



Introduction & Insights



Sports Tech Domain



Expanded SportsTech segments



Solutions that support fan engagement and connection with each other, regarding insights around the sport and Fantasy Sports

Human resources

-Marketing

Solutions that enhance spectator experience and boost attendance, including engineering innovations and Augmented Reality

-Retail

-Tourism -Defence and security Devices worn on the body, or materials that improve performance such as fitness and activity trackers and sensors

-Health and wellbeing

-MedTech -Clothing and textiles Includes the use of big data and analytics to support insights and decisions, during and after sporting and recreational activities

-Data and analytics

-Marketing

Solutions that support the management of teams, leagues, and venues, including platforms that support the purchase of products and services

-Business management

-Tourism -Events Solutions in the field of competitive gaming as a form of sport. E.g. eLeague and eNations Cup

-Defence -Gaming Includes solutions that promote and enable sharing and distribution of sports content such as streaming platforms and online content publishers

-Broader media entertainment



Covered by PeCfy

Source: KPMG

An Avid Sports Fan





Star Focused
Follow the best players and biggest teams



Globally Connected
On social media with other
fans worldwide



Active Enthusiast
They don't just watch sport,
they live it



Smart & Savvy
Embrace new technologies
and data led content



Knowledgeable
Want to go deeper into the game



Demand Excitement
Passionate and looking for shareable moments to live it



High Expectations
Require connected
experiences on a platform



Forward Thinking
Want predictive analysis
and news content

The Big Idea





A revolutionary unique platform and super app that creates an eco-system for sports enthusiasts to connect socially, form communities, better fan engagement, enhances sporting event experience along with sport merchandise, memorabilia, a marketplace for creative arts and health & fitness products.

It will use Generative AI for a hyper-personalized fan experience.

Market Potential

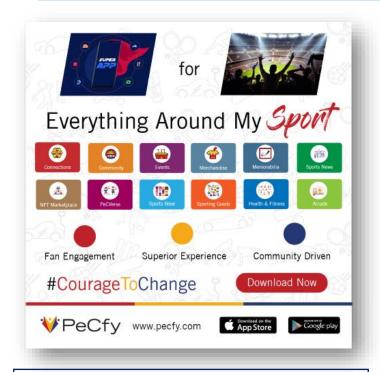


Source: Consulting reports and online publications

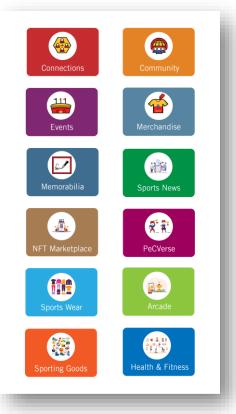
PeCfy – The Sport Super App Platform

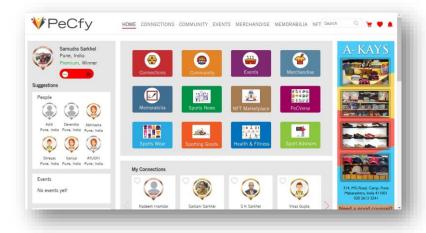


A super app is an all-in-one mobile app design solution that handles all of a user's requirements in one place to provide a more engaging mobile-first experiences that is powerful, intuitive and easy to use.















Formula 1

Apple Store - https://apple.co/2u0LMli Google Play - https://rb.gy/h6xl6y

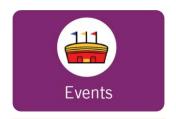
At PeCfy – Everything Around My Sport



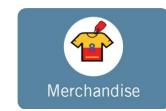
Peer-to-Peer chat communication with language translation services by connecting passionate sport enthusiasts across locations



Peer-to-Group communication through community to promote fan engagement and show support for a sporting icon



Promoting sport tourism with curated travel packages around a sporting event globally



Buying official team merchandises from leading sporting brands across various sports



Collecting memorabilia items to cherish the history of sport and preserve memories of a lifetime



Keeping up with the latest sports news around the world



Empowering users to create and earn from digital assets as NFT's on a marketplace and NFT based event tickets



The mascots universe to create an everlasting personal bond with the sport enthusiasts



Buying sports and athletic wear from leading sporting brands for daily needs



Marketplace for buying and selling of unique sports themed creative and curated artwork from talented artists



