



TRONMATRIX

The Fastest, Easiest and Risk-Free way to Multiply your TRX ~ infinitely!

From the team which brought you [ETHMatrix.network](https://ethmatrix.network) comes the easiest way to multiply your TRX!

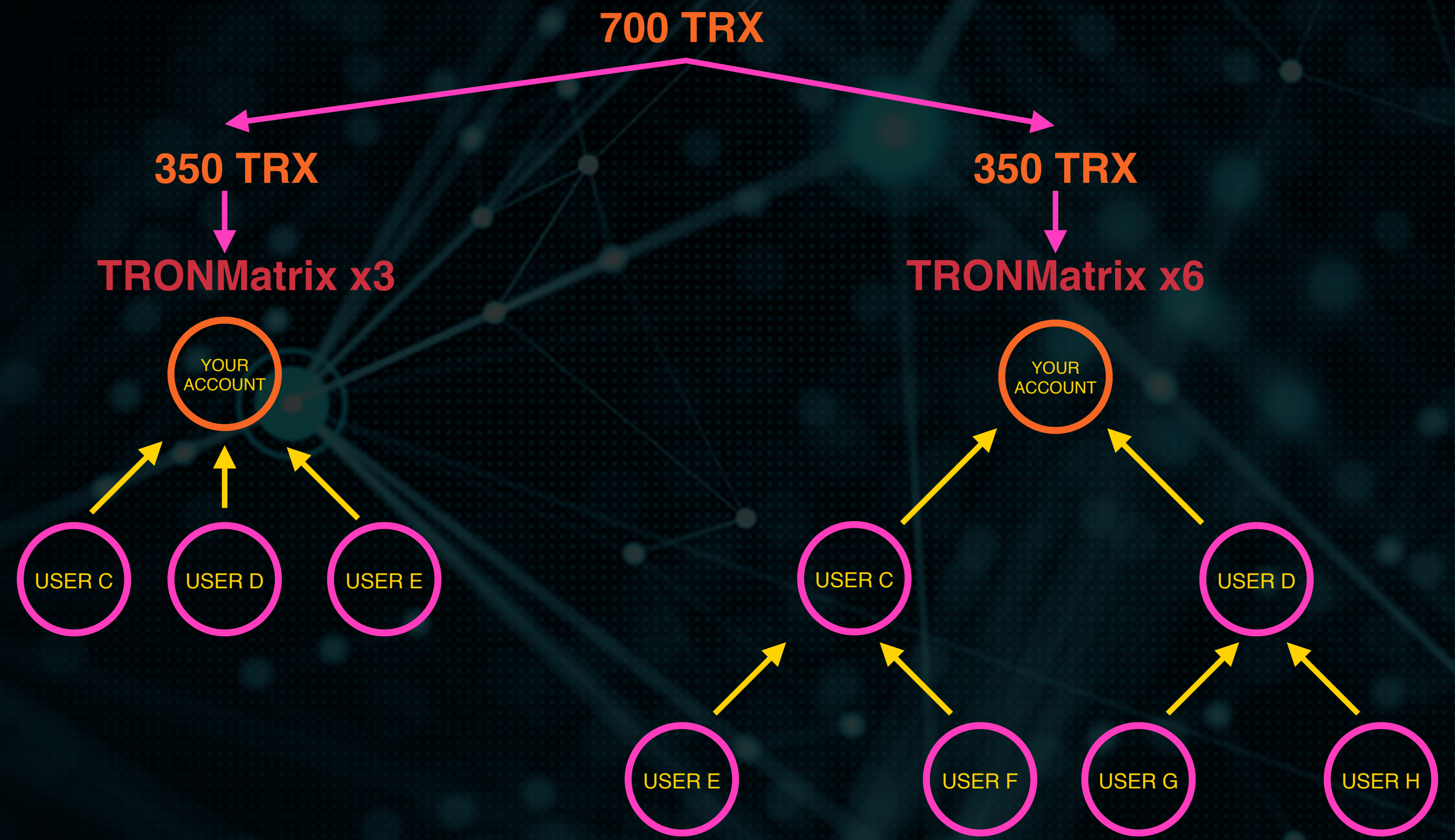
- ~ The only Matrix system which pays out lifetime Dividends!
- ~ 2 Matrix systems for double the earning potential!
- ~ Low, low transaction cost on the Tron Network!
- ~ A first of it's kind for Tron... make sure you are ready on launch day!

