



***MATIC  
DRAGON***

**ENGLISH VER.**



# THE MATRIX CONTRACT FOR THE POLYGON MATIC CHAIN

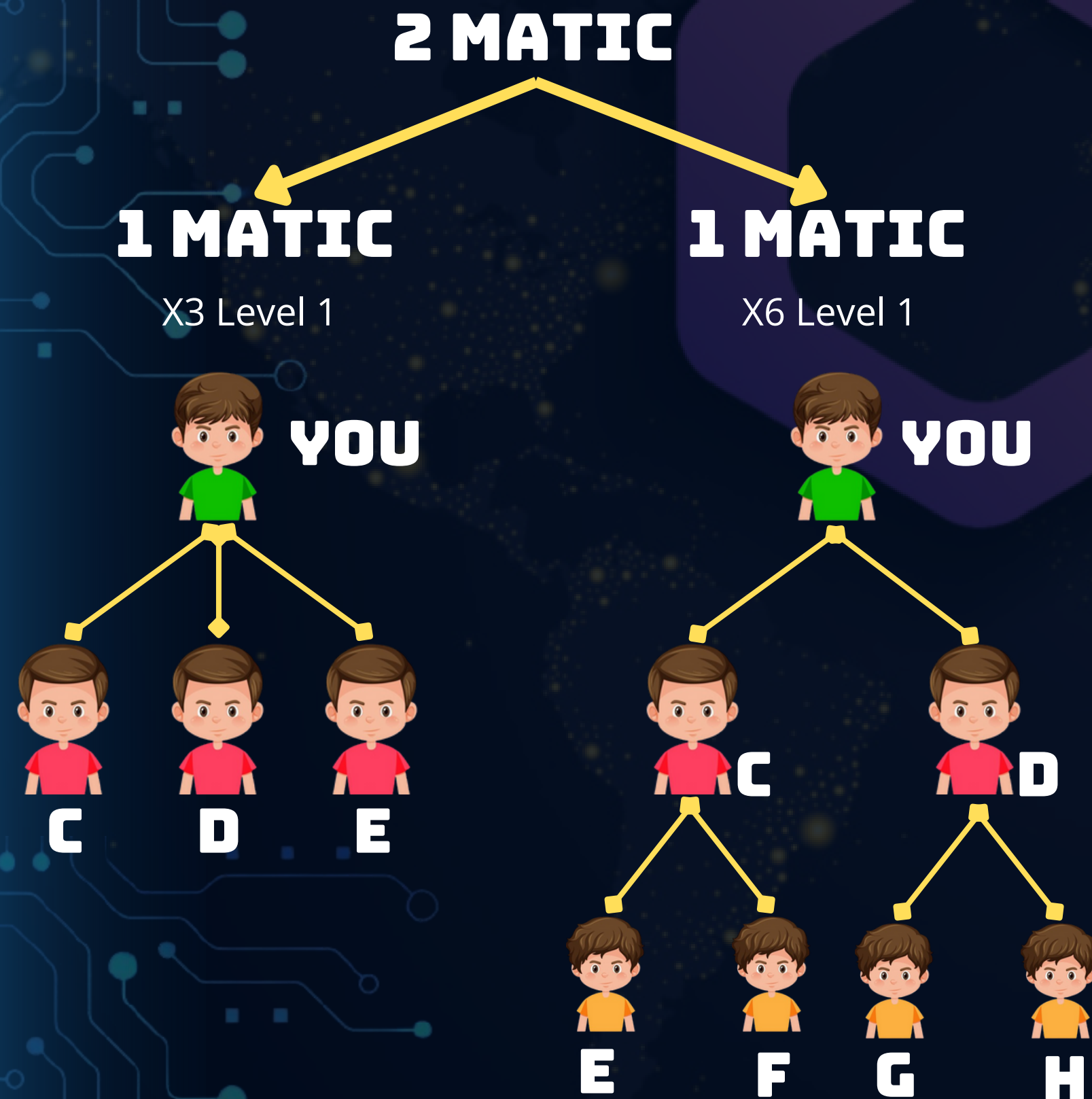
## MATIC DRAGON

- X3 Matrix = Infinite Earning potential with 12 increasing MATIC Value Levels!
- X6 Matrix = Another 12 Levels of Infinite Earning Potentials with further spillover potentials!
- ~ Dividends = 20% dividends from every payment into the system is distributed to every player in the game!
- ~ Faster, easier and more efficient than Forsage, meta force and Lionshare





