



## Frequently Asked Questions (FAQs)

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### [+] What is PayLive® and what is its use?

PayLive® is a universal Time Monetizer – it is a system that allows monetizing time. PayLive® enables content providers to recurrently collect time-metered payments for live events or services, either one-on-one (e.g. consulting) or one-on-many (e.g. live-streaming), and their customers to only pay what they really consume.

This makes it possible for Sellers to be paid while the service is provided and allows Buyers (service buyers, viewers and sponsors) to pay only for the actual/real time consumed.

PayLive® is a tool for content providers to collect fully settled time metered recurrent payments, per any time-value offered for their live streaming events, on any website or app, giving buyers a payment-switch that enables them to control when to exactly start and stop payments.

PayLive® acts as an escrow that reduces the need of trust between parties engaging in business, as the units of time a service is provided and consumed as well as the value per time unit are accepted by both Seller and Buyer and the payments are done during the provision of the service, allowing the parties to start and stop service and payment whenever they wish.

It is not necessary to pre-pay services (require trust from the Buyer towards the Seller, as payment is done before the service is provided) or to post-pay services (require trust from the Seller towards the Buyer, as payment is done after the service was provided).

PayLive® is an innovative payment system operated by PayLive® Inc., a Company incorporated in Florida, USA.

### [+] PayLive® Trademark

PayLive® is a Trade Mark owned by PayLive Inc.

### [+] Who can use PayLive®?

PayLive® can be used by individuals, companies and institutions.

Any User can be a Seller, a Buyer or a Sponsor.

### [+] Which legal regulations apply to the use of PayLive®?

Any content accepted and recognized by the World Trade Organization (WTO) can be paid using PayLive®, either one-on-one (presential or using any communication method) or live streamed and consumed using PayLive®.

It is prohibited to use PayLive® for illegal services, content or events, be them infringements, violations and abuse relating to copyrights, third party rights, child abuse, terrorism, fiscal laws, extreme violence, repulsive and hateful content, harmful and dangerous acts as well as spam and misleading activities.

PayLive Inc. and/or PayLive® service is limited to its Universal Timed Monetization service. PayLive® does not take responsibility for any content, events or services transacted between sellers and buyers using its services.

### [+] What kind of events will benefit from PayLive® services?

Any individual or organization setting up live events or providing services within the legal framework can benefit from the real time embursement offered by PayLive®.

Following services can be viewed as examples:

Sports  Music & Arts  Gaming  Science & Technology  Congresses & Conferences  Festivals & Carnivals  Non-profit & Activism  Shows & Exhibitions  e-news & e-Magazines  Education  Hobbies  Religion & Spiritual  Politics & Elections  Pets  Nature & Wild Life  Social & Life Style  Personal Services  Health & Medicine  Blogs & Opinions  Culture & Travel  Miscellaneous

### [+] Benefits for Sellers

PayLive® allows Sellers to monetize/sell live/streaming events, by making it very easy for their followers, to only pay for real time consumed.

Reach your target groups directly and monetize your online services transparently. You are able to adress one or many followers and customers simultaneously.

Your revenue is being credited to your PayLive® wallet directly during your service, which gives you full control.

You can distribute your revenues to up to 10 parties automatically and simultaneously. This reduces administrative effort as well as accounting work and increases the level of payment transparency.

As a Seller using PayLive® you can redeem your wallet balance to all major currencies (details accessible in the contract).



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### [+] Benefits for Buyers

PayLive® enables Buyers to enjoy one-on-one services or live streamed content while only paying for the actual time consumed.

Using the PayLive® switch a Buyer can start and stop content consumption at any time. Furthermore a Buyer can do web-zapping between several online events. All a Buyer needs is one single PayLive® wallet to consume several services.

Paid but unused subscriptions as well as expensive prepayments where only a fraction is consumed are replaced by paying only for the effectively consumed.

### [+] Benefits for Sponsors

PayLive® enables sponsors to effectively sponsor live streamed events paying only for what existing and prospective customers consume.

Sponsors can invite their existing and prospective customers to any specific event being monetized via PayLive® and target in a very effective way, as they only pay what is effectively consumed.

### [+] Where does PayLive® work?

PayLive® works on a worldwide basis, wherever you have access to the internet.

### [+] How does PayLive® work?

The process consists of a few easy steps:

All users (Sellers, Buyers and Sponsors) get their -personal or institution- PayLive® wallet for free.