TRONMatrix.com

Game Mechanics

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

The entry cost is 350 TRX for each Matrix == Total Registration cost of just 700 TRX



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

~ Each Matrix has 12 levels - 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!

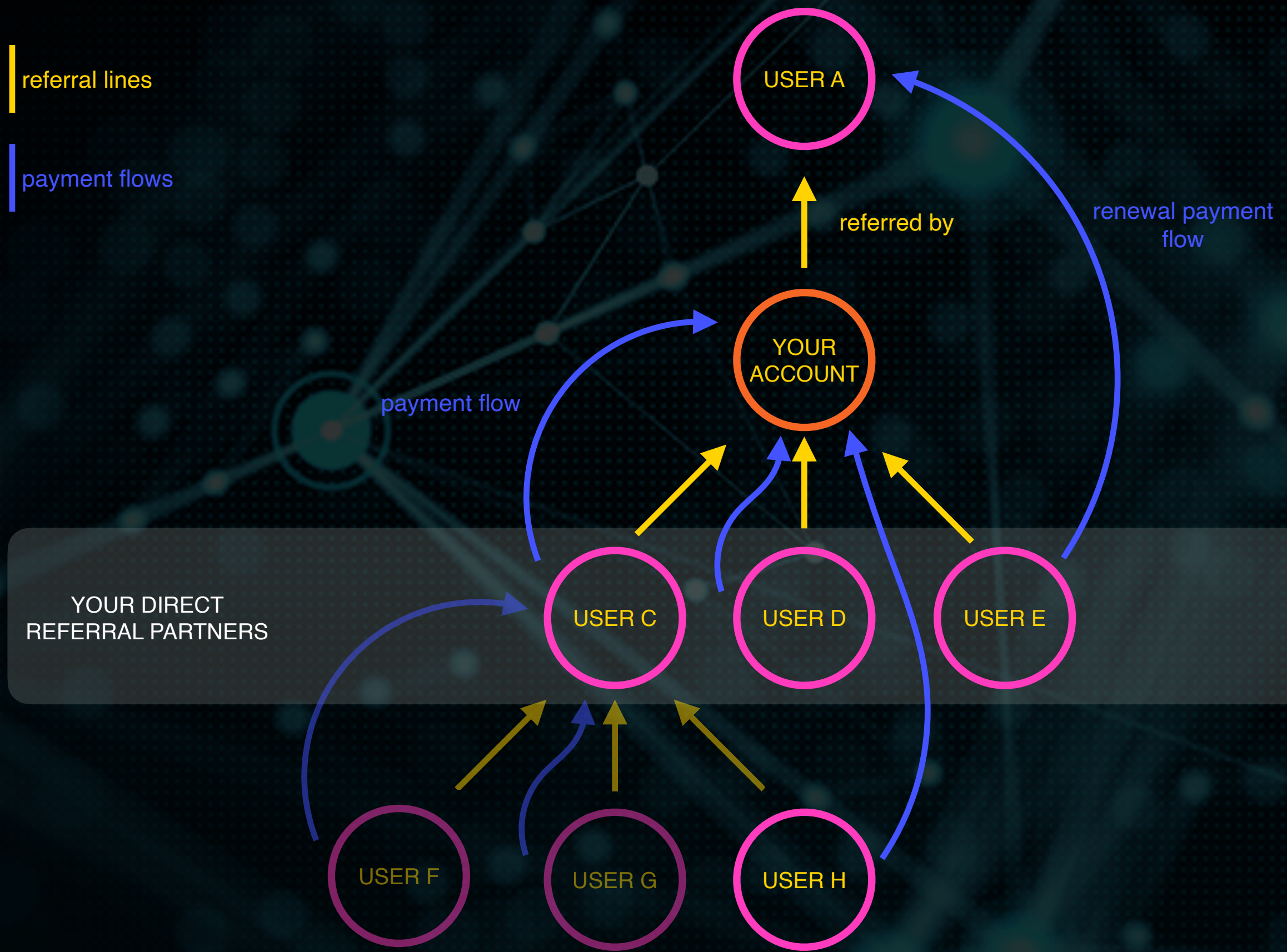
~ Overflow payments and auto-referrals are baked right into TRONMatrix!