# GAME MECHANICS



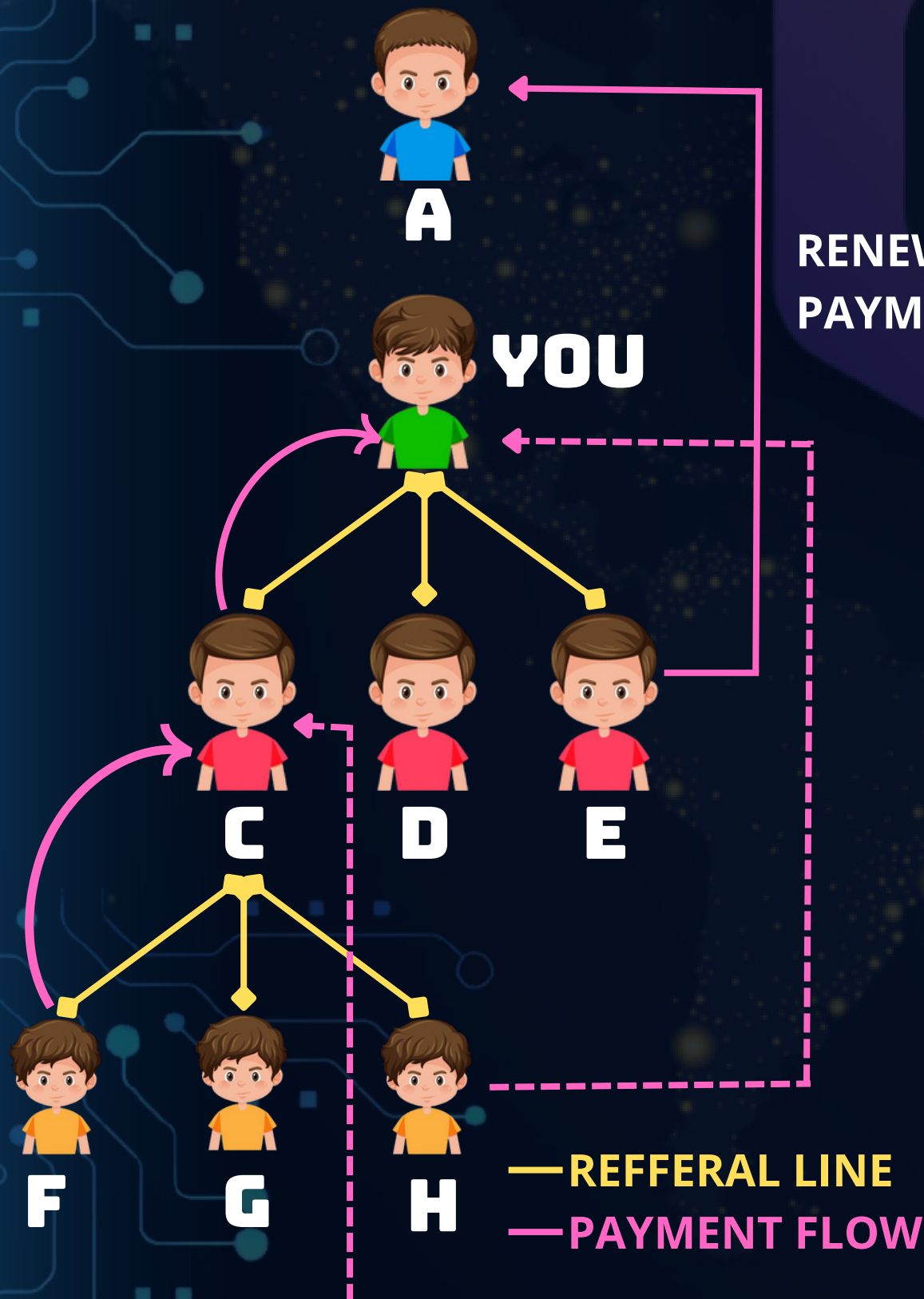
There are 2 Matrix systems within MATIC DRAGON. you auto-join both when you first enter the game.  
The entry cost level 1 matrix = Total Registration cost of just 2 MATIX

- Below each Matrix you have a number of partners which pay MATIC direct into your wallet (P2P).
- Each Matrix has 12 levels (12 in x3 and 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 MATICDRAGON!
- 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!

