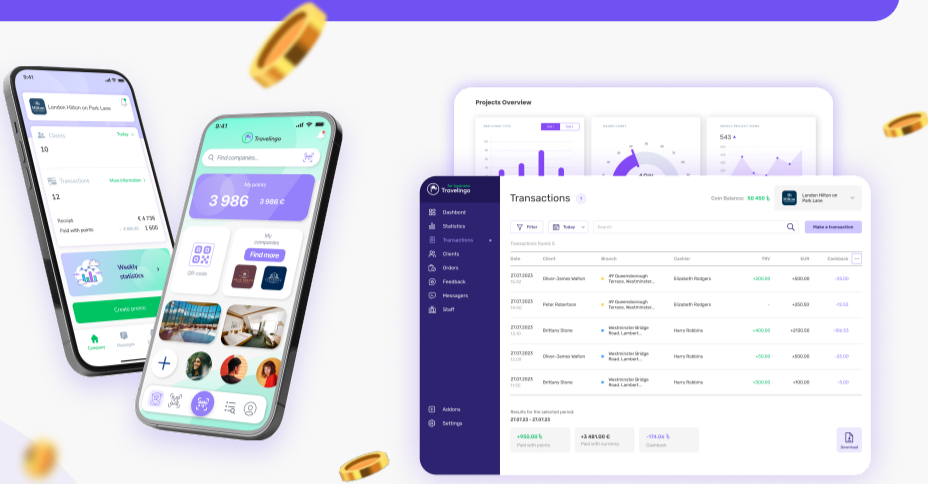




Travelingo

A unique loyalty program with bonuses in the form of crypto currency that can be accumulated, spent or gifted



Problem Solved

For Customers

- ✓ Universal usability of bonuses across different companies
- ✓ Free exchange and sale of bonuses

For Vendors

- ✓ Increase in customer attraction and retention
- ✓ Simple management of the loyalty program and cost reduction

Business Model

Monetization Method

Travelingo app subscription from companies

Distribution Method For Customers

Referral program for users

Distribution Method For Vendors

MLM partner network

Total Available Market

16M

Offline retail shops

580M

Users aged 18-65

Category: **B2C, B2B**

Sectors: **FinTech**

Legal Location: **Slovakia**

Geo Markets: **EU**

Year of Foundation: **2023**

Capital Raised: **\$50K**

Pre-money Valuation: **\$150K**

Seed Round: **\$250K, 1%**

Target Return: **18x in 3 years**

Exit: **IPO or Company Sale**

Traction

Jan 2024

0

Retail Shops

0

App Users

80%

MVP Testing

Usage of Funds

40%

Marketing & Sales

40%

Development & Support

20%

Integration & Management



Igor Tauberger

Founder

info@travelingo.pro



Team



Andrey Vavilov

CEO

10 years of experience
Successfully launched 4 projects

makeshop.pro



Michael Azarenkov

Developer

6 years of experience



Vladilen Isaenya

Developer

7 years of experience



Artem Archenkov

Developer

8 years of experience

History

February 2023

- Project Idea Development
- Target Audience Analysis, Market Analytics, UX Research

May 2023

- Design: Telegram bot, Cashier App, User App
- Promo LP for Users and Vendors

August 2023

- MVP: Telegram bot, Cashier App
- Design: Vendor App, Vendor Admin Panel
- Promo LP for Partners

November 2023

- MVP: Vendor Admin Panel
- Design: Partner Admin Panel, Founder Admin Panel
- MLM Calculator

January 2024

- Project Presentation and Investment Search

Growth Strategy

- Penetrating the market by year and country
- Increasing the number of partners through integration

- Attracting more users to the application
- Boosting revenues

Customer App Users

5K

50K

400K

1M

Vendor App Users

100

1K

5K

15K

2024

2025

2026

2027

GEO:

Slovakia

+Germany

+France, Italy

+ EU