~ What's more - every single player will receive TRX Dividends! 2% of every payment is taxed for the dividend commission which is distributed to all players based on their total investment in the game! Providing a lifetime income for all!

Game Mechanics - TRONMatrix x3

TRONMatrix x3 - Level 1 price = 350 TRX

TRONMatrix x3 has 12 levels, each level is twice the price of the previous. Each level has 3 Partners below you (And you are in turn referred by another account):



For your first 2 partners below you - their payments into the TRONMatrix go directly into your wallet (Minus the Dividend commission of 2%).

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!

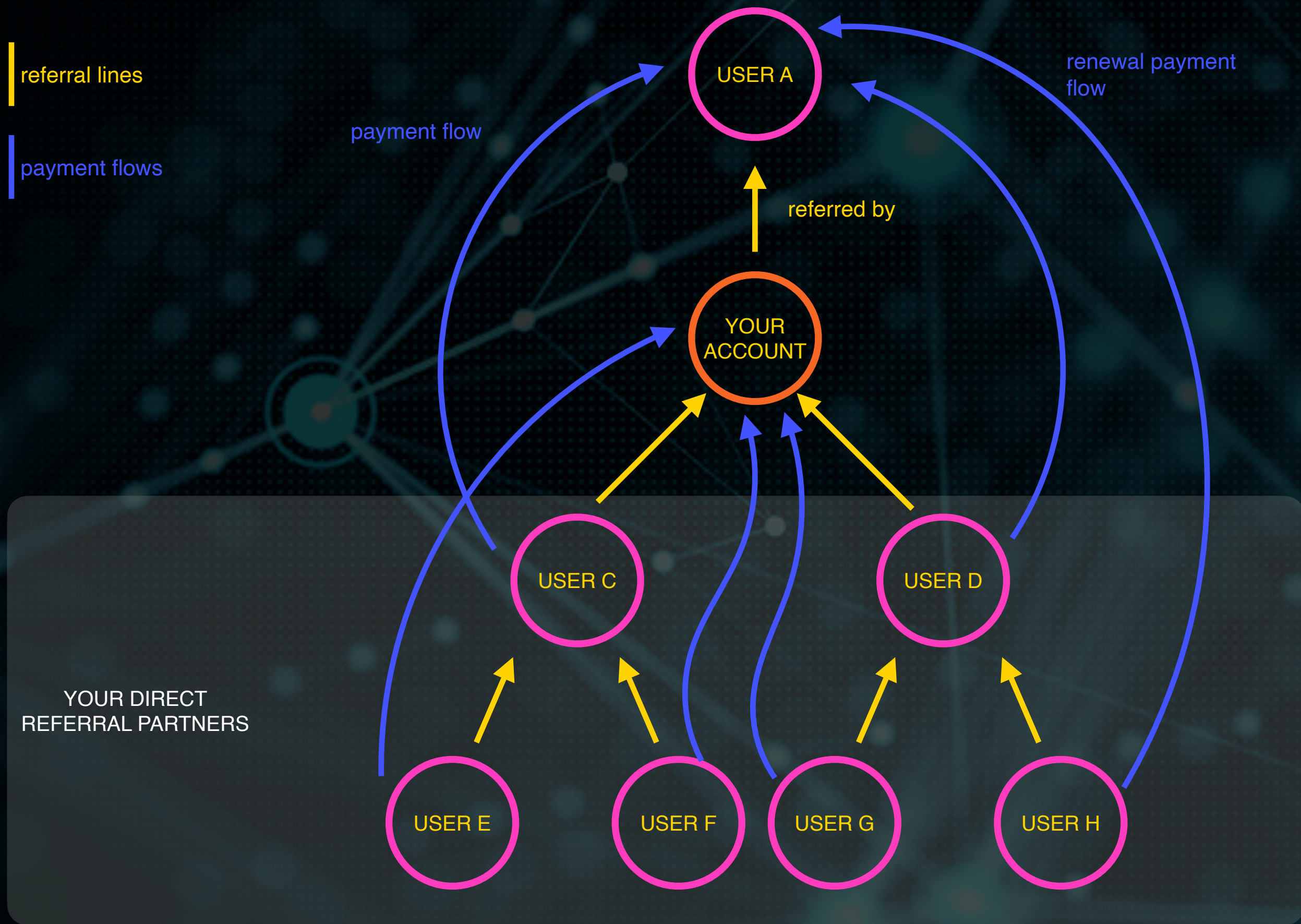
You will also receive these “upstream/overflow” payments from your downstream partners too when they renew (See payment flow from User H)!