# GAME MECHANICS MATIC DRAGON X3



X3 has 12 levels, each level is twice the price of the previous. Each level has 3 Partners below you (And you are in your referred by another account)



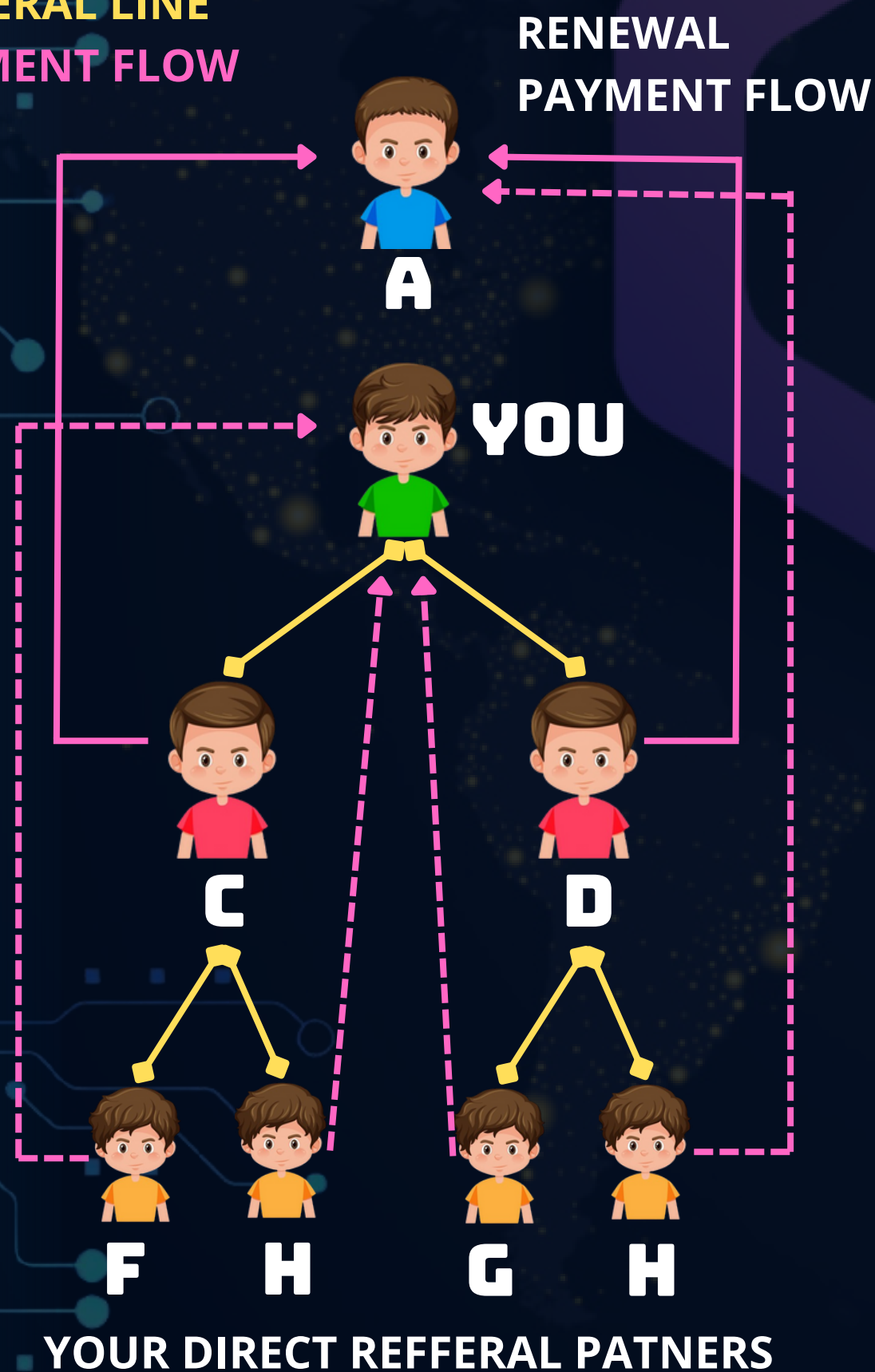
- Your first 2 partners below you - their payments into the MATIC DRAGON go directly to your wallet (Minus the Dividend fee of 20%).
- The 3rd partner that comes under your account at each level then auto reinvests for you! The payment comes to you but auto-pays for the level to be renewed by paying your upstream partner (At the same level).
- This renewal process resets your current partners connection (User C & D)... at this point you should upgrade to the next level, if not the next round of payments at this level will be redirected to your upstream partner!
- You will also receive these “upstream/overflow” payments from your downstream partners too when they renew (See payment flow from User H).
- There are no expiry dates on partners or levels!



