



The Matrix Contract for the Polygon Matic Chain

The easiest way to multiply your MATIC!

- ~ The only Matrix system which pays out lifetime Dividends!
- ~ Earn passive dividends, withdraw in MATIC instantly!
- ~ 1 Matrix systems for double the earning potential!
- ~ Low, low transaction cost of the Polygon Matic chain!
- ~ A first of it's kind for Polygon... make sure you are ready on launch day!

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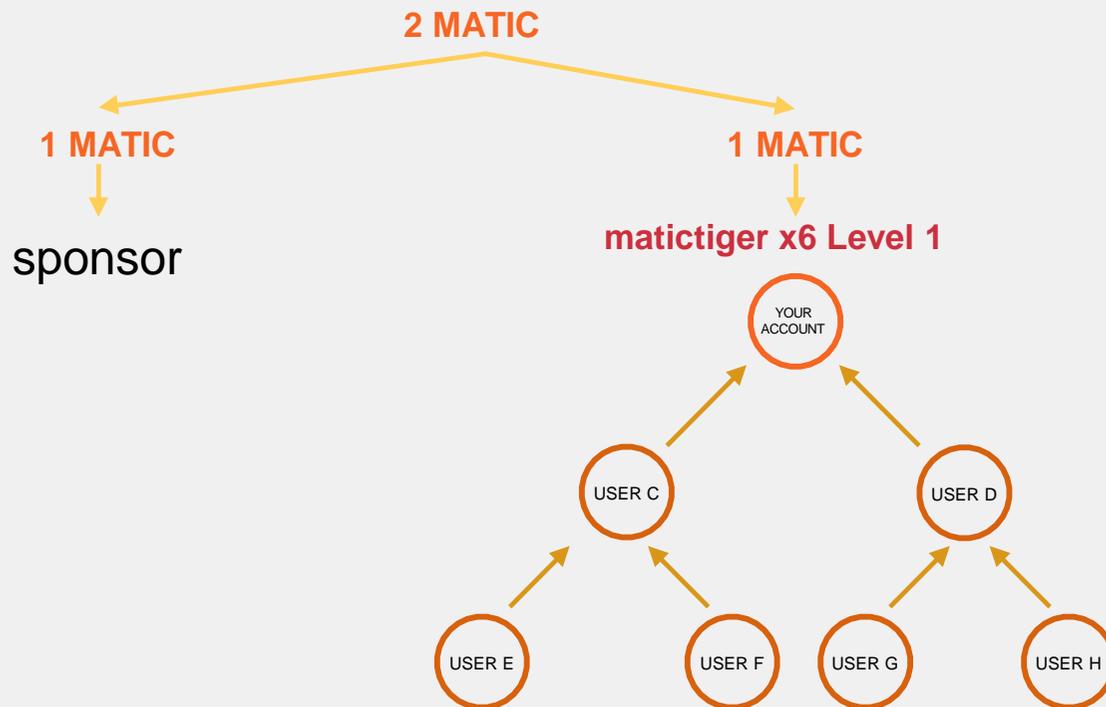
MATIC TIGER



Game Mechanics

There are 2 Matrix systems within matictiger. you auto-join both when you first enter the game.

The entry cost level 1 matrix == Total Registration cost of just 2 MATIX



Below each Matrix you have a number of partners which pay MATIC direct into your wallet (P2P).

~ Matrix has 12 levels (12 in x6) - each twice the price of the previous level, you buy into each level in sequence - with each one earning you double the money!

~ There are no timeouts or expiry on any level!

~ Each level also have auto-renewal systems built in!

~Overflow payments and auto-referrals are baked right into matictiger!

~What's more - every single player will earn dividends from the game!