~ There are no expiry dates on partners or levels!

Game Mechanics - TRONMatrix x6

TRONMatrix x6 - Level 1 price = 350

TRONMatrix 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 commission) 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 TRX direct into your wallet (Minus the dividend commission).

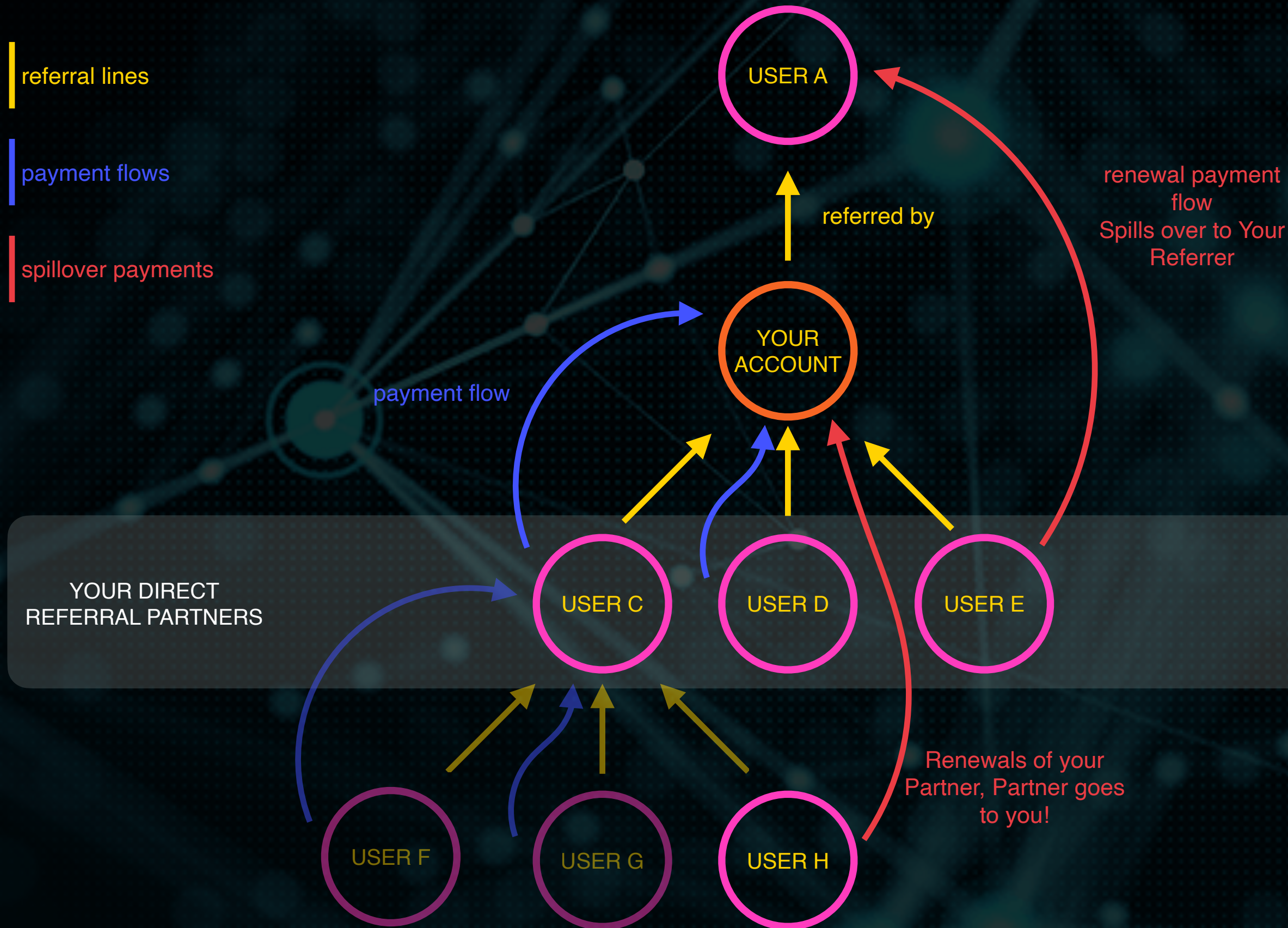
User H is the auto-reinvest payment - renewing the level for you... as with the x3 system this clears your referrals letting the system begin again but only if you upgrade to the next level ~ otherwise the next round of payments from your partners would go up your matrix to your partner!