# GAME MECHANICS MATIC DRAGON X6



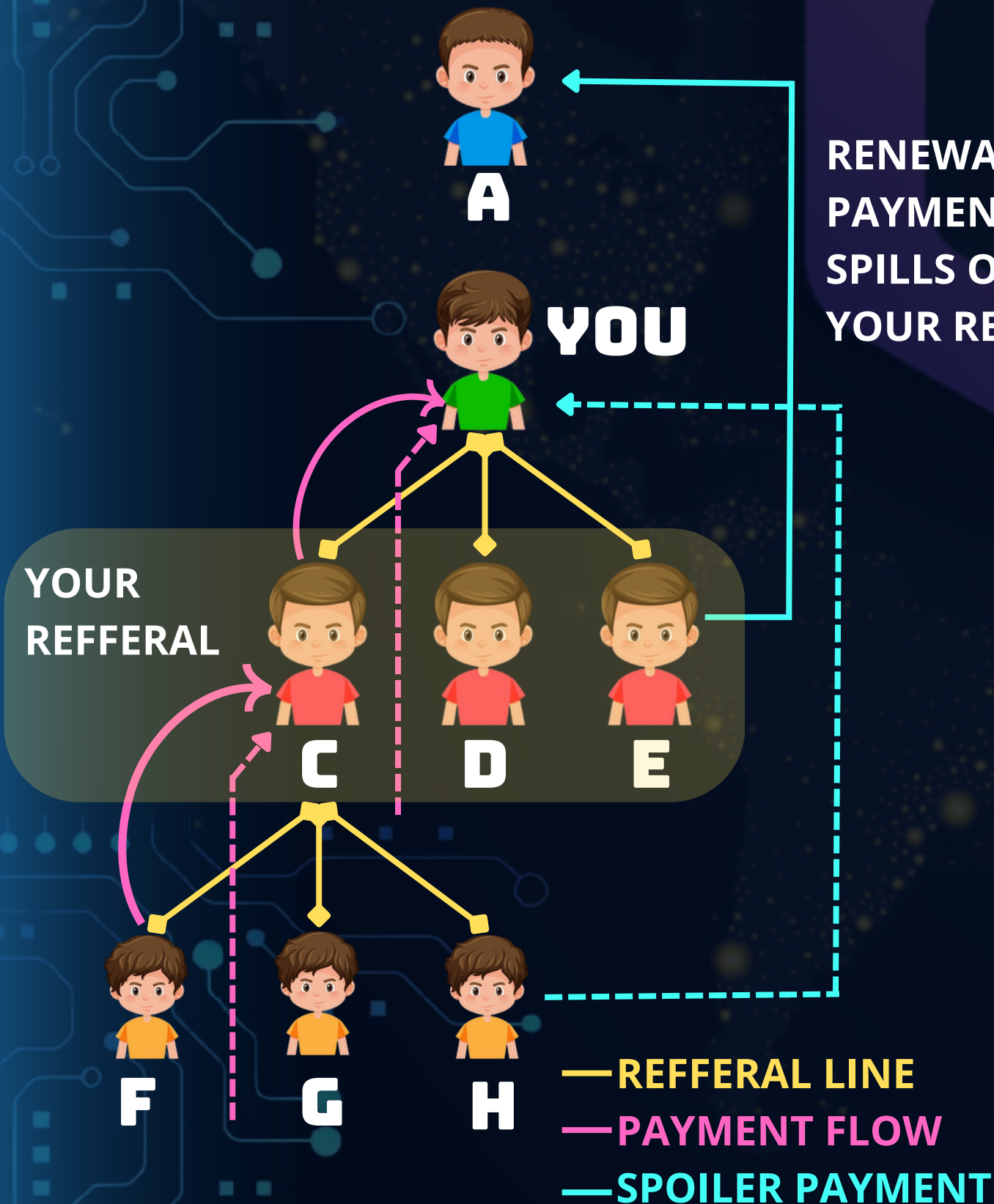
— REFFERAL LINE  
— PAYMENT FLOW



MATIC DRAGON x6 has 12 levels like x3, each level is twice the price of the previous. But unlike x3 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 MATIC into your wallet (Minus the dividend fee).
- User H is the auto-reinvest payment - renewing the level for you... as with the x3 system 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!

