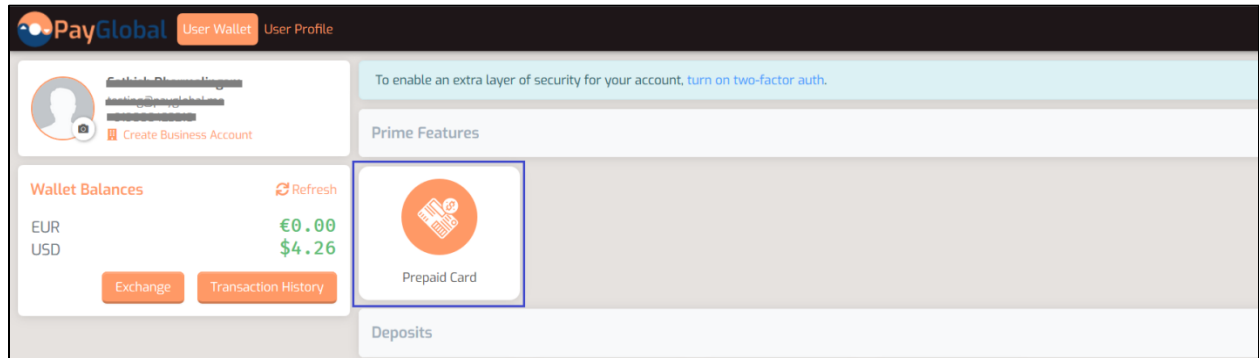




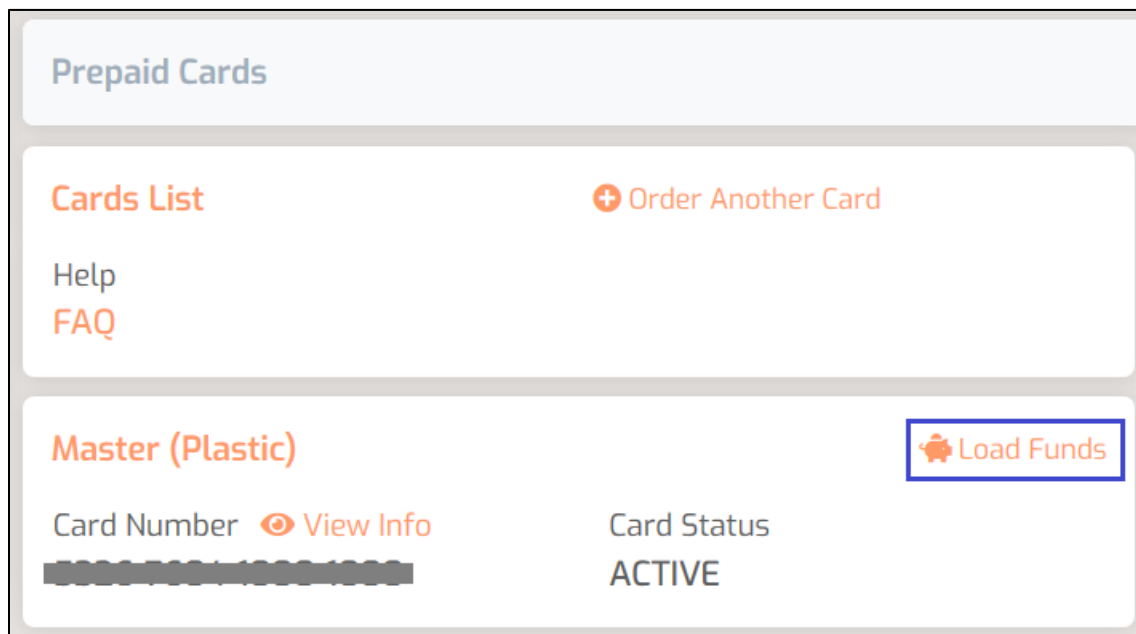
Load Prepaid Card Guide

Steps to Load Funds

1. Login to your PayGlobal account, and click on the “Prepaid Card” feature under the “Prime Features” section of the User Wallet (Landing) page.



2. Prepaid Cards details will be displayed on the screen. Choose the card to which you want to load funds, and click on the “Load Funds” link.




3. Choose currency, enter the amount and then click on the “Load Funds” button.

Load Your Card ✕ Cancel

Select Wallet Currency:

EUR ▼

Card Number

 5326 7884 1888 1888

Amount

USD Enter Amount

Please enter the amount between \$1.00 and \$500.00.

Load Funds

4. Click on the “Confirm” button to confirm the load amount. You may also click on the “Reset” button to change the amount.

Load Your Card ✕ Cancel

Select Wallet Currency:

EUR ▼

Card Number

5326 7004 1000 1000 .

Amount

USD 5

Please enter the amount between \$1.00 and \$500.00.

Total amount to be debited from wallet €5.11

Reset Confirm

Card load confirmation message will be displayed on the screen.

Load Your Card ✕ Cancel

Your card will be loaded in 2-3 days ✕

Select Wallet Currency:

EUR ▼

Card Number

5326 7604 1000 1000

Amount

USD 5

Please enter the amount between \$1.00 and \$500.00.

Confirm

5. You can check the “Card Load History” section to view the status and details of all the previous card loads.

Prepaid Cards 🔙 Go Back

Load Your Card ✕ Cancel

Your card will be loaded in 2-3 days ✕

Select Wallet Currency:

EUR ▼

Card Number

5326 7604 1000 1000

Amount

USD 5

Please enter the amount between \$1.00 and \$500.00.

Card Load History 🔄 Refresh

Requested Date	Card Type	Requested Amount	Debited Amount	Refresh
Status		Currency	Currency	
3/4/20, 8:12 PM Queued	5326-7604-1000-1000 Master	\$5.00 USD	€5.11 EUR	🔄
10/3/19, 9:39 AM Completed	6244-1609-7000-9135 UnionPay	\$5.00 USD	\$5.25 USD	
8/13/19, 7:02 PM Completed	6244-1609-7001-0877 UnionPay	\$3.00 USD	€2.81 EUR	

Once your card load is complete, status will change to “Completed”.