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

Game Mechanics - Spillovers

Level Renewal Spillovers

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 2% 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...

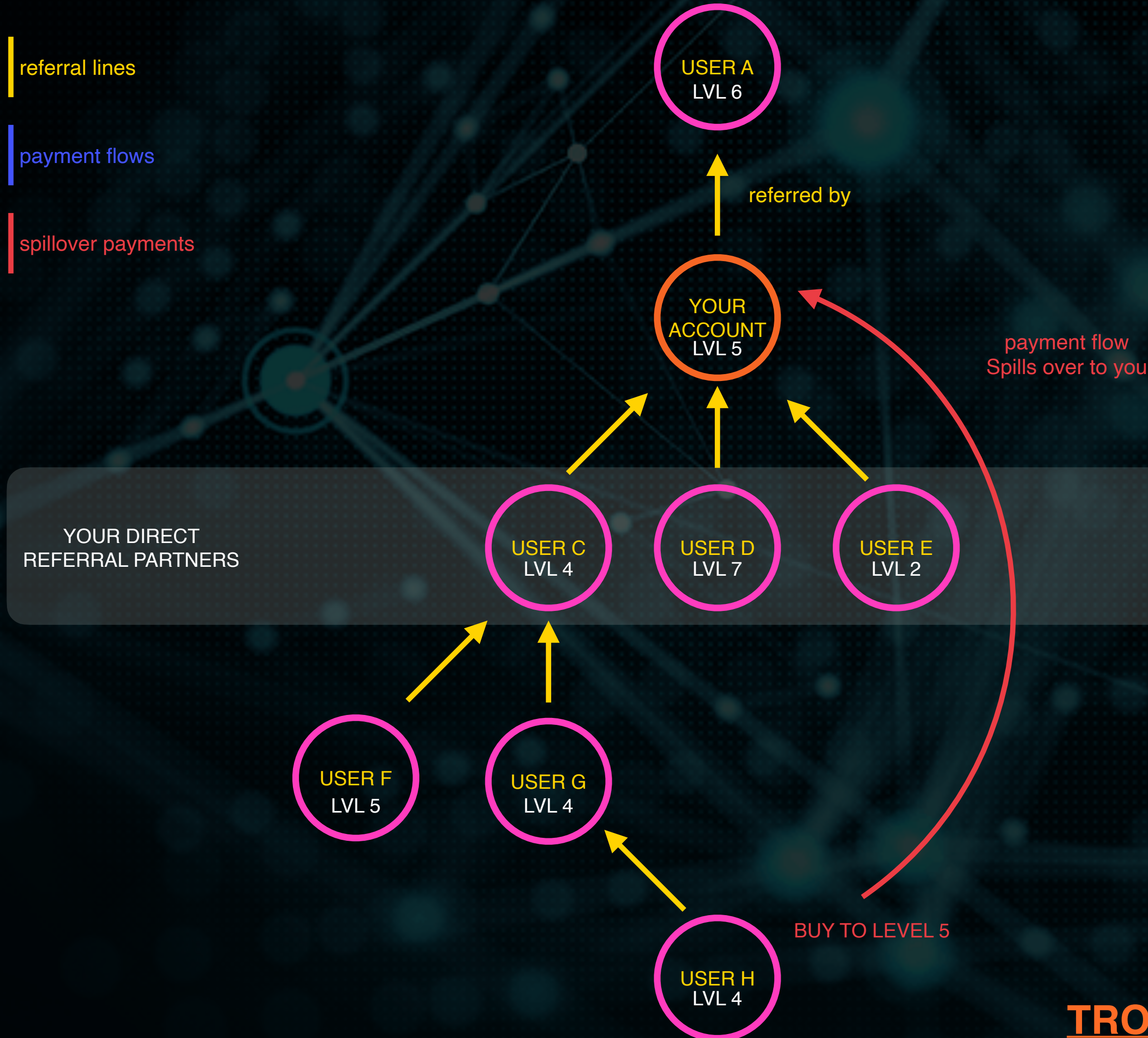
For x3 that gives you 3 Spillover payments for each cycle!
For x6 you can earn 4 Spillover payments for each cycle!