# GAME MECHANICS - SPILLOVERS - LEVEL RENEWALS

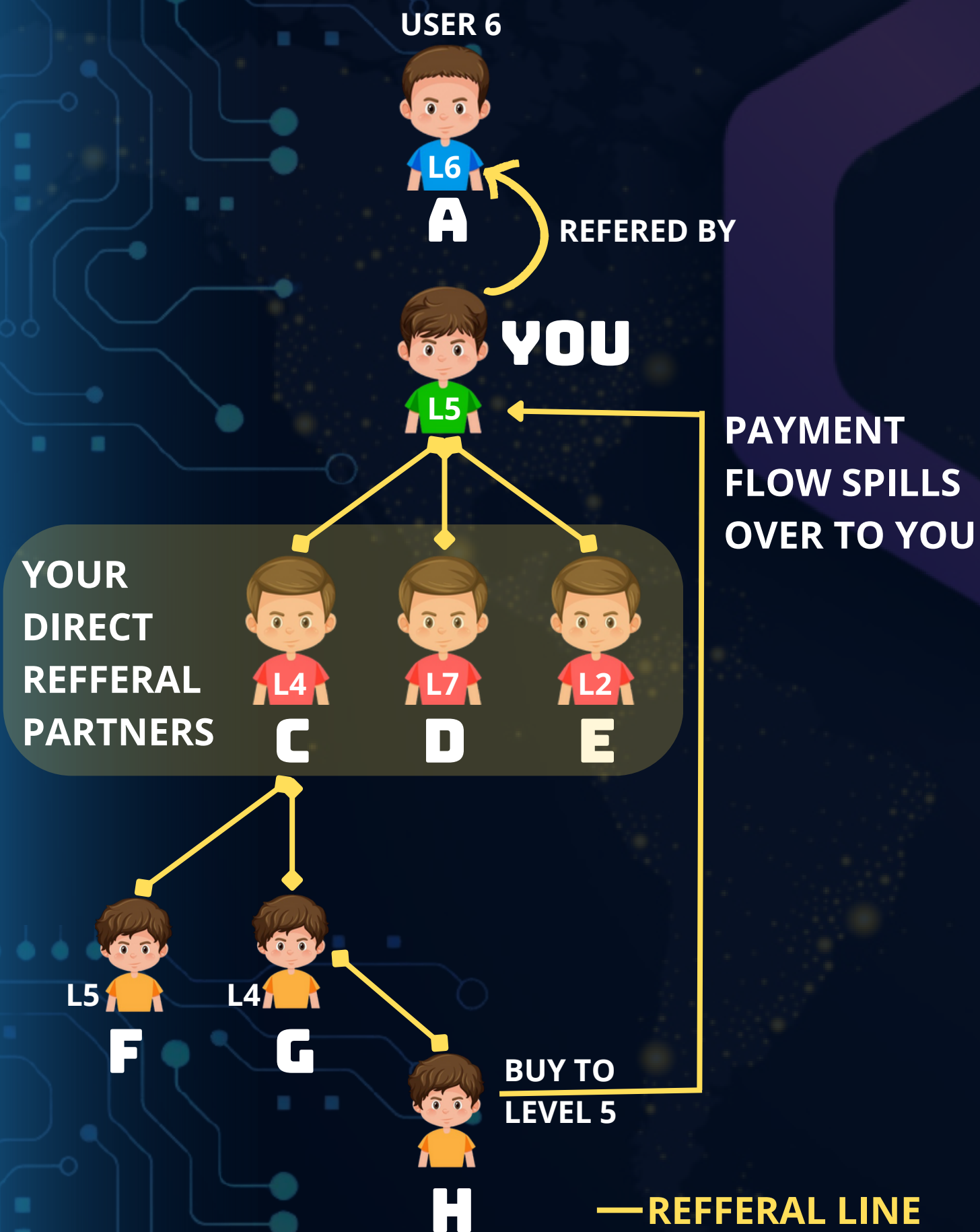


Spillover Payments are payments that you receive for users that are not directly invited/referred by you - they are in effect bonus payments!

- The first type of Spillover payment available in the Level Renewal payments.
- When a Partner fills all of their slots (All 3 in x3 and 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 1 Spillover payments for each cycle! For x6 you can earn 2 Spillover payments for each cycle!
- There is another type of also available in the Matrix. we'll cover this next.



