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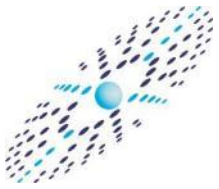




## The meWallet® System

A system that is faster, simpler, extraordinarily convenient and provides greater security than cash or credit cards; uses existing infrastructure and more than pays for itself by generating new revenues for all players including merchants, banks and entertainment venues.

# Stadiums & Sports Teams



If you believe a ticketing system should only be a way to deliver and redeem tickets then this is not for you.



If you would like to see what is possible ...



# The meWallet® Digital Ticketing & Access Control System

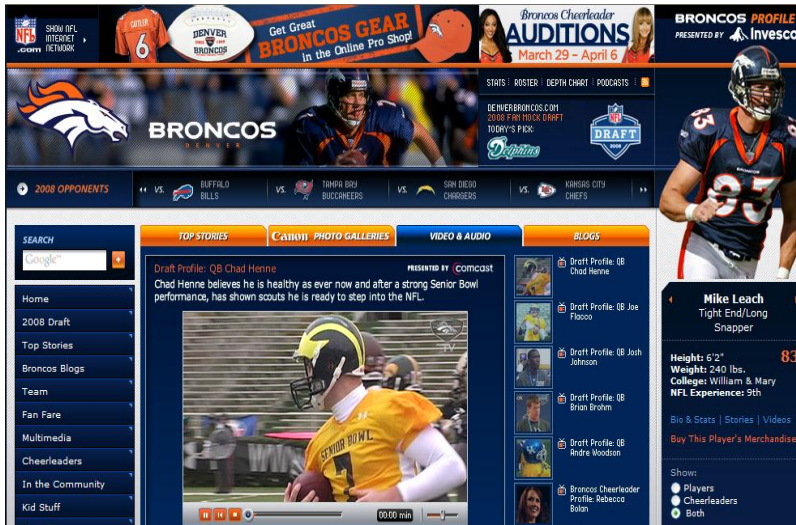
If you want your ticketing system to do more....

- The meWallet® Ticketing System is fast
- The meWallet® Ticketing System interfaces with your existing ticketing system.
- The meWallet® Ticketing System is secure.
- The meWallet® Ticketing System prevents fraud.
- The meWallet® Ticketing System eliminates scalping.
- The meWallet® Ticketing System improves the fan experience
- The meWallet® Ticketing System puts you in control of the Secondary Ticket Market
- The meWallet® Ticketing System includes payment presentation.
- The meWallet® System includes a secure payment system
- The meWallet® Ticketing System brings real and instant interactivity between venues and their customers.
- The meWallet® Ticketing System offers mobile multimedia for fans
- The meWallet® Ticketing System allows for easy electronic ticket purchase and instant delivery from any computer, anywhere.





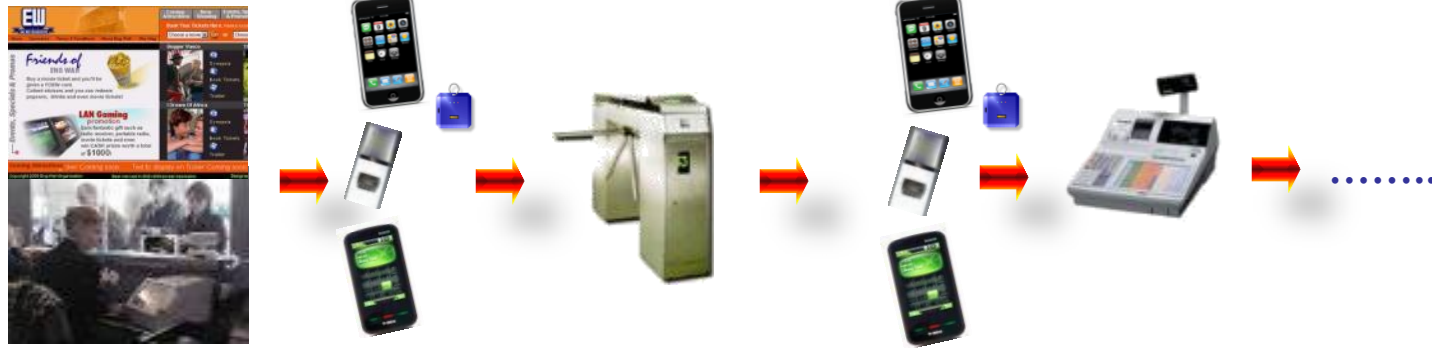
# The meWallet™ System for Stadiums and Teams Offers Extensive Features



- The Team Web Site VIP Portal
- Stadium Access Control
- Ultra Secure™ Ticket Purchase and Redemption
- Point of Sale Payment
- Team Fan Loyalty Programs
- Couponing
- Demographic and Usage Tracking



# Interactive Digital Ticketing, Payment and Marketing



- Lynn turns on the idGadget™ device issued by her sports team by swiping her fingerprint on the fingerprint sensor and connecting it to her PC by USB and goes to the “Team” website.
- The web site automatically recognizes Lynn and fills in her username and password and transfers her to her personal page.
- She clicks on “Purchase Ticket”, chooses the ticket and clicks on “Pay with my Team Gadget.
- A digital ticket, seat location and 2 digital coupons are sent by USB to Lynn’s Team Gadget.
- She also chooses to purchase the latest video of last week’s highlights she can watch on her Team Gadget and downloads the video to it.
- On game day, Lynn drives up to the Member’s Parking area. She turns on her Team Gadget with her fingerprint and taps the RFID reader at the parking entrance. In the process of authenticating entrance and opening the gate, she receives on the Team Gadget a coupon for a half price hotdog from the RFID reader.
- She taps her Team Gadget to the RFID reader at the turnstile and enters the stadium.
- At the food kiosk, she buys a hotdog and Coke and taps to pay at the register. The coupon is redeemed and net payment is taken from her Team Gadget eCash and 2 more personalized coupons are sent back to the Gadget via RFID.
- Lynn also gets receipts back to her Team Gadget for every transaction that she can download later to her PC.



# The Ultimate, *Digital*, Interactive Loyalty & Cross Marketing System

- Lynn is also able to use her Team Gadget at any merchant that accepts contactless payments with MasterCard PayPass, VISA Wave and American Express ExpressPay.
- The Team can receive demographic data on Lynn's purchases and activities with the Team Gadget.
- Lynn has complete control of all her data at her personal Team web page. She can also choose from sponsoring merchants listed on her page for additional coupons and offers.





# Let's discuss it.....

It is our goal to make the technology fit your needs and to create new revenue streams for you.

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Sentegra's pending patents cover all aspects of short range wireless transactions