Buying sports equipment, apparel, and accessories to enhance performance of sport enthusiasts



Buying of innovative health and fitness related products and services from leading brands

Lack of connection and bonding between sports enthusiasts within a geographic location on a single platform

Fragmented user experience due to a lack of platform that creates end-to-end ecosystem for sports enthusiasts

Lack of a common market place for official sports merchandise and authentic memorabilia

Disparate and lack of fan engagement in a community environment for an athlete in a chosen sport



to connect, foster

bonds and then

facilitates their

travel to sporting

events based on

their passion

Encourage people





Mobilize the middle

class / upper middle

sporting enthusiast

to travel and watch

class / young

major sporting

events

Encourage a sporting culture and to pursue excellence for popular and niche sports

Need

Single Platform (Web + Mobile)



₩PeCfy

sp@rtskonnec+



Connect





Create





Conduct

















Fanatic





















Solution The

Connect

Connect people with the same passion for a sport across locations

Create a community of a particular sporting category

Create

Consume and facilitate travel for a sporting event across the globe

Consume

Conduct buying / selling of sporting merchandises and memorabilia

Conduct

Platform USP



- A single sports platform that creates an eco-system for any sports enthusiast
- An unique combination of eCommerce and NFT marketplace on a single platform
- Fan engagement for an unique experience that will be using Generative Al
- Sports Art & Sports NFT marketplace to buy, sell, create, trade, earn and exchange
 - Multi-brand marketplace for sports merchandise, memorabilia, health & fitness

Competition



Across the "Sports Tech" domain, there is no direct competition as the platform is unique in the world.

However there are companies who are in the market in sports area in a fragmented way which can be viewed and taken as competition for sure. We are creating a new market segment with the offering.







































Competitive Advantages





SuperApp platform for sport enthusiast



Community for social & fan engagement



Blockchain based NFT marketplace



Online marketplace for multiple Sports



Unified user experience across the platform



Ecosystem of multiple brands

Competition Comparison



Augus - 3	Casial	Fa. Fa	Consider Taxasiana	-6	-6	Fan Francisco	N.A. ulvatuala aa	262	-6		-6	Manhahalasa
Areas →	Social	Fan Engagement	Sports Tourism	eCommerce	eCommerce	Fan Engagement	Marketplace	eCommerce	eCommerce	eCommerce	eCommerce	Marketplace
Features ->	Connect	Community	Event	Merchandise	Memorabilia	Sports News	Sports NFTs	Mascot Based	Sports Wear	Sporting Goods	Health & Fitness	Sports Art
Name V			,	,	,		,	,	,			
PeCfy	✓	✓	✓	✓	✓	✓	√	✓	✓	✓	✓	✓
Fanatics	×	×	×	✓	✓	×	✓	*	*	×	×	×
Rooter	✓	✓	×	×	*	✓	*	*	*	×	×	×
Fancred	×	✓	×	×	×	×	×	×	*	×	×	×
Paranoidfan	×	✓	*	*	×	×	×	×	×	×	×	×
Dream 11	×	✓	*	✓	×	×	×	×	×	×	×	*
DreamSetGo	×	×	✓	*	×	×	×	×	×	×	×	*
Fanatic Sports	×	*	✓	×	*	×	*	×	*	×	×	*
FansOnStand	×	*	✓	*	*	×	*	×	*	×	×	*
Sportskonnect	×	×	✓	×	*	×	×	×	*	×	×	×
SporteeGo	×	×	✓	*	×	×	×	*	×	×	×	×
Funatic	×	×	×	✓	×	×	×	*	×	×	*	×
Sportsthat	×	✓	×	✓	×	×	×	*	×	×	*	×
Steiner Sports	×	×	×	×	✓	×	×	*	×	×	*	×
Sports Memorabilia	×	×	×	*	✓	×	×	*	×	×	×	×
A1 Sporting Memorabilia	×	×	*	*	✓	×	×	*	*	×	×	×
NBA Top Shot	×	✓	*	*	✓	×	✓	*	×	×	×	×
NFL Dapper Labs	×	×	*	*	✓	×	✓	*	×	×	×	×
Rario	×	×	×	*	✓	×	✓	*	×	×	×	×
Colexion	×	×	×	*	✓	×	✓	*	×	×	×	×
Socios	×	×	*	*	✓	×	✓	*	×	×	×	×
Amazon	×	×	×	✓	×	×	×	×	✓	✓	✓	✓
Flipkart	×	×	×	✓	×	×	*	*	✓	✓	✓	✓
еВау	×	×	×	✓	✓	×	×	*	✓	✓	✓	✓

