PANDROYTY   project

A project to realize "Easy" and "Smart" connections between consumers and shops

Participatory project in which "consumers" and "shops" participate

Providing cryptocurrency + POINT + coupon + advertisement + GAME

Eliminate fiat borders
Eliminate the border of POINT
A world where everyone who participates can receive rewards
Controlling advertising costs
Fusion of GAME and the real world

With just a few tweaks to what you normally use
You can realize "Easy" and "Smart" connections.

Legal tender → cryptocurrency

Fiat currency cannot leave that country and be used in other countries
It was the EU (European Union) that lost it.
Cryptocurrency is the same
Wouldn't it be nice if it could be used at the stores (overseas / domestic)
that participated in the PANDROYTY project?

POINT
= Service to lock in consumers

POINT is restricted by the business entity that operates POINT
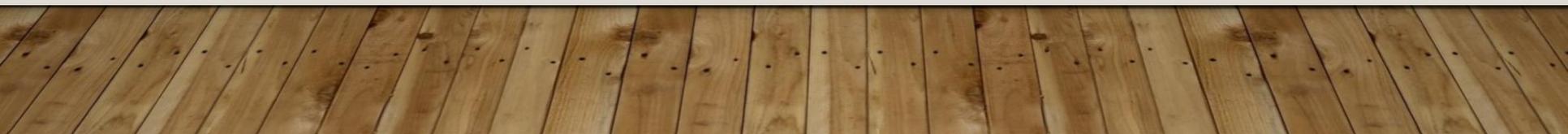**Usage restrictions / expiration date**
Also, most companies that can use common points are limited to Japan.
For this reason
50 billion yen worth of POINTs have expired annually in Japan
In the world, 30% to 40% of the annual issuance has expired.
Wouldn't it be nice if it could be used at the stores (overseas / domestic)
that participated in the PANDROYTY project?

Coupon
= Service to attract consumers

Electronic coupons have become established as a service provided only by major media to major companies.

Major media
yahoo coupon, LINE coupon, gunosy, smartnews etc.
Large companies
McDonald's, Yoshinoya, Gust, Denny's etc

The fact is that it costs too much and you can't do a small shop even if you want to.

The initial cost of the Smart coupon "PASS" is 0 yen even in a small shop!
A service that allows you to subscribe at a low price
Supports 4 languages
With effect measurement function
With number of uses and first-come-first-served function

Advertisement

Now that digital advertising has become mainstream, major media and advertising agencies are making a profit.
The companies that advertise are getting wrinkled, putting pressure on management.

A combination of influencer marketing, affiliate advertising, and listing advertising
"The burden on the user (shop) is small"
"The reward ratio of participants (consumers) is large"
We will create and provide a mechanism

GAME

Most GAMEs spend time, and the POINTs and rewards received within the GAME can only be used within that GAME, and only the GAMEs that charge you.

The GAME we provide is a participatory GAME, and if you clear the conditions, you will get a POINT, and what if the POINT you got is a POINT that can be used for consumption in the real world?

If my parents tell me "Don't just play games!", I'm working!
You can say, "If you do mom (dad)!"

PANDROYTY project

It is a business model in which consumers can also participate in influencer advertisements, affiliate advertisements, and GAME and receive rewards.

Shops also have a customer attraction service that used to pay a lot of usage fees to major media
Providing a business model that pays a small amount to the participating consumers

Until now, I wish I had it, and I pursued what would be more convenient if this happened.
This is a project to realize "Easy" and "Smart" connections between consumers and shops across national borders.

Current world

● Legal tender・・・Can only be used in that country
● Credit card・・・Not everyone can have it
● POINT・・・Limited・Mostly used in Japan
● Paper coupons・・・Forget / lose
● Electronic coupons・・・Only for major companies
● Advertising: High cost
● GAME・・・Spend time・Pay expenses・
　　　　　Rewards are only within GAME

The world that PANDROYTY is aiming for

● Available in any country
● Everyone can have
● No restrictions・Universal POINT
● Providing electronic coupons to make you aware
● Electronic coupons that can be used even in small shops
● Advertising costs are as low as possible
● Providing POINTs that can be used outside GAME

We plan to realize the world that PANDROYTY is aiming for over the next 3 to 5 years.
Only a few services are currently available
PANDROYTY token・・・Listed
Smart coupon "PASS"・・・Service started only in Japan
Roadmap and business schedule are attached

Roadmap

2018
PDRY token
Pre-sale start

2019
· Start of LINP service
10 sales partners
100 introduced stores
(In Japan)

2020
· COVID-19
Pandemic

2021
reschedule
5 new sales partners
Japan domestic strategy
Posting free paper
Started making proposals to companies
that use it

2022
Japan: Aiming for sales of 200
million yen
Overseas Strategy: In Two
Countries
Aim for coupon service

2023
Japan: Aiming for sales of 500 million yen
· Aiming to start affiliate service
· Aim to start influencer advertising
Overseas strategy: Increase two countries

2024
· Aiming to start a point business
· Overseas affiliated stores pay usage fees
Buy and pay PDRY on the exchange

2025
With other points
Aiming to start exchange service
Aiming to start offering GAME

2026
Japan: Aim for sales of 2 billion or more
Overseas strategy: Aim to provide services
in more than 10 countries