Geeq™

MICROPAYMENTS

SUMMER 2021

Micropayments: The Opportunity In Numbers

40%	$51.7bn	$5.7bn	43bn
of millennials feel overwhelmed by the number of subscriptions they manage.	The projected size of the gaming microtransaction market by 2025.	The micropayment revenue earned by Activision Blizzard in 2020.	The projected number of IoT devices globally in 2023

Internet Users Face An Unpalatable Choice:

Be the product...

Accept that your internet activity will be tracked and sold to the highest bidder and that your browsing experience will be compromised by intrusive tracking scripts, ads and cookies.

Or be a free-rider

Install ad-blocking software, subscribe to a VPN service or download an anonymous browser like Tor. You gain privacy but can't count on access to content, while content creators receive nothing.

Content distributors have built effective monopolies. Consumers want more privacy and choice, creators want unimpeded access to fans and more revenue streams.

AN OUTDATED BUSINESS MODEL

Paywalls Keep Consumers Out

Publishers' old business models are unsustainable.

Only a few with name recognition (e.g., The New York Times) or a specialized consumer base (e.g., The Financial Times) will be able to charge subscription prices. Even those will continue to face fierce competition. Paywalls are breaking down.

Content creators, curators, and publishers are exploring other payment avenues aggressively.

WE NEED PAYMENT BRIDGES, NOT WALLS

Growing Subscription Fatigue

With an ever-growing number of news, music, gaming and software providers introducing monthly fees, "subscription fatigue" is on the rise. Deloitte Insights found that 40% of US millennials are overwhelmed by subscriptions while 43% intend to cut back on subscription services.*

THE LARGEST DEMOGRAPHIC IS READY FOR CHANGE.

Micropayments: A New Revenue Stream

Subscription services are a blunt instrument: forcing users into an "all-or-nothing" choice. Micropayments enable more flexible purchasing decisions, such as:

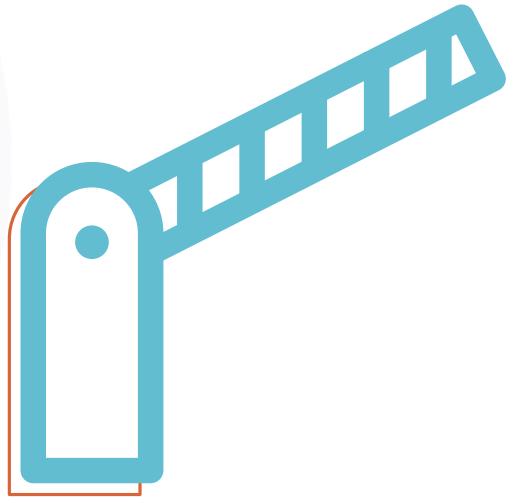
- Buy one in-game purchase for $0.05, rather than a $5 pack of credits
- Buy access to one article for $0.30, rather than a monthly subscription for $5
- Buy access to stream one episode of a show for $1, rather than a $14 monthly subscription

MORE FLEXIBILITY

Lower Barriers To Entry, More Traffic

When content is offered on a pay-as-you-go basis, content creators access new revenue streams and audiences. Lowering barriers for payments means:

- keeping dedicated fans while offering them additional perks
- converting casual fans into paying fans
- reaching new audiences
- allowing more organic choices for relevant advertising



MORE REVENUE

Micropayments Are The Perfect Complement To Iot

In a world powered by smart devices, more and more payments will be automated:

Machine-to-machine Payments. Automated payments in small increments between two devices with digital wallets. For example, the smart charger in your garage can sell unused electricity to a local grid.

Cybersecurity. DDoS attacks and spam rely on repeatedly connecting to servers using automated bots. Charging a very small user fee (such as $0.001) to access a website presents no real barrier to human users but makes criminal behavior expensive.