Fanatics is valued at US \$31 billion & Dream11 is valued at US \$8 billion

Business Revenue Model



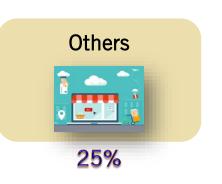
Revenue Channels











B₂C Subscription

Partner Commissions

PeCVerse Merchandise

Art Sales Commissions Experience Zones

Web Advertisements

Data Hyper Personalization **Digital Sticker** Sales

Community Engagements

NFT Trading Commissions

Corporate & **Venue Sales**

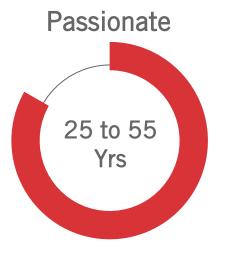
Celebrity Memorabilia

GTM – Target Audience & Strategy

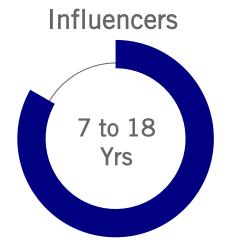


Passionate for sports

Loves to travel







Disposable income

Embrace other cultures



Digital Marketing



Co-Marketing Initiatives



Traditional Marketing



Corporate Marketing

Business Partners





















































Technology & Service Partners





















Google Cloud















Sport Category Road Map











Football

Golf

Formula-e

MotoGP









Badminton

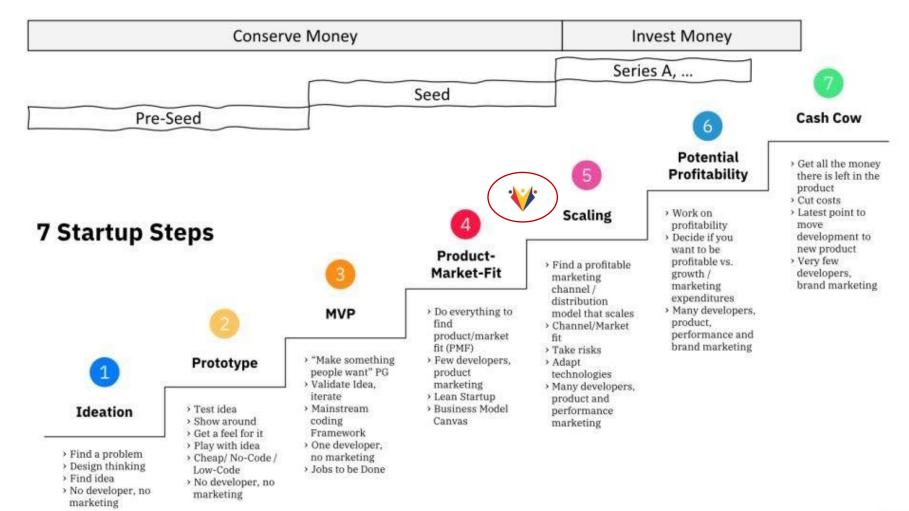
Marathon

Basketball

Cycling

PeCfy Journey – Current Stage







PeCfy – 10 Years Road Map



Growth Phase 1 Growth Phase 2 Growth Phase 3 Growth Phase 4 Growth Phase 5 Growth Phase 6 (1Yr) (2Yrs) (3Yrs) (3Yrs) (4Yrs) (5Yrs) Platform Extension Arts & World's most loved 25 sporting Partner, Platform & Platform coverage Interactive TV & Entertainment categories & sports platform & across ME, EU, SEA Content / IP **Technology** Integration to cover **Sporting Event** Business enhancements and Americas Distribution entire Sports tech Sponsorships Customized **Events Technology & Platform Enhancement** Stakeholder Value Enhancement **Data Churning & Technology** NFT & Blockchain **Business Growth Innovations Analytics** Increase in Partner **Generating Content Artificial Intelligence Hyper Personalization** Network & Machine Learning and own IP

Platform Assets Creation





Data (Across Sports)



Business Transactions



Partnerships & Alliances



Content & IP (Across Sports)