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

Game Mechanics - Spillovers

Level Upgrade Spillovers

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

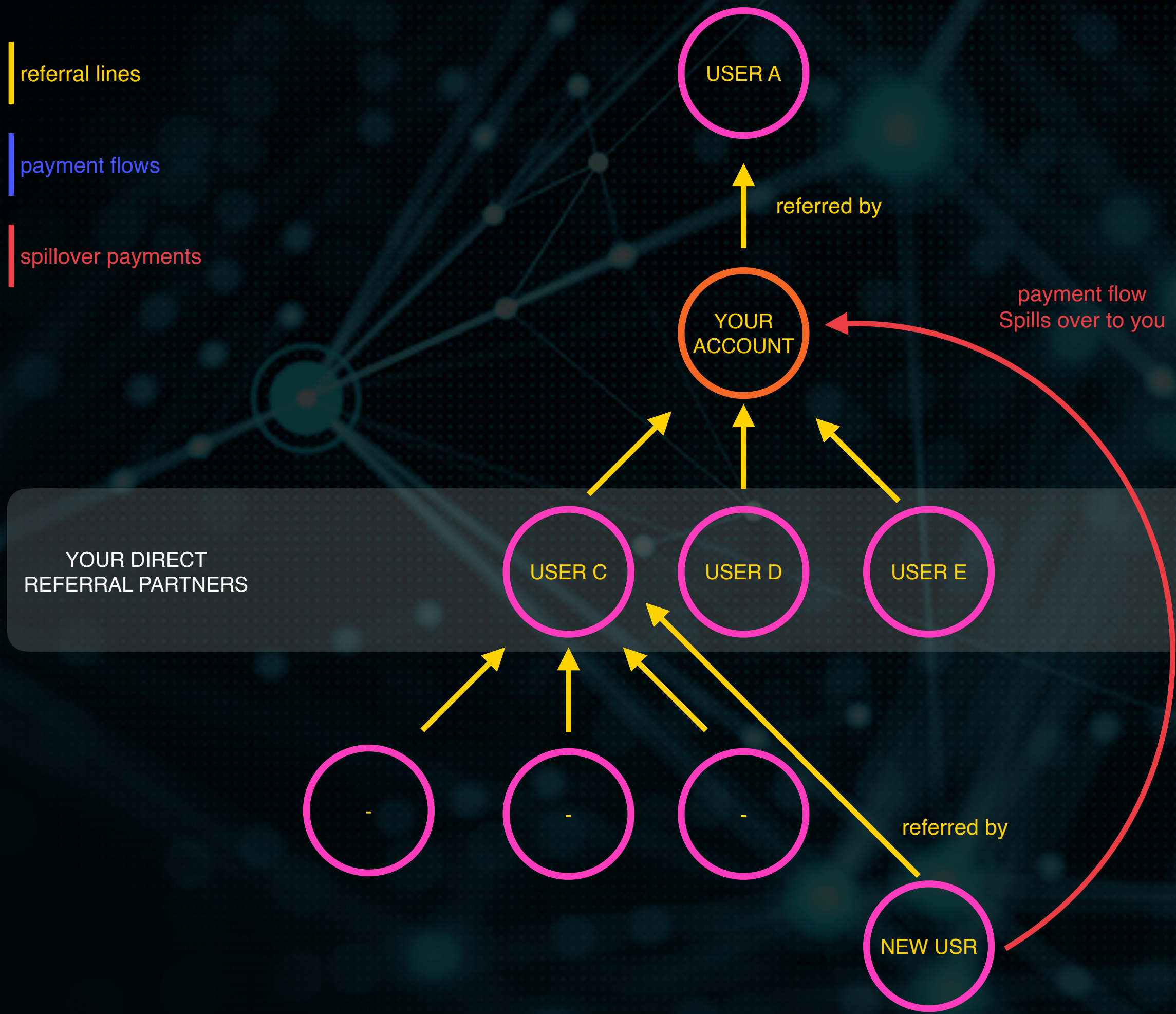
Second check: Check USER C parent (YOUR ACCOUNT) = eligible