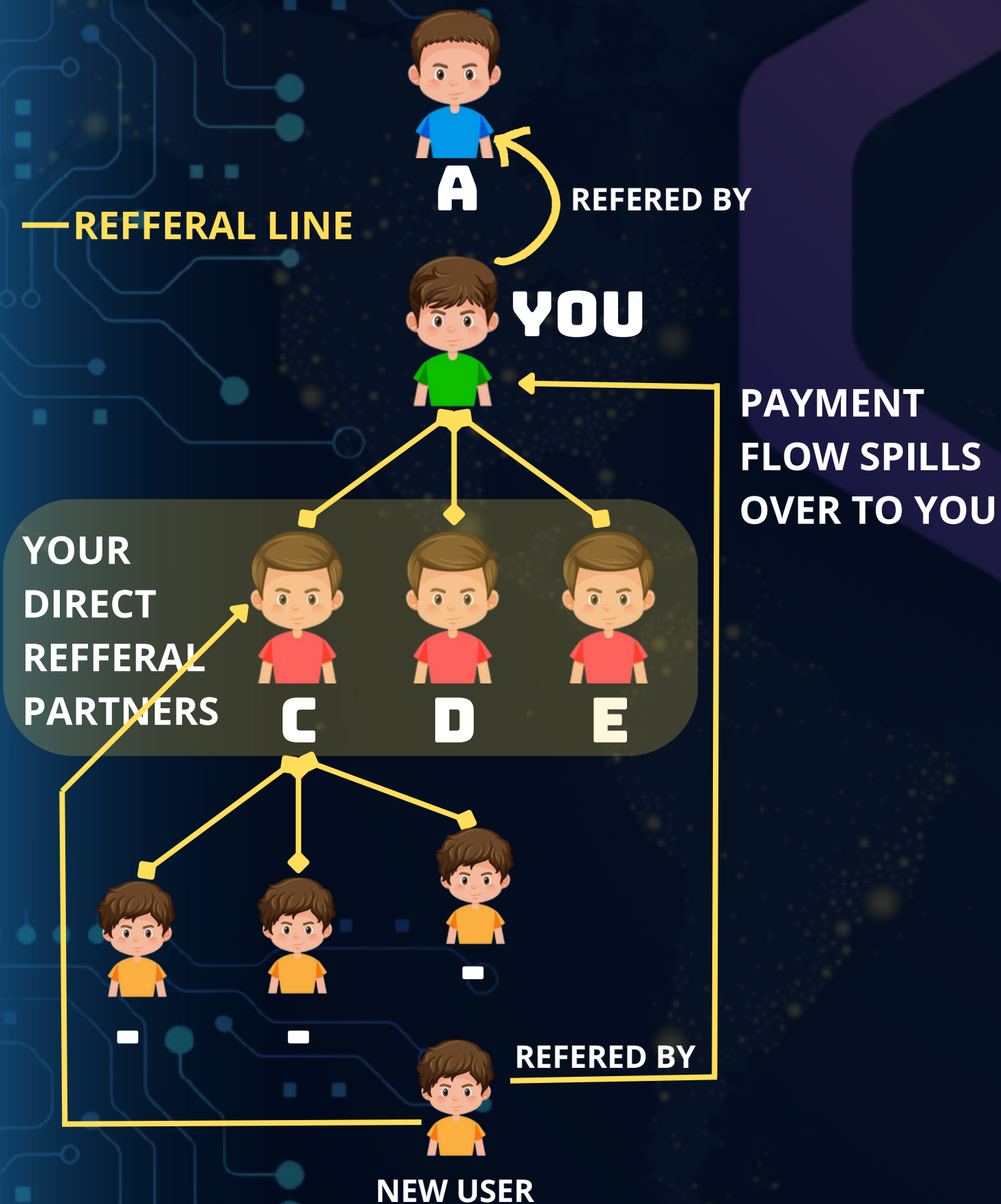
# GAME MECHANICS - SPILLOVERS - LEVEL BLOCKS



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

- The second type of Spillovers for is for Level Upgrades.
- If a Partner (Or even a Partner of 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