>Sellers

- offer their events using PayLive® as a monetizing system and are credited 92.1% immediately;
- are being paid instantly while the service is provided and the Buyer is using it;
- provides the following information for live streamed events: URL, starting- and ending time, time unit used (second, minute, hour or multiples), value (in Time-Tokens/₣ – one Time-Tokens/₣ is equivalent to 1 US\$) per time unit, distribution of revenues in % to all parties involved (if applicable).
- Sellers can redeem their Time-Tokens (₣) from their wallets to all major currencies using PayPal.

>Buyers

- charge their PayLive® wallet using electronic payment services such as PayPal, Visa or Mastercard;
- Buyers buy a quantity of Time-Tokens/₣ (one Time-Tokens/₣ is equivalent to 1 US\$) in function of the event or events they want to consume and charge their PayLive® wallet;
- choose the event or service they plan to consume;
- access the event's or service's website or app;
- accept the event's or service's terms and conditions such as time frame, price per time unit;
- use the PayLive® ON/OFF switch to start and end their session;
- recharge their PayLive wallet via PayPal or credit card.

>Sponsors

- charge their PayLive® wallet using electronic payment services such as PayPal, Visa or Mastercard;
- Sponsors buy a quantity of Time-Tokens/₣ (one Time-Tokens/₣ is equivalent to 1 US\$) in function of the event or events they expect their customers to consume and charge their PayLive® wallet;
- charge their PayLive® wallet using electronic payment services such as PayPal, Visa or Mastercard;
- invite their existing and prospective customers to join an event and they pay for the time units consumed by their guests.

### [+] What is a Time-Token/₣?

Time-Tokens (₣) are the time-value electronic data units PayLive® uses.

PayLive® allows Sellers to monetize timed-events and Buyers to pay only what they really consume. PayLive® is a patented (patent pending) system and method, capable to monetize smallest time and value units (hundredths of seconds or hundredths of existing currency units); no other system can do this.

Any and all transactions made using PayLive® are done exclusively with Time-Tokens (₣); Time-Tokens (₣) are not a currency, neither physical nor digital\*).

The value of one Time-Token (₣ 1.00) is equivalent to USD 1.00.

Time-Tokens (₣) are handled by PayLive® wallets, either Seller or Buyer/Sponsor wallets.

Time-Tokens (₣) can be recharged, redeemed or refunded from/to a PayLive® wallet, via a PayPal account.



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PayLive® may help protect a Seller's (author's, third party's) rights when using it to monetize events, services or content.

The redeeming process takes up to 9 working days in order to be able to have enough time to check possible breaches of copyrights.

\*) Taxes can be paid with currencies, whereas with Time Tokens (₮) you cannot (and will never be able to) pay any kind of taxes in any country; therefore Time Tokens (₮) cannot and will never be considered a currency. PayLive Inc. does not collect, send, transact, exchange, transfer and/or move any physical or digital currencies (e.g. US Dollar, Euro, Pounds, Bitcoin, etc.) in or between any PayLive® wallets.

Financial/payment corporations, such as PayPal and Banks, collect, send, transact, exchange, transfer and/or move physical currencies.

To our knowledge, the PayLive® service (or an analog system) cannot be developed with any current financial system, or by any regulated financial entity.

However, it is possible that in the future, PayLive Inc. could engage in the development of a physical or digital currency to exchange through the PayLive® system.

### [+] PayLive®-fee breakdown

A Buyer or Sponsor pays the Seller for the real time consumed for a service or an event.

A Seller receives 92.1% of the proceeds paid by Buyers or Sponsors via PayLive®.

PayLive Inc. receives 7.9% gross as fee/commission, which is automatically paid to PayLive Inc, by the PayLive® system.

This percentage (%) fee/commission covers:

The PayLive®-service rates, plus PayLive®-service rates related taxes and a (%) fee/commission charged by PayPal.

This percentage (%) commission does not cover: Any other third party commissions, taxes, fees and or contributions.