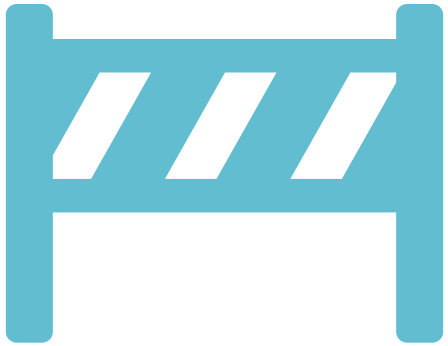
Gamification. A drinks company or government body, for example, can give consumers an automated reward when they scan a QR code on a bottle and place it in a recycling container.

Granular Fees And Tolls. When fees are aligned with usage, markets are more efficient: rather than paying a flat $5 fee to access a toll road for example, you can pay $0.05 per mile.

What's Holding Micropayments Back?

Since the 1990s, micropayments have been touted as the next big thing. So why has progress been so slow?

- Minimum processing fees are prohibitively high for microtransactions (e.g. $0.21 on the Visa network)
- Introducing micropayments requires scale, which requires new infrastructure
- Lack of automation: payment gateways and lengthy sign-in procedures act as a barrier to entry



GREAT IDEA, PITY ABOUT THE TECH

Micropayments enable more granular, fluid and responsive markets, forming the foundation of a decentralized, sustainable and open economy.

GEEQ MICROPAYMENTS

Introducing Geeq:
The Technological Backbone Has Arrived

Despite the potential, micropayments have never come to fruition because centralized payment providers need to cover their fixed costs by levying minimum fees on every transaction. As a result, transaction costs have never been low enough to enable a viable micropayments ecosystem.

Geeq is a new, decentralized network ideally suited to micropayments – reducing transaction costs to a fraction of a cent while ensuring virtually boundless scalability and unrivaled security.

This innovation provides the basis for decentralized payments networks that are inexpensive, secure, scalable, flexible, fast and light.

LOW COST, BOUNDLESS SCALABILITY

Geeq Blockchain: Designed For Results

Inexpensive. Transactions on Geeq cost a fraction of a cent, making it ideal for micropayments.

Secure. Unrivaled 99% Byzantine fault tolerance and strategically provable security.

Scalable. Geeq's multi-chain architecture enables virtually limitless scalability.

Flexible. Geeq plays to its strengths so you can play to yours. Geeq's micropayments system easily supports your own application and runs automatically, leaving you to concentrate on what you would like to accomplish, especially with these cost-savings.

Fast. Each instance of Geeq can process up to 500 transactions per second.

Light. Geeq consumes far less energy and computational power than mining-based blockchain networks.

Inexpensive

- Geeq has been designed to ensure low and stable transaction fees, enabling micropayments to be reliably executed for a fraction of a cent.
- Traditional payment networks charge 2-3% of the transaction value and a flat fee $0.20.
- The average transaction costs on other blockchain networks tend to be volatile. In the past year for instance, Bitcoin transaction fees have varied between a low of $0.38 and a high of over $14.

LOW, STABLE TRANSACTION FEES

Secure

Our Proof of Honesty protocol (PoH) is the only consensus mechanism that delivers both strategically provable security and 99% Byzantine Fault Tolerance.

PoH literally changes the game by incentivizing network nodes to compete to prove the accuracy of transactions. Every node needs to deposit a good behavior bond (GBB) to participate. If they detect that other nodes have submitted inaccurate transactions, they can collect their GBB as a reward.

By changing the incentives to reward honesty in this way, Geeq chains are highly secure, even with modest numbers of validating nodes.

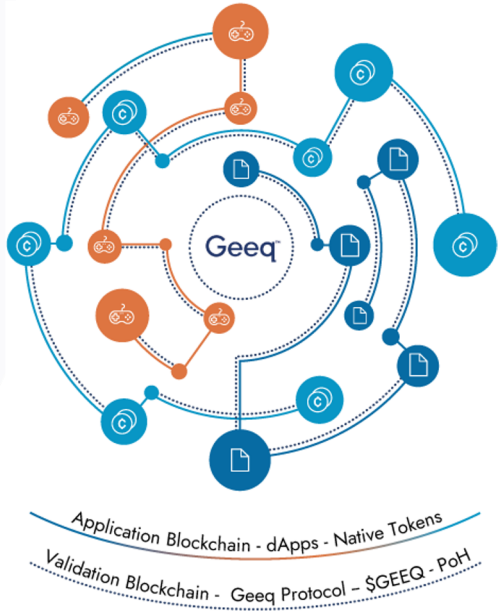
UNRIVALED SECURITY

Scalable and Flexible

Geeq is not a single blockchain network. It is a network of networks which share a common validation layer.