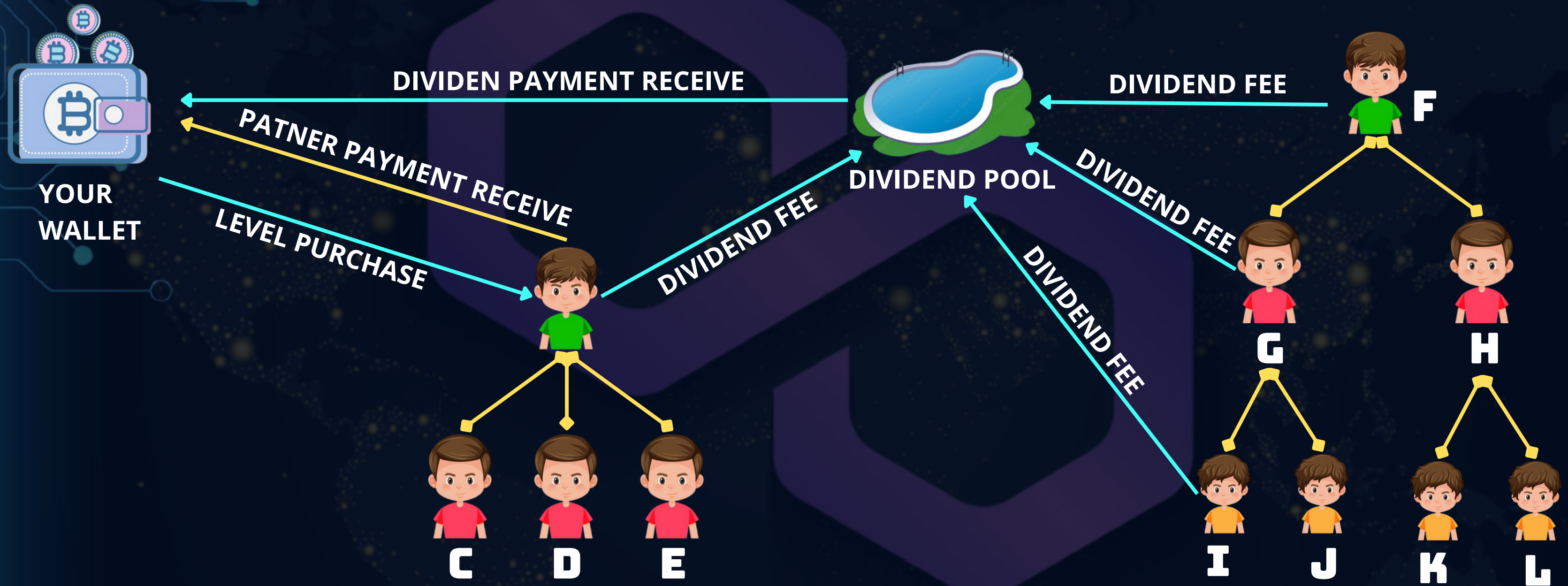


Spillover Payments are payments that you receive for users that are not directly invited/referred by you - they are in effect bonus payments!

- 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)