### [+] How to SELL events with PayLive®

#### How to Monetize your live event with PayLive



#### Step 1 SignUP/LogIN PayLive.com

1. Goto [www.paylive.com](http://www.paylive.com)
2. SignUP/LogIN
3. Use your email-address
4. Use a minimum-8-character password
5. Goto -> Monetize/sell
6. Introduce Seller data

#### Step 2 Create your new live event

1. GoTo -> Seller dashboard
  - \* Choose kind/technology of event
    - Web embedded streaming (use your own web page and use PayLive® in an iFrame)
    - Direct streaming (stream using the PayLive® web page)
    - One-on-one switch (use PayLive® to monetize presential or web/phone communications/services with one or up to five buyers)
  - \* Follow instructions on the Seller dashboard (first usage should be aided by a web-proficient person)
2. Set event details (schedule and timing, images, name/category, public/private)
  - \* Choose starting and ending times (choose GMT/UTC region) for scheduled event
  - \* or always ON-event



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- \* Load event images for your customers to recognize your event
- \* Name (attractively, easy to find)/ categorize (best fit) event
- \* Choose event to be public (available in the PayLive® catalogue) or private
- 3. GoTo -> Seller dashboard
- \* Check video, technical and payment settings (adapt if applicable)
- 4. Add sponsor (if applicable)

A sponsor who invites his/her own customers can pay for your event

Please invite your sponsor using the PayLive® dialogue.

Set and have accepted before starting event, as sponsor has to confirm sponsorship and budget.

Real time monetization goes to Seller wallet

- 5. Set revenue sharing (if applicable)

Distribute revenues automatically to up to 10 parties

Set before starting event

Real time monetization goes initially to Seller wallet

Distribution/sharing (with up to 4 partners) is effected after end of event

Distributed revenues remain in existing wallets until redeemed

In case a partner has no wallet, he will be notified of his balance and asked to SignUP as Seller

### Step 3 Monetization Settings

1. Choose TIME-period you want to monetize your live event (per second, per minute, per hour, per day, multiples). Settlements are effectuated at the beginning of each sold TIME-period.
2. Set the VALUE you want to be paid by your customers / sponsors, per each sold TIME-period (This must be set in Time-Tokens - ₴ <=> USD, including related full fees, taxes, etc.)  
note: 1.00 Time Tokens (₴) are equivalent to 1.00 US-Dollars
3. If applicable. Set the % share of event revenues, between you and third parties which are participating in the event.

### Step 4 Main marketing measure, creating awareness for your followers/customers

1. **Optional** Start informing your followers/customers over social media days before your event to create awareness
2. **Optional** Continue informing your followers/customers until just before beginning your event
3. **Optional** Continue inviting your followers/customers to join your paid live event, only paying real time consumed.

### Step 5 Streaming + Monetize your live event

1. Go to your Seller dashboard => Go to the event you want to monetize => Select START/STOP function
2. **Optional** Check and adapt video/technical settings
3. Allow access to your camera and microphone by clicking 'Preview and Broadcast'
4. Switch ON/OFF to start/stop streaming your event for your customers/Sponsors
  - a) During the time that you have switched ON your event, your customers/Sponsors pay for their real time consumed. Anytime, by just switching OFF, you stop the PayLive® monetization process.
  - b) Your followers/customers with a PayLive® wallet switch to ON when they want to begin enjoying your event
  - c) Your followers/customers can turn OFF anytime they wish, stopping their payments (every/each TIME-Period is fully settled at its beginning)
  - d) Every beginning of the TIME-Period chosen by you (minute, hour, ...) your follower/customer has switched ON, a TIME-Period per TIME-Period (Time Token (₴) per minute, hour, ...) is debited to the wallet of each of your followers/customers until they switch OFF or you quit your event (you switch OFF).
  - e) At every settlement of your follower/customer (i.e. every TIME-Period chosen by you), the VALUE PER TIME-Period minus PayLive's commission (%) will be credited to your wallet, or -in case of revenue sharing- will be credited to the wallets of the receivers, according to your settings.

Step 6 Redeem your earning from your PayLive® -Wallet to your PayPal (>= 100 Time-Tokens - ₴)

1. GoTo -> PayLive Wallet balances -> Check your Seller account balance. You can redeem, minimum 100.00 ₴ (equivalent to 100.00 US Dollars)
2. GoTo -> Redeem
  - \* Introduce data of your Personal/Company document
  - \* Choose the sum to be redeemed. (Sum must be minimum 100 ₴ (equivalent to 100 US Dollars))
  - \* You will be connected to your PayPal-account

**Please note:** The redemption process may take up to 9 days, due to security/fraud/abuse control process.

Among others, PayLive® may help to protect your author's / third party's rights. During this period, anybody can report any alleged security/fraud/abuse; if this happens, PayLive® may apply control processes, including the



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retention of your ₪ balance.

3. GoTo your PayPal account. During next 9 days, PayLive® will transfer your redemption. PayPal may charge to you some fee, this depends on your specific agreement with PayPal.