Company owned NFT's



Company owned Arts



Influential Marketing



Cutting Edge Technology

Company Information (As on 31st March, 2025)











Incorporation

Equity Holding

People

Certifications

21st September, 2018

2 Co-Founders

Team of 5

GOI DPIIT Recognized and Udyog Aadhar Certified









Accolades





tion is presenting an intriguing opportunity for creators to produce relevant content and build stronger relationships through authentic, empowered, personalized and experience-driven platforms. Facilitating community-building digital platforms are a haven for sports enthusiasts who strug gle with fragmented user experiences with fan engagement spread across multiple platforms. Identifying the critical gap in the sports tech segment, Jayant and Samudra joined forces to create an integrated Super App platform, establishing Pecfy. Future Roadmap

consumption, peer-to-peer connections, travel to sporting immensive-digital spaces, or creating unforgettable memorabilities events, merchandise purchases, and more. The platform's collections, we aim to revolutionare the sports tech domain USP lies in providing a unique experience that offers seamless through digital transformation", adds Samuadra Sarkhel, Co-integration of traditional e-Commerce and Web3 elements. user-friendly interface, and ease of adoption for sports

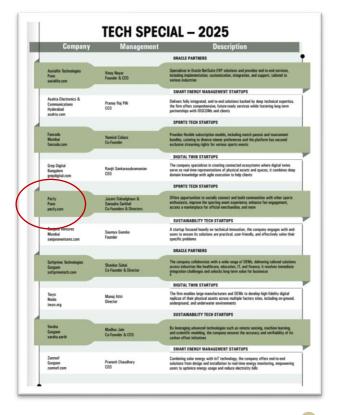
retrained in the sports area, in a digital first domain, the acquisition, engagement, and retention, integrate emerging platform is elevating user experience. The combined facilities technologies to improve experience, strengthen creators, community-building, e-Commerce, and immersive communities, and foster trust. The firm also aspires to achieve experience are a first of its kind, creating exclusive opportunities scalable monetization, promote global inclusivity, and build a for sports findents. Leveraging rethnologies like blockchair-based NFTs, and generative AL, the platform curates a hyper-personalized reperience, while also treatmining transactions.

This one-stop Super App platform offers opportunities evolving digital landscape. It plans to take a mobile-first to socially connect and build communities with other sport approach to offer seamless app experience, and provide enthusiants, improve sporting event experience, enhance fan content in diverse regional and global languages, say ahead of engagement, a marketplace for buying official merchandise, regulatory norms, establish transparent user data policies, and sporting goods, memorabilia, keep up with latest sports
maintain againy with its development processes. Through a
proactive approach to app enhancement, Pedy not only aquires PeCVerse, sports-themed arrwork along with health and to lead the sports tech domain, but set industry benchmarks

CIO 30 ---

As the future unfolds we remain committed to pioneering innovations that bring sports enthusiasts closer to their passion than ever before Encomposing all appects of consuming any product or "As the finare unfolds, we remain committed to pissociety, service for a sports cothosists into a single digital platform with insociation that bring sports corthosists closer to their position a partner coopysium, the Pody Sugar Appia redelining contest. Driven by this passion, the company envisions becoming an indispensable digital companion for sports fans worklwide. catering to their diverse expectations through its multi-sport personalized ecosystem. To achieve this vision, the firm plans niting user interactions, connections, and to strategically create a leading market exsistion, boost user





Recognized by CIO Tech Outlook magazine as one of the Top Sports Tech Startups in their Tech Special 2025 edition

Founding Team





Jayant Dabadghaon

Finance, Operations and Technology

A Business leader, who enjoys building new business lines and innovative solutions for the customers. 35 plus years of IT Consulting and Global IT delivery experience.

A double post graduate with Masters in Statistics and a Masters in Computer Application.

Last corporate position was as a Sr. Director, Consulting at Cognizant India



https://rb.gy/bmlryj



Samudra Sarkhel

Alliances, Business Growth and Marketing

An accomplished leader with 25 plus years of experience in Marketing, Strategic Alliances, Digital Transformation and Disruptive Technologies.

Holds Bachelors degree in Mechanical Engineering and Masters in Marketing Management.