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 Block Spillovers

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 currentReferrer 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 - Game Levels

TRONMatrix - Upgrading Levels

There are 12 levels in both TRONMatrix x3 & x6 - each level priced at twice the previous (level 1 = 350 TRX). You can only buy each level in sequence (And independently for each x3 and x4).

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!



Game Mechanics - Dividends

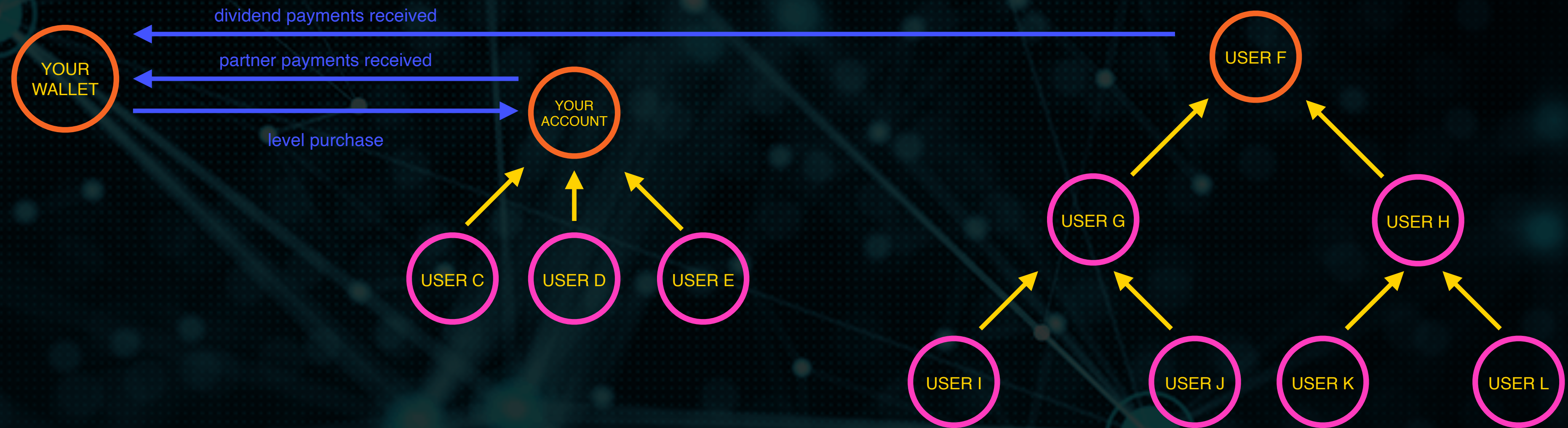
TRONMatrix - Dividends

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

From every matrix payment a tiny 2% dividend commission is charged ~ this is not a dev payment but paid to all players in the game!

It is distributed to everyone based on your total investment in the game ~ a totally fair distribution!

You continue to earn even if your matrix remains idle!



TRONMATRIX vs FORSAGE



TRONMatrix

TRONMatrix is an evolution of the concept of Ethereum Forsage - our Matrix code, including the Spillover algorithm functions exactly as Forsage so you can duplicate your strategies from Forsage and use them within TRONMatrix!

What is unique about TRONMatrix is the Ease of Use and our Unique Lifelong Dividends system which provides a 2% dividend payment to all players! The other great benefit of TRONMatrix over Forsage is the incredibly low transaction costs that come with the Tron Network!

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Sign-up now to get started ~ multiply your TRX!

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