### [+] How to BUY events with PayLive®

How to  
enjoy/buy live/streaming events with PayLive.  
You/Sponsor only pay for real time consumed



#### Step 1 Lookup event or accept invitation

1. You receive an invitation via mail or social media
  2. The invitation contains an URL of an event
- Or -> you look up an event via PayLive.com

#### Step 2 Click on the URL

#### Step 3 SignUP/Login

- \* Use your email-address
- \* Use a minimum-8-character password

#### Step 4 Your chosen event has a VALUE per TIME -period that you will be charged with

Accept the VALUE PER TIME -period to buy (Time Tokens per each minute / hour / day ...)

\* Payment settlements are effectuated at the beginning of each bought TIME -period

Some events use various cameras with different viewpoints

\* VALUE per TIME -period may vary depending on viewpoint

Note: 1.00 Time Tokens (₪) are equivalent to 1.00 US-Dollars

The VALUE PER TIME -period is the (equivalent to USD) gross sales value including fees, taxes, etc.

#### Step 5 Recharge your wallet

1. GoTo -> PayPal
2. Recharge your PayLive®-Wallet from PayPal

#### Step 6 When your event is scheduled ON

1. You will see that the PayLive-Logo turns into an ON/OFF-switch
  2. Click on ON to start enjoying your event (OFF to stop)
  3. You will pay only the real time consumed
- \* Payment settlements are effectuated at the beginning of each bought TIME -period

### [+] How to SPONSOR events with PayLive®

How to  
sponsor live/streaming events with PayLive.  
Sponsor only pay for the real time consumed by customers.



#### Step 1 SignUP/Login



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1. Use your email-address
2. Use a minimum-8-character password
3. Goto -> Sponsor/pay
4. Introduce Sponsor data

### **Step 2 Invite your customers and followers**

1. Contact the event seller (producer)
2. The seller adds you as sponsor (sends you an email for confirmation) with the necessary/negotiated budget
3. GoTo -> Sponsor dashboard
4. Check and accept Settings by seller
5. Upload your logo (suggested size is ...)

### **Step 3 SignUP/Login**

1. Your chosen event to sponsor has a VALUE per TIME -period (Time Tokens per minute, per hour, multiples) that you will be charged with
2. Accept the VALUE PER TIME -period to sponsor (Time Tokens per minute, per hour, multiples)  
\* Payment settlements are effectuated at the beginning of each bought TIME -period
3. Some events use various cameras with different VALUE per TIME -period (Time Tokens per minute, per hour, multiples)

\* The viewpoints may be from different positions or with different degree of detail

\* VALUE per TIME -period may vary depending on the viewpoint you choose

Note: 1.00 Time Tokens (₯) are equivalent to 1.00 US-Dollars

The VALUE PER TIME -period is the (equivalent to USD) gross sales value including fees, taxes, etc.

### **Step 4 Accept budget limit and Value per Time Period**

1. GoTo -> Sponsor wallet
2. Recharge your PayLive Sponsor wallet via PayPal (the budgeted sum)

Step 5 Main marketing measure, creating awareness for your followers/customers

1. Start informing your followers/customers over social media days before your event to create awareness
2. Continue informing your followers/customers until just before beginning your event
3. You could have somebody informing your followers/customers during your event

### **Step 6 When your event is scheduled ON by the Seller your customers start enjoying**

1. Your followers/customers with a PayLive® wallet switch to ON when they want to begin enjoying your sponsored event
2. Your followers/customers can turn OFF anytime they wish, stopping the sponsored payments
3. Every beginning of the TIME -period chosen by the Seller (minute, hour, multiples) your follower/customer has switched ON, a VALUE -period per TIME -period (Time Token per minute, hour, multiples) is debited to your sponsor wallet, until they switch OFF or the event is switched OFF by the Seller.  
\* You will pay only the real time consumed by your customers/followers  
\* Payment settlements are effectuated at the beginning of each bought TIME -period

### **[+] How to GET a PayLive®-Wallet?**

On [www.paylive.com](http://www.paylive.com) or the PayLive® mobile apps, go to the PayLive® interface and Click on SignUP - and follow instructions.

A PayLive®-Wallet consists of a Seller and a Buyer account.

All movements of PayLive®-Wallets and their Seller and Buyer accounts are registered in all details and can be seen in the Account History, which exists for all PayLive®-Wallets.

### **[+] How to consult the PayLive®-Wallet BALANCE, its movements and its history?**

Go to  and choose PayLive®-Wallet.  
GoTo Account History.