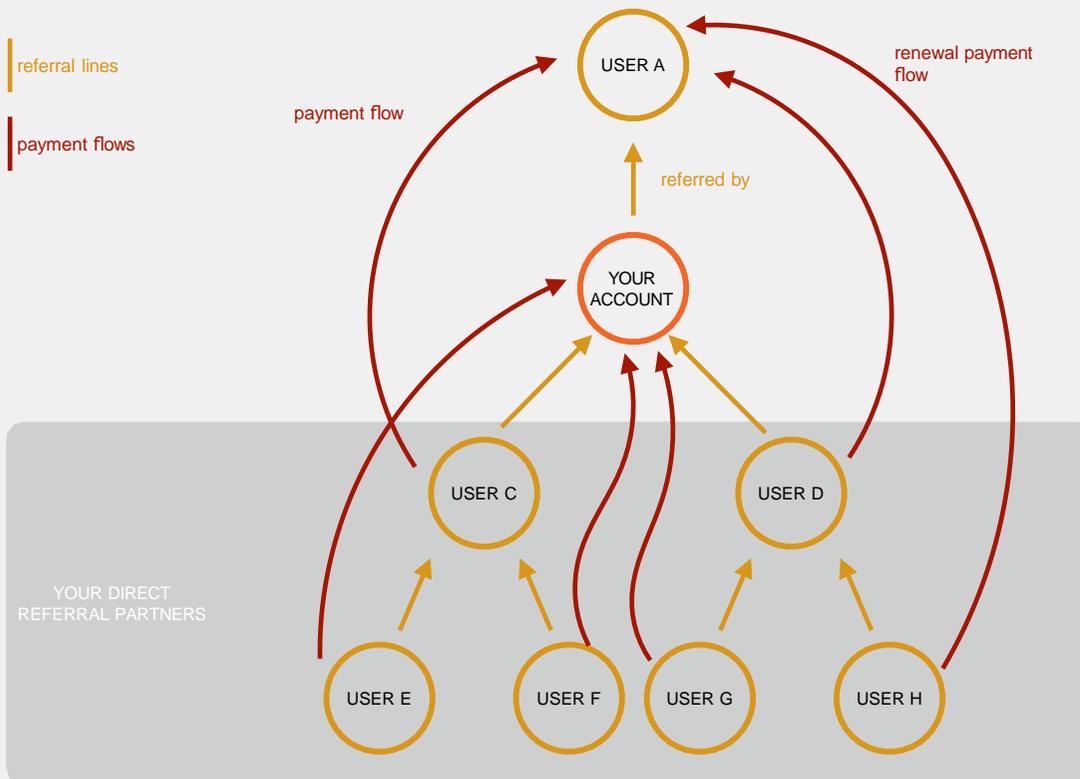
~A 20% dividend fee is taken from every play and placed into the dividend pool. This is distributed to all players!

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Game Mechanics - matictiger x6

matictiger x6 has 12 , each level is twice the price of the previous. This system is 2 levels deep for your referred partners - giving 6 partners in total!



Your first 2 partners under x6 pay their payments (Minus the Dividend fee) direct to your current partner (User A).

The second level (Users E, F, G & H) are your payment level with Users E,F,G paying direct BNB direct into your wallet (Minus the dividend fee).

User H is the auto-reinvest payment - renewing the level for you... this clears your referrals letting the system begin again but only if you upgrade to the next level ~ otherwise the next round of payments from your partners would go up your matrix to your partner!