# GAME MECHANICS - DIVIDENDS

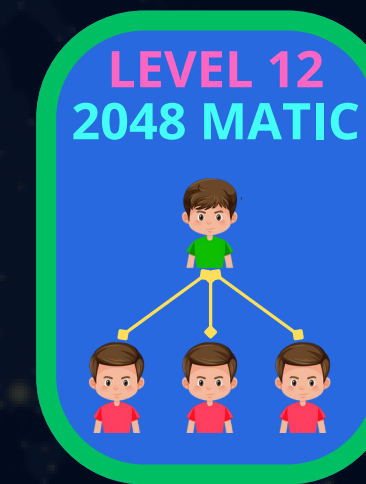
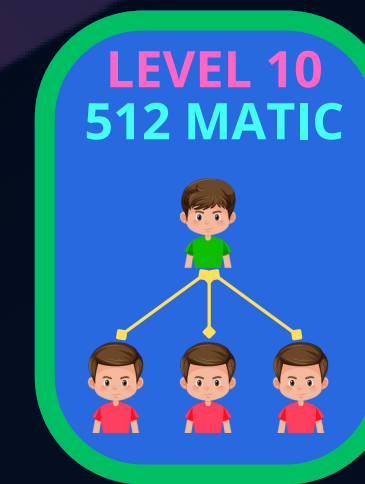
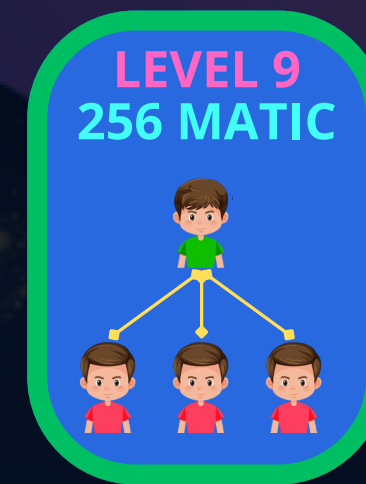
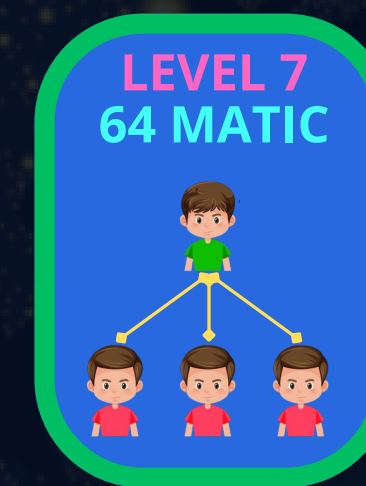
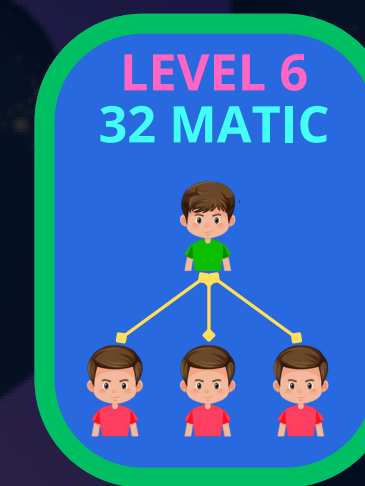
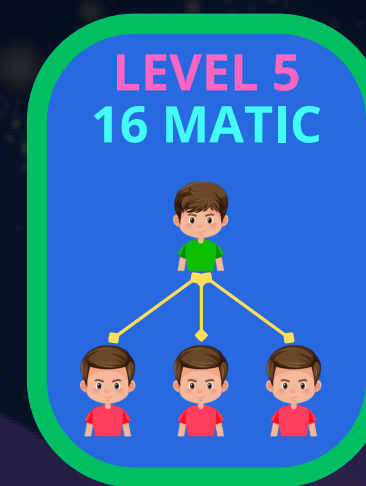
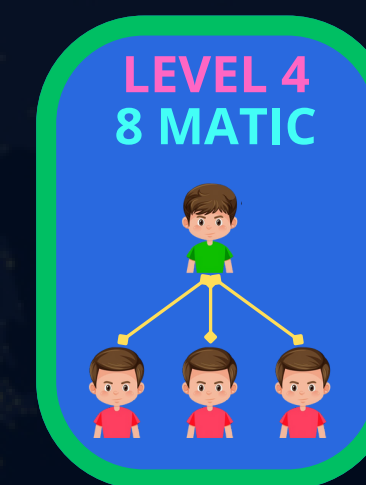
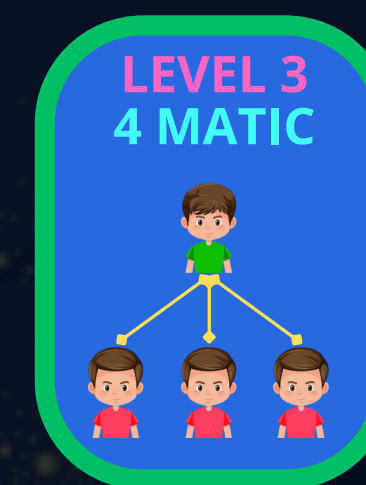
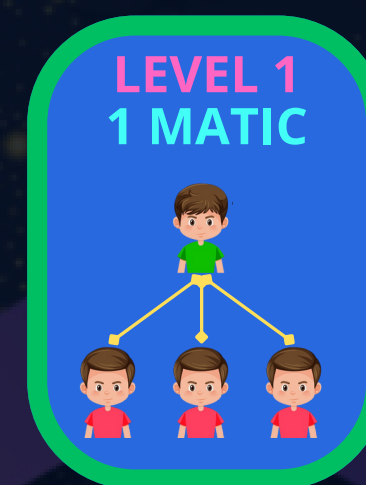


What makes MATICDRAGON unique from other games is our lifetime dividends system! From every matrix payment a tiny 20% fee is charged ~ this is not a dev payment but paid into the dividend pool which is distributed to everyone who plays! You continue to earn even if your matrix remains idle - but the bigger your MATRIX, the bigger your Referral Payout will be as it is distributed proportionally!

# GAME MECHANICS - GAME LEVELS



- There are 12 levels in both MATIC Dragon x3 & x6 each level priced at twice the previous (level 1 = 1 MATIC). You can only buy each level in sequence (And independently for each x3 and x6).
- If you level up ahead of your partner then you will move ahead of them in the Matrix! Your link will temporarily move to another player (If your original partner does upgrade when you next renew they get the chance to regain you as a partner!).
- There is also a RISK of you losing out on profit if you are not at the highest level of your partners when they level up ~ as you can only receive their payment if you match their level at the time, so it pays to always be ahead of your partners!
- Upgrading through the levels also entitles you to receive multiple rounds of payments for the previous level!



***"Can you make it all the way to level12?! Think of the earnings!!"***





# **MATRIX CONTRACT FOR THE POLYGON MATIC CHAIN**

- **MATIC DRAGON is the easiest way to multiply your MATIC!**
- **The only Matrix system which pays out lifetime Dividends!**
- **Earn passive dividends, withdraw in MATIC instantly!**
- **2 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!**

Thank  
you!



**MATIC  
DRAGON**

