

personal money cloud

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Problem

Spending and sending money abroad sucks



Expensive



Inconvenient









This industry is not disrupted yet.



Market Size















\$3bln market size & 60mln travelers UK is initial target market:

Solution













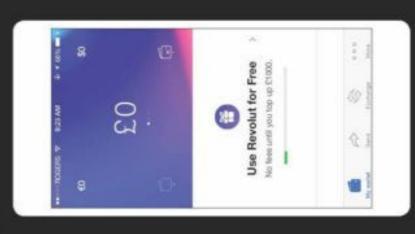


1-minute explanatory video https://revolut.com



Business model

Freemium







- free currency exchange & money transfers up to £500
- if you need more, invite friends or choose one of the pricing plans
 download the app, receive money instantly & get rewarded



Marketing

Early Adopters (80k+)

Events (lm+)

Partnerships (10m+)

Hacks















Initially, we target London Tech City with 80k members through start-up communities.



Competition



Example of use cases:

I want to send \$ instantly without complicated IBANs. I want to exchange money instantly, not in 1-3 days. I want to transfer at the exchange rate that is now. I go to US. Cash is inconvenient, cards are costly. I want to have Euros without Euro bank account.

Revolut Weswap worldremit.

















The only product that solves the full cycle of a customer pain.



Why we are better

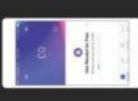


Interbank Rates



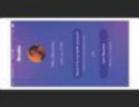


Freemium Model





\$9 Viral Features





Patent Pending





Easy-To-Use









Traction



4.8k pre-product subscribers within one month



9 deals including MasterCard for implementation



Finalist at Finovate Europe



leam



CEO - Nikolay Storonsky, former trading @ Credit-Suisse & Lehman Brothers



CTO - Vlad Yatsenko, former development @ Credit-Suisse & Deutsche Bank



Expedia & Ocado VP Development - Tom Reay, development @

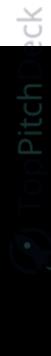


Short movie about us: http://vimeo.com/114599259

Projections & Our Ask

KEY SUMMARY DATA	Year 1	Year 2	Year 3	Year 4	Year 5
Newly Acquired Customers	20,000	40,000	80,000	120,000	160,000
Total Number of Customers	20,000	000'09	140,000	260,000	420,000
Paying Customers	5,000	18,000	42,000	78,000	126,000
Average Annual Top-Up	000'53	000'93	000'53	£5,000	000'53
GROSS REVENUES:					
Use/Non-Use of Card	Year 1	Year 2	Year 3	Year 4	Year 4
1. Interchange Revenue	£90,000	5270,000	£630,000	£1,170,000	£1,890,000
2. Subscription Revenue	£600,000	£2,160,000	£5,040,000	69,360,000	£15,120,000
Total Revenues	000'0693	22,430,000	£5,670,000	£10,530,000	£17,010,000
Transaction Costs:					
1. Transaction Costs	000'093	£180,000	£420,000	£420,000	£420,000
2. ATM Costs	280,000	£180,000	£420,000	2780,000	£1,280,000
3. Load Costs	£84,000	£252,000	£588,000	£1,092,000	£1,764,000
4. Foreign Exchange Costs	£10,000	£30,000	£70,000	£130,000	£210,000
5. Bank out Costs	£240,000	6720,000	£720,000	£720,000	£720,000
6. Settlement Costs	52,650	67,650	059'43	£7,650	67,650
Total Direct Costs	£461,650	£1,369,650	£2,225,650	£3,149,650	£4,381,650
Gross Profit	£228,350	61,060,350	£3,444,350	£7,380,350	£12,628,350
Total Operating Expenses	6250,000	000'003	£1,000,000	£2,000,000	£2,000,000
	£550,000	£1,100,000	£2,200,000	£3,800,000	£4,400,000
User Acquistion Expenses	£300,000	£600,000	£1,200,000	£1,800,000	£2,400,000
Net Profit (Loss)	-£321,650	-£39,650	£1,244,350	£3,580,350	£8,228,350





Use of funds



🎮 Build a Team (3 developers, designer & marketer)



Fund Freemium model to 60,000 MAU's



Prepare model for a big £££ series A round