Last corporate position was as a Head, Strategic Alliances at Tech Mahindra

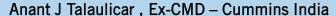


https://rb.gy/aikc0k

Advisory Board







- Currently an independent and additional director of KPIT, India Nippon Electricals Ltd.
- · Had served as the Chairman & MD of Cummins, India
- Honored with the President's Award given by SIAM in 2011



Darren Olney Fraser, Founder & CEO - Tigerium

- Currently the Founder & CEO of Tigerium
- Ex-CEO at Stanfield Funds Management Ltd. and National Health Pty Ltd.
- Served as a Director on almost 50 boards, 6 of which were listed companies



Dharmesh Mahnot, Founder & CEO – 5ACE

- Currently the Founder & CEO of 5ACE Management Consultants with a focus on the Australian market
- Experience in Business Process Management
- Global work exposure across UK, Singapore and Australia



Kishor Patil, CEO & MD - KPIT

- Currently CEO & MD of KPIT
- Topped the list of Top 50 CEOs announced by Entrepreneur Magazine in 2013
- Honored with Business Leader Corporate Award by ICAI in 2014



Mukund Ingalgaonkar, Founder – MI & Associates

- Fellow Member, Institute of Chartered Accountancy of India
- Experienced in Tax Audits, Statutory Audits and Taxation
- 30 + work experience and exposure across ME market



Pinak Kulkarni, Founder & CEO – SPARK

- Currently the Founder & CEO of SPARK, a Supply Chain focused consulting firm
- Speaker at ET, AMCIS, SAPICS events
- Diversified industries knowledge across the USA, West Indies, UK, and Vietnam

Dashboard (As on 31st March, 2024)



									•
·	6.5 Lacs +		₹86 Lacs +		40 Brands	10.0	Internal		In-House
User Base		Revenues		Partnerships		IP Creation		Technology	

Particulars	FY 18-19	FY 19-20	FY 20-21	FY 21-22	FY 22-23
User Base	15,500	3,50,000	5,80,000	6,20,000 +	6,35,000 +
Revenues	₹ 0.00 Cr	₹ 0.03 Cr	₹ 0.12 Cr	₹ 0.46 Cr	₹ 0.26 Cr
Retained Earnings	₹ (0.33) Cr	₹ (1.4) Cr	₹ (0.24) Cr	₹ (0.32) Cr	₹ (0.19) Cr

Targets

Particulars	FY 25-26	FY 26-27	FY 27-28	FY 28-29	FY 29-30
Target Valuation	₹ 100 Cr*	₹ 600 Cr	₹ 2500 Cr	₹ 4750 Cr	₹ 8200 Cr
Target User Base	7.5 Mil	25 Mil	50 Mil	150 Mil	225 Mil
Revenues	₹ 4.5 Cr	₹ 52 Cr	₹ 114 Cr	₹ 341 Cr	₹ 767 Cr
Retained Earnings	₹ (5.6) Cr	₹ (2.6) Cr	₹ 21 Cr	₹ 69 Cr	₹ 167 Cr

Note: * Target Achieved

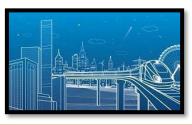
Seed Funding Need and Utilization (Post Funding)



Total - ₹43 Cr / US \$5 mil *









Experience

Operations

Infrastructure

Tech & Resources

40%

10%

10%

40%

- Digital & Traditional Marketing
- Promotional Events
- Experience Zones

- Commercials
- Admin & Legal
- Customer Service

- SaaS Subscriptions
- Cloud Infrastructure
- IT Consumables

- New Technology
- Marketing & BD
- Operations

* Utilization for the next 18 months

Why Invest?



A sports tech super app platform offers a unique value proposition, making it an attractive investment opportunity in an increasingly digitally driven world.











Massive Market Potential

Sports is a global phenomenon & projected to grow at 18% YoY

Multiple Revenue Streams

More than 12 recurring monetization opportunities

Scalable Business Model

Super App offers a wide range of products & services

Data Driven Integration

Collection & analysis of huge data from fan engagement

Potential for High Returns

Investing could yield significantly higher financial returns

Exit Strategy





Stake dilution to a larger investor / VC / PE etc.



Merger with a larger player in the segment



Existing individual investor / VC to increase respective stake



Acquisition by a larger business group



Company / promoter buy back



IPO route – Selling in the primary market



Thank You

www.pecfy.com

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