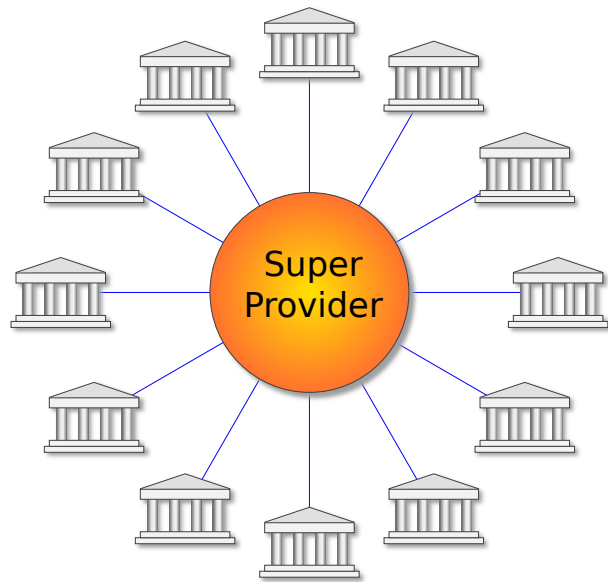
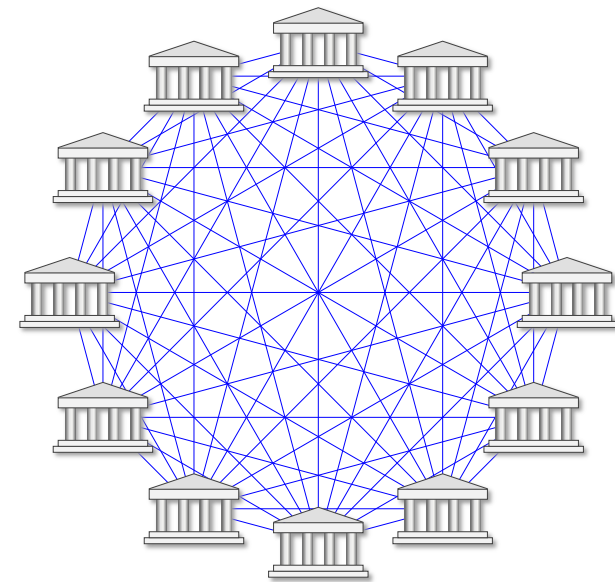


Mobile Payment Systems – Two Visions



“Ruling” Model – *Scalability Issues*

- Indirectly presumes a “Winner takes it all” strategy since Merchants need a *contract* with *each* super provider
- Introduces *additional transaction fees* complicating business arrangements involving multiple parties
- Builds on *proprietary and secret technology* requiring unusual methods for development and collaboration including signed NDAs



Saturn – “Challenger”

- *Decentralized operation*, no intermediaries
- *Open design* and reference implementation
- *Powerful security solutions* for *banks, users and merchants*
- *Covers all* scenarios where you today use a payment card as well as P2P payments *
- *A single “Wallet”* can support multiple and *independent* payment networks

* P2P payments require a shared “account lookup” service