Each Geeq chain comprises both a validation layer and an application layer. The validation layer is simple, reliable and consistent across all Geeq chains, managing things like automating token transactions between users and fee payments to nodes. The application's layer is highly customizable and supports features such as smart contracts, DApps, native tokens and specialized data types.

This flexibility enables advanced use cases – a smart parking meter could automatically charge a small fee to a vehicle's wallet every minute, for example.



A NETWORK OF NETWORKS

Fast & Light

We understand that for microtransactions to achieve mass adoption at scale, the underlying network needs to support transaction speeds measured in seconds, not minutes.

That's why unlike traditional blockchain networks, Geeq does not rely on slow, expensive and wasteful cryptocurrency mining.

Geeq's Proof of Honesty protocol supports a multichain platform that can process up to 500 transactions per second per Geeq Chain.

It does not require dedicated hardware to run and uses a fraction of the electricity of blockchain networks that rely on mining.

500 TPS PER CHAIN

The Team: We Are Geeqs

RIC ASSELSTINE
Chief Executive Officer
Technology R&D to Market
IoT

STEPHANIE SO
Chief Development Officer
Technology Analysis
Product Development and Research

JOHN CONLEY
Chief Economist
Mechanism Design
Information Theory

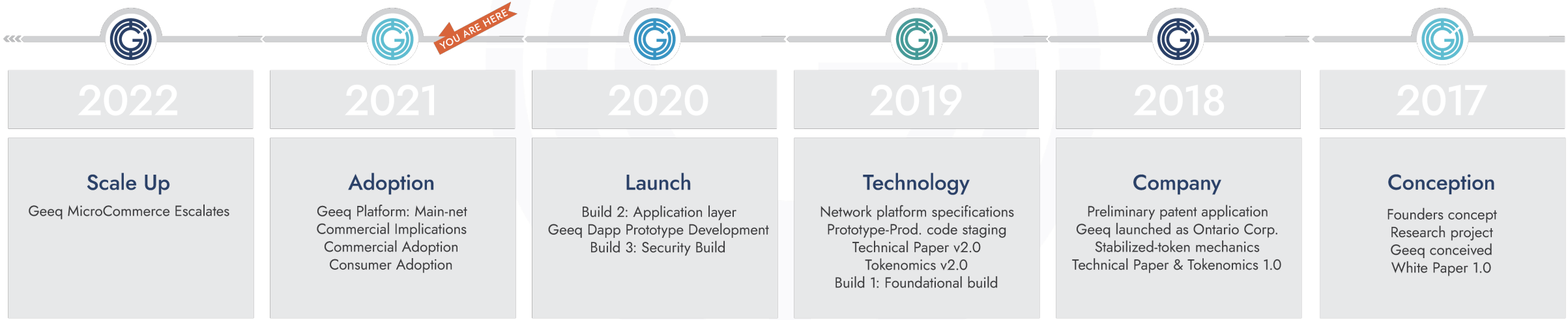
LUN YUEN
Chief Architect
Technologist and Entrepreneur
Program and Systems Design

IAN SMITH
Lead Developer
Cryptography and Network Systems
Project Development and Leadership

ERIC BALL
Treasurer
Venture Capitalist
FinTech

HANS SUNDBY
Head of Crypto
Market and Business
Development Strategist

The Roadmap:
Getting There, One Step At A Time...



... and here we are!

Geeq™

THANK YOU

NOW LET'S TALK ABOUT **YOUR** USE CASE

• • •

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