumer adoption
- Acquire next 125 merchants in the Bay Area
- Enter New York, acquire first 40 SMB merchants in NY

JANUARY - APRIL

- Add 200+ SMB merchants / month
- Add 30+ Enterprise locations / month
- Enter Los Angeles, Houston, Chicago, Boston, Dallas, Las Vegas, Philadelphia, San Antonio, and other US metropolitan and rural areas
- Negotiate next set of deals with ecosystem partners for larger batches of merchants/data
- Deploy Data as a Service (DAAS) platform



Unify Fragmented Commerce Ecosystem























Competitive Advantages

1

First mover

Revolutionizing the old POS experience

Patents Pending

2

Low investment

Light Tech Infrastructure

Reduction in Labor Costs

3

Frictionless

Creating a better experience and eliminating disparate systems

4

Wallet free

Your phone becomes your transaction vehicle

41% of consumers are likely to try digital wallets in the next year

5

All-in-one loyalty

Earn points for all your purchases, creating your own custom digital punch card



BOBBY MARHAMAT CEO



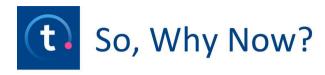
MARIUS DOMOKOS CLO

Joint accomplishments at Revel Systems (2014 – 2017) for Bobby and Marius:

- Worked with founders to scale Revel from ~50 people to 700+ people while growing gross revenue by 5X+ and recurring revenue by 10X+
- Jointly drove and closed complex deals with companies like Shell and IBM, drove mobile POS technology and omnichannel products into both SMBs and enterprises, and managed Revel's entry into data monetization
- Jointly managed and expanded strategic business relationships with Google, Apple, Intuit, payment processors, loyalty companies, business Intelligence companies, ERP companies, CPGs, and with other entities in payments, commerce and data

Key People Have Been Identified as a Part of the Core Team:

- Product Director
- Sales Leader
- Customer Growth / Success Leader
- · Chief of Staff
- Sales Operations / Systems Leader
- 10+ Salespeople, Sales Managers
- Engineers / QA Engineers





"37% of restaurant operators consider the customer ordering process to be the most important area of development in the next 5 years."



Disparate systems
slowing down
the consumer and merchant
order delivery



Over 30+ years of industry knowledge ready to disrupt and improve commerce and the customer experience



The Right Team

- 30+ years combined experience creating and scaling hyper-growth businesses
- Complementary skills cover Sales, BD and Strategic Relationships, Operations, Customer Success, Supply Chain Management, Legal Affairs and Corporate Development

The Right Experience

- Proven ability to drive omnichannel technology across multiple verticals (QSR, Retail, Gasoline) for both SMBs and Enterprise (Shell, Cinnabon, IBM, Apple)
- Relationships with 300+ Enterprises, most payment processors, and leading ecosystem players



