

## Razer Pay partners NETS to launch in Singapore in Q1 2019

*Key partners such as Reebonz, Sistic, SP Group and WTS Travel already onboard; other merchants keen to join the Razer Pay network encouraged to sign up at Razer's booth at the Singapore Fintech Festival*

**SINGAPORE** – Razer, the leading global lifestyle brand for gamers, today announced that it is working with NETS Group to enable Razer Pay acceptance on NETS unified POS terminals, with the goal of enabling full interoperability by the time Razer Pay launches in Singapore in Q1 2019.

In addition to NETS, major household brands such as Reebonz, Sistic, SP Group, and WTS Travel are also working with Razer Pay in various capacities in the lead-up to its Singapore launch. These discussions may include Razer's expertise in both in-store offline purchases, as well as online payment.

For example, Razer is working with SP Group to integrate payment directly within the Razer Pay app – no scanning of QR code necessary. In this way, users can experience unprecedented convenience and ease of payment for their utility bills. Similarly, customers will also be able to pay Sistic for their tickets to the next blockbuster musical act or K-pop concert entirely within the Razer Pay app.

Razer Pay users in Singapore will also enjoy existing industry-leading gaming and digital entertainment offerings, such as Steam Wallet codes, Blizzard balance PINs, and Sony PlayStation PINs.

“Since we announced our intention to launch Razer Pay by the first quarter of 2019, we’ve seen tremendous interest from businesses in Singapore keen to collaborate with us and integrate our e-payment framework,” said Min-Liang Tan, co-founder and CEO, Razer. “This is evidence that Singapore’s cashless ambition is still alive and kicking, and no existing single provider has managed to satisfy all of these merchants.”

“With our focus on interoperability and collaboration with our industry friends, we’re confident that Razer Pay can step up to be the go-to e-payment provider in Singapore, covering everything from online to offline purchases,” Tan added.

Merchants keen to join the Razer Pay acceptance network can visit Razer’s booth (2K15) at the Singapore Fintech Festival, or sign up online at: [https://pay.razer.com/sg\\_launch/](https://pay.razer.com/sg_launch/)

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## Partner quotes



"Partnering with Razer aligns with Reebonz's commitment to providing innovative shopping solutions that enhances the e-commerce scene across Asia, starting with Singapore and Malaysia. With Razer's deep insights into the millennial market and our integrated e-commerce platform know-how, we're excited to be part of this initiative that's making strides towards a cashless economy."

– Benjamin Han, Co-Founder, Reebonz



"Aligned with our vision to be the leading marketplace for arts and entertainment, we are excited to partner Razerpay as we embark on SISTIC's newest partnership initiative to widen our ticket distribution within the digital atmosphere. With Razer's ongoing success, we are confident our partnership will provide easier access to events and an elevated lifestyle solution for all consumers."

– Hazel Then, Head of Marketing, Sistic



"WTS Travel has always been a keen technology adopter and is always looking at opportunities to enhance our customer's experience with us. We are extremely excited to be working with Razer to bring our ticketing experience into a new level through Razer's platform."

– Voo Wei Keong, Director, WTS Travel

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## **ABOUT RAZER:**

Razer™ is the world's leading lifestyle brand for gamers.

The triple-headed snake trademark of Razer is one of the most recognized logos in the global gaming and esports communities. With a fan base that spans every continent, the company has designed and built the world's largest gamer-focused ecosystem of hardware, software and services.

Razer's award-winning hardware includes high-performance gaming peripherals, Blade gaming laptops and the acclaimed Razer Phone.

Razer's software platform, with over 50 million users, includes Razer Synapse (an Internet of Things platform), Razer Chroma (a proprietary RGB lighting technology system), and Razer Cortex (a game optimizer and launcher).

Razer services include Razer zGold, one of the world's largest virtual credit services for gamers, which allows gamers to purchase virtual goods and items from over 2,500 different games.

Founded in 2005 and dual-headquartered in San Francisco and Singapore, Razer has 15 offices worldwide and is recognized as the leading brand for gamers in the USA, Europe and China. Razer is listed on the Hong Kong Stock Exchange (Stock Code: 1337).

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