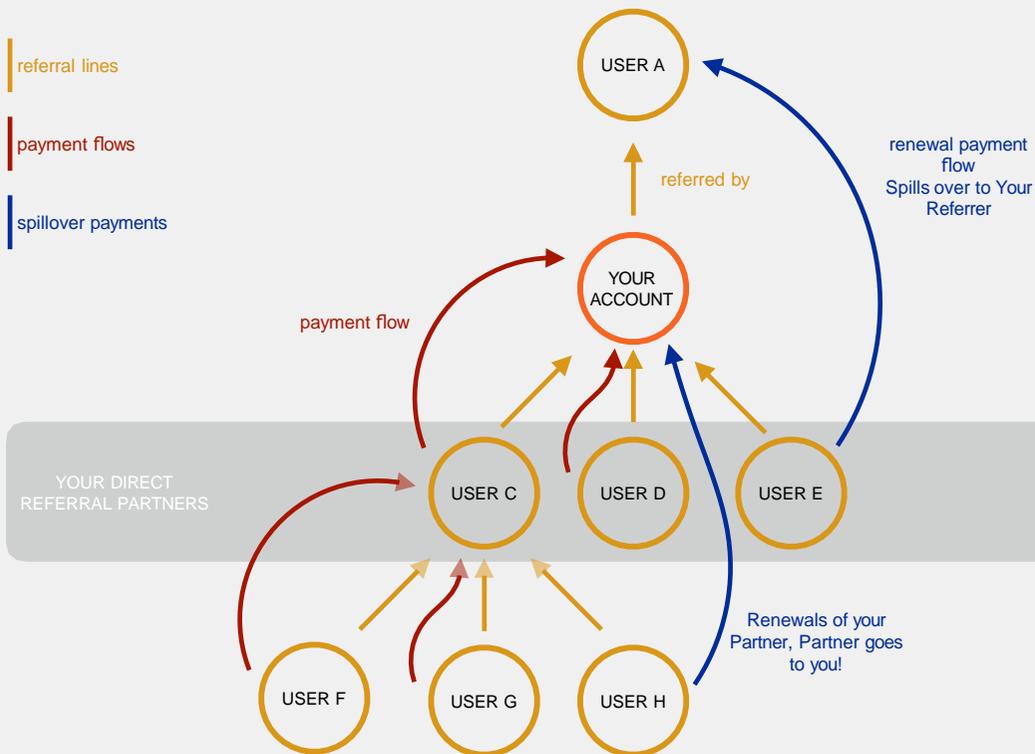
Levels don't expire so filling your slots is not an issue!

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Game Mechanics - Spillovers ~ Level Renewals

Spillover Payments are payments that you receive for users that are not directly invited/referred by you - **they are in effect bonus payments!**



The first type of Spillover payment available in the Level Renewal payments...

When a Partner fills all of their slots (all final 4 in x6) - the final slot is the auto-renewal payment.

The payment for this slot (Minus the 20% dividend fee) pays for the level to be renewed... to do this the payment goes up-line to the users referrer (User A in the first example).

For you to earn these Spillover Payments you need your Partners to fill their slots...

For x3 that gives you 3 Spillover payments for each cycle!

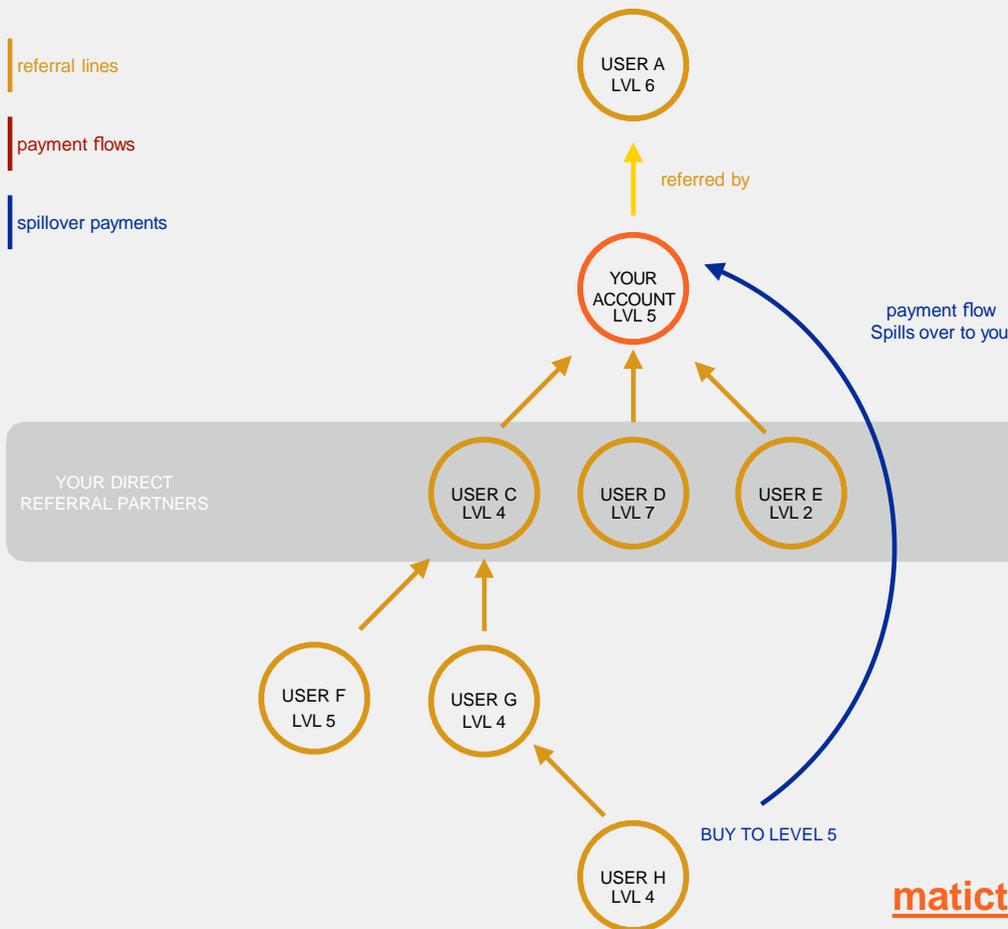
For x6 you can earn 4 Spillover payments for each cycle!