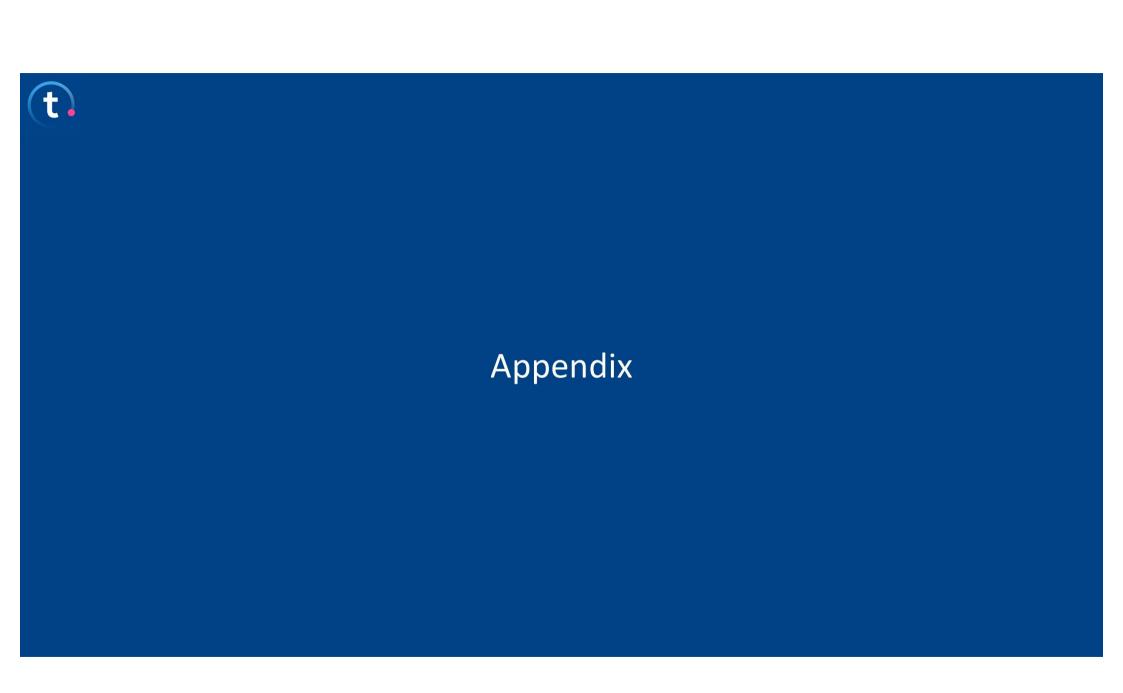
The Right Solution

- A disruptive technology that will transform how people transact
 - Consolidate SKU-level data across all Commerce segments and verticals
 - Become the pre-eminent data player in Commerce

The Right Results

- High growth business model with low COGS and OPEX burden
- Business model ultimately focused on SKU-level data analytics across all Commerce verticals and merchant segments, with high operating margins
- Company turns profitable by the End of 2019

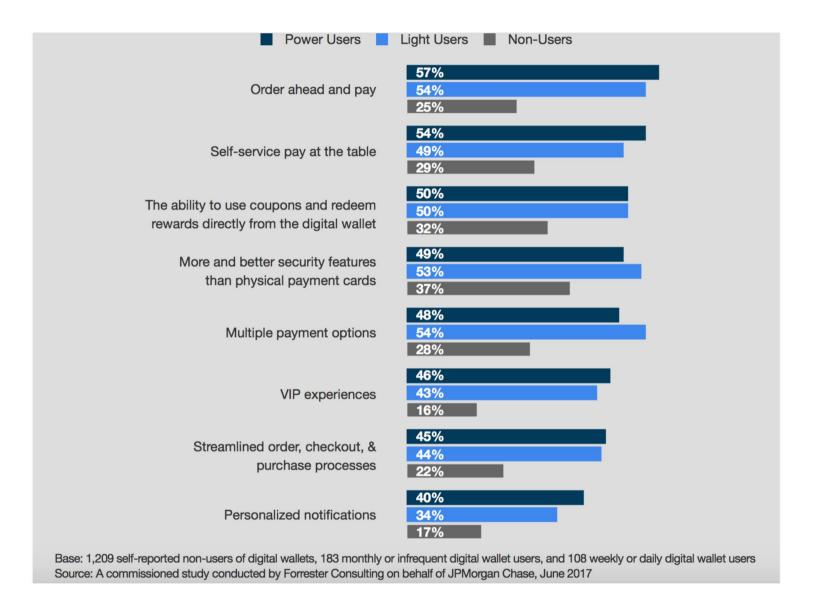
The Tyme is Now!





The Consumer

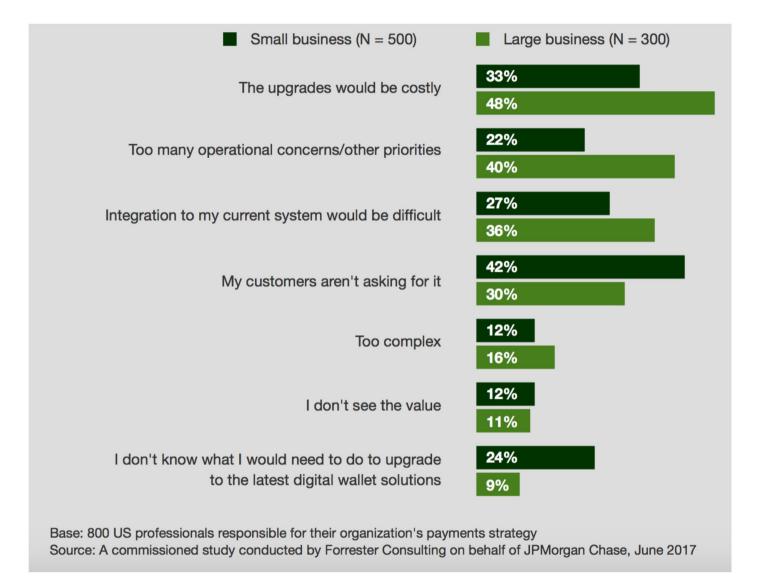
"What features would incentivize you to use digital wallets over other payment methods, if anything?"