### **[+] How to RECHARGE the PayLive®-Wallet from PayPal?**

Go to  and choose PayLive®-Wallet  
Click on 'RECHARGE'.  
RECHARGE full Time Tokens (₯) via PayPal  
and follow instructions.



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### [+] How to REFUND the PayLive® Wallet to PayPal?

Go to  and choose PayLive®-Wallet.  
Click on 'REFUND'.  
REFUND full Time Tokens (₹) via/to PayPal  
and follow instructions.

### [+] How to TRANSFER from a PayLive® Seller to a PayLive® Buyer account?

A PayLive®-Wallet consists of a Seller and a Buyer account.  
If you have a Seller account with credit, you may wish to TRANSFER Time Tokens (₹) from your Seller to your Buyer account to buy with PayLive®.  
Go to  and choose PayLive®-Wallet.  
Click on 'TRANSFER'.  
and follow instructions.

### [+] How to REDEEM the PayLive® Wallet to PayPal?

Users can redeem their Time-Tokens (₹) from their wallets to make them convertible into major currencies, using their PayPal Account.

a) The process to redeem these Time-Tokens (₹) may take between 1 to 9 business days.

PayLive® may help protect author's / third party rights - when using PayLive® to monetize events or services. This time may be necessary to give anybody the possibility to report to PayLive® eventual frauds related to events or services.

Additionally, PayLive® may need this time to verify that the identity of the person wishing to redeem Time Tokens (₹) coincides with the true owner of the Wallet and/or in order to make the necessary conversions and arrangements with PayPal.

b) After starting the Time-Tokens (₹) redemption process and having gone through the necessary security and administrative steps, PayLive Inc. makes a cash transferral to your PayPal account for the gross amount value you have applied to. Depending on the Country, Region or City where you are from, and/or depending on your own PayPal service contract conditions, PayPal may charge you fees or taxes. This could lead to you receiving a smaller net amount in your PayPal account (according to PayPal conditions).

### [+] BETA-status

Today, PayLive® is in BETA version and service. This status will remain for the time being, at least until mid of 2017.

This clause will be taken away only and once the BETA status is closed.

BETA version is the software development phase following alpha. It generally begins when the software is feature-complete. Software in the BETA phase will generally have many more bugs in it than completed software, as well as speed/performance issues and may still cause crashes or data loss. The focus of BETA testing is reducing impacts to users, often incorporating usability testing. The process of delivering a BETA version to the users is called BETA -release and this is typically the first time that the software is available outside of the organization that developed it.

The users of a BETA version are called BETA testers. They are usually customers or prospective customers of the organization that develops the software, willing to test the software, often without charge, and often receiving the final software free of charge or for a reduced price. BETA version software is often useful for demonstrations and previews within an organization and to prospective customers.

This may be understood as a prototype with early access.

If you do not accept this condition, you must not use PayLive®.

### [+] Patented System and Method

This Universal Timed Monetizer, is a global disruptive innovation in online payments, having been patented in the US originally in 2012.

The patent process is pending.

Any partial or full copy of the PayLive's system and method will lead to legal prosecution in the USA and/or other countries.

### [+] Taxes

For PayLive Inc., USA taxes apply, are limited to its fee, and are charged to users, depending on each case. As



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Seller and Sponsor, you must understand and accept, that some taxes may apply to you, specifically depending on your Country, State City or Region.

For all cases, in any event configured to sell with the PayLive® system, you must determine your time-value, including all (100%) taxes related to your sales. You are the only responsible regarding all your fiscal obligations. As Buyer/Sponsor, you must understand and accept, that some taxes may apply to you, depending on your Country, State, City or Region.

### **[+] REPORT of alleged violation, abuse or fraud**

Any Person, Company, Institution or Government can report any alleged violation, abuse or fraud connected with services or events monetized using the PayLive® service.

In these cases, PayLive® system, related persons or related companies, may implement legal, commercial or administrative actions, such as: Check directly, or go to third parties to confirm the alleged fraud; retain part or all Time-Tokens (F) associated to PayLive® user's wallet/s, linked to report; process alleged fraud in judicial or fiscal entities; all in order to decide corrective action on the matter; suspend or cancel user's wallets-accounts or other actions.

Please give information on option of reports:

- PayLive's Wallet-Account hacked or stolen
- Copyrights
- Third party rights
- Child abuse
- Terrorism
- Fiscal laws
- Extreme violence
- Repulsive content
- Hateful content
- Harmful dangerous acts
- Spam or misleading information