There is another type of also available in the Matrix... we'll cover this next.



Game Mechanics - Spillovers ~ Level Upgrades

Spillover Payments are payments that you receive for users that are not directly invited/referred by you - **they are in effect bonus payments!**



The second type of Spillovers for is for Level Upgrades...

If a Partner (Or even a Partner of a Partner of a Partner!!!) in your Matrix upgrades/buys the next level... and their parent IS NOT at that level then the system has to "Spill" that payment up the Matrix until it finds a player with the correct level!

In the example to the left - USER H is buying an upgrade to LEVEL 5.

His parent (USER G) is currently at LEVEL 4 so is not eligible for this payment, so the system starts scanning the matrix....

First check: Check USER G parent (USER C) = not eligible

Second check: Check USER C parent (YOUR ACCOUNT) = eligible

So the payment for the upgrade would spill all the way up to you! (At this point USER H becomes a partner of you too jumping up the MATRIX from USER G - getting more spills!)



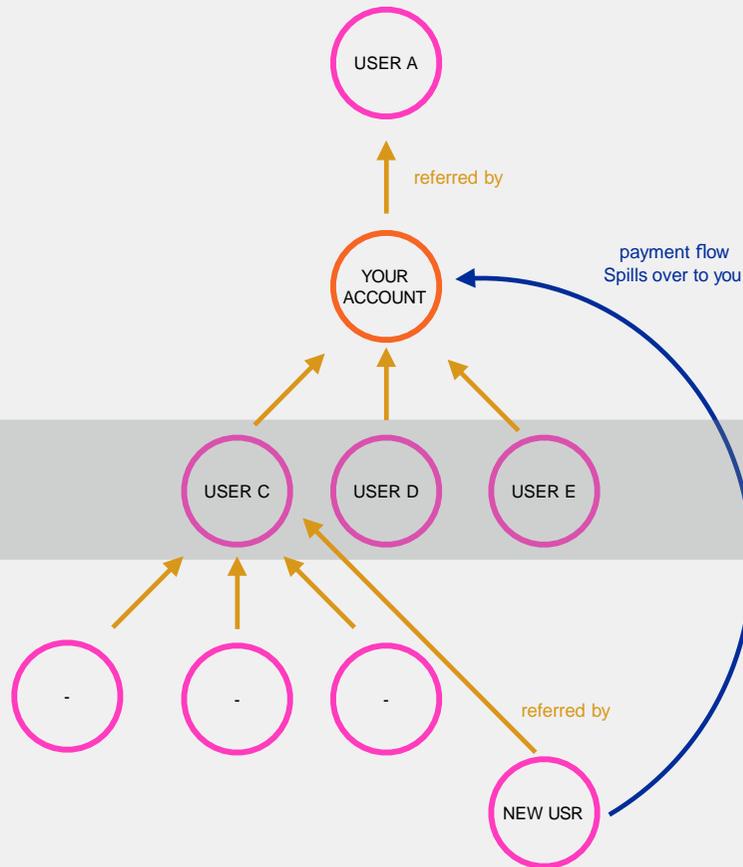
Game Mechanics - Spillovers ~ Level Blocks