The Merchant

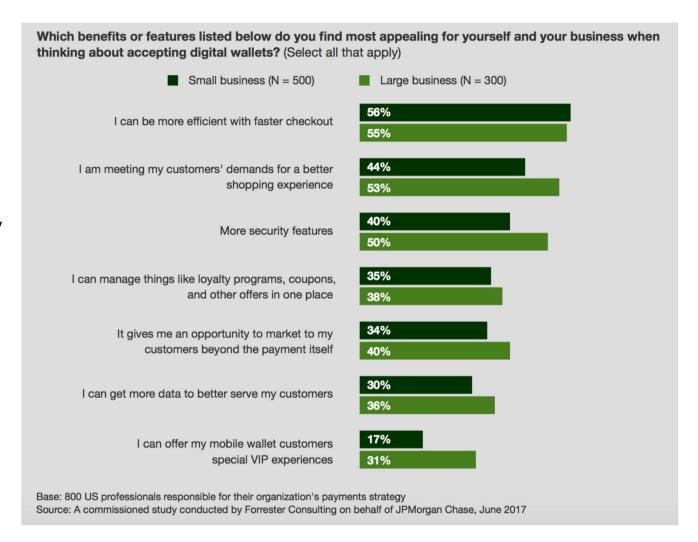
"When thinking about updating your POS or eCommerce system to offer the latest digital wallet solutions, what are the biggest barriers to doing so? (select all that apply)"





Merchants Are Ready

- "Merchants are busy getting ready for digital wallets. They are making technology and infrastructure investments in preparation for emerging digital payments opportunities and exploring features to improve the customer experience."
- "More than half of merchants say they are likely to update their POS or eCommerce systems to offer the latest digital wallet solutions in the next 12 months."



Source: A Forrester Consulting Thought Leadership Study Commissioned By JPMorgan Chase, "The Next Phase of Digital Wallet Adaption"



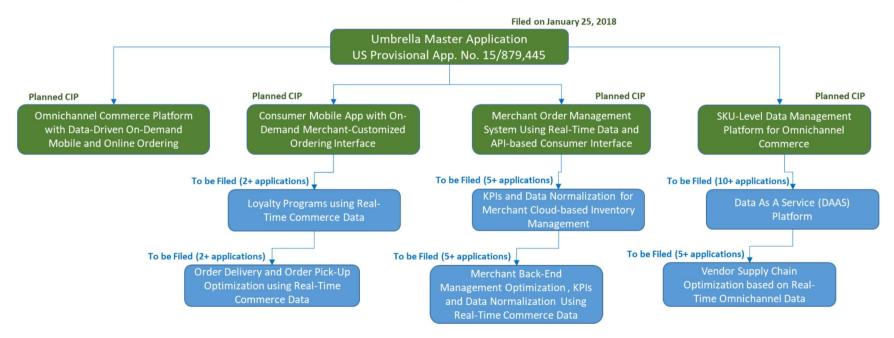
IP & Patent Strategy

Developing A Strong Patent Portfolio

- Organic filings covering merchant sales generation, consumer mobile and online ordering, merchant inventory management, vendor supply optimization and data monetization.
- Identify/acquire cheap patents/applications with early priority dates focused on SKU-level data collection, analytics and monetization

Patent Portfolio Filing Plan

- US patent application (SN 15/879,445) titled "Omnichannel Commerce Platform with Integrated Mobile Shopping Platform, Online Shopping Platform, Commerce Data and Blockchain Layer" filed on January 25, 2018.
- Application includes 108 pages, 8 drawings and 20 claims.
- Optimized to be filed again multiple times with different sets of claims
- Modular approach to patenting, easy to add additional inventions and file again





Well, Where is Your Backup?

- Cunningham, Ellen. "A Brief History of the Modern POS System [Infographic].
- MacDonald, Jay, and Taylor Tompkins. "The history of credit cards." *Creditcards.com*, 11 July 2017, <u>www.creditcards.com/credit-card-news/history-of-credit-cards.php</u>.
- Popomaronis, Tom. "Survival In Today's Retail Environment Means Merging Physical And Digital." forbes.com, 30 June 2017, www.forbes.com/sites/tompopomaronis/2017/06/30/survival-in-todays-retail-environment-means-merging-physical-and-digital/#65cf339216e9.
- PYMNTS. "Customer Loyalty Programs Reach 3.8 Billion in U.S." *Pymnts.com*, 30 June 2017, www.pymnts.com/news/retail/2017/customer-loyalty-programs-reach-3-8-billion-in-u-s/.
- Deloitte. "Deloitte: 70% of Consumers Want Restaurant Apps to Engage with Them on a Personal Level." *Hospitalitytech.com*, 12 Oct. 2016, hospitalitytech.com/deloitte-70-consumers-want-restaurant-apps-engage-them-personal-level.
- Rogers, Charlotte. "Consumers will spend more on simple brand experiences." Marketingweek.com. February 3, 2017. https://www.marketingweek.com/2017/02/03/consumers-spend-more-simple-brand-experiences/.
- Hyken, Shep. "The Phone Is The New Millennial Wallet." *Forbes.com*, 5 Nov. 2017, <u>www.forbes.com/sites/shephyken/2017/11/05/the-phone-is-the-new-millennial-wallet/#1c45d7082530.</u>

Extended Source List Available Upon Request