Spillover Payments are payments that you receive for users that are not directly invited/referred by you - **they are in effect bonus payments!**

referral lines

payment flows

spillover payments



The third type of Spillover payment available in the Matrix is Level Block Spillovers!

When one of your Partners has filled all of their slots in the current level - their Referrals slots are reset ready for another cycle.

But - to enable this new cycle they must also be upgraded to the next level! If not this current level will be blocked for them and the next Partner they get will be redirected to you!

The system searches up the Matrix of USER C, checking the current Referrer to see if that user is valid (YOUR ACCOUNT)... if you were also in the BLOCKED state for this level it would continue searching up the Matrix (USER A)

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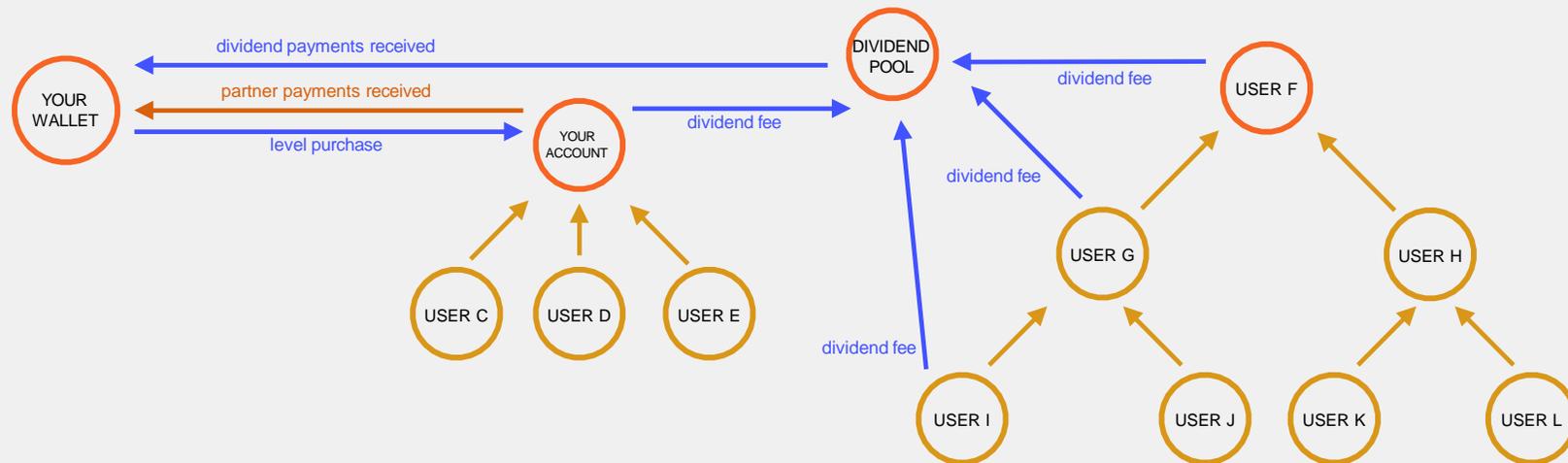


Game Mechanics - Dividends

What makes matictiger unique from other games is our lifetime dividends system!

From every matrix payment a tiny 20% fee is charged ~ this is not a dev payment but paid into the dividend pool which is distributed to everyone who plays!

You continue to earn even if your matrix remains idle - but the bigger your MATRIX, the bigger your Referral Payout will be as it is distributed proportionally!



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