



**gameloot**  
N E T W O R K

R e w a r d s   S y s t e m

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Welcome to Game Loot Network's rewards system. As a member of our revolution, you'll be part of the exploding blockchain economy. Up until now, gaming companies have built massive revenue through your social contacts without sharing a dime. Now, you'll reap rewards at the ground floor of a transformative platform.

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## REWARDS SNAPSHOT

Badge	Personally Referred	Personal Volume	Group Volume	Fast Start Bonuses	Launch Bonuses	Residual Bonuses
	Must be active with \$100PV each			Must qualify within first 30 days		
Sightseer	-	-	-	-	-	-
Groundbreaker	-	\$10	-	-	-	-
Emissary	-	\$100	-	-	1 Level	1 Level
Pixel Wielder	2 Emissaries	\$100	-	\$50	2 Levels	2 Levels
Digital Knight	1 Pixel Wielder	\$100	-	\$100	3 Levels	3 Levels
Archduke	2 Pixel Wielders	\$100	-	\$150	4 Levels	4 Levels
Tech Baron	4 Pixel Wielders	\$100	\$5,000	-	5 Levels	5 Levels
Master Envoy	4 Pixel Wielders	\$100	\$10,000	-	5 Levels	6 Levels
Unity Shifter	4 Pixel Wielders	\$100	\$20,000	-	5 Levels	7 Levels
Mountain Caller	6 Pixel Wielders	\$100	\$40,000	-	5 Levels	8 Levels
Conqueror	6 Pixel Wielders	\$100	\$80,000	-	5 Levels	9 Levels
Portal Bringer	6 Pixel Wielders	\$100	\$160,000	-	5 Levels	10 Levels
Worldstomper	8 Pixel Wielders	\$100	\$320,000	-	5 Levels	10 Levels **
Planet Crafter	8 Pixel Wielders	\$100	\$640,000	-	5 Levels	10 Levels **
Matter Maker	8 Pixel Wielders	\$100	\$1,280,000	-	5 Levels	10 Levels **
Time Bender	10 Pixel Wielders	\$100	\$2,560,000	-	5 Levels	10 Levels **
The Architect	10 Pixel Wielders	\$100	\$5,120,000	-	5 Levels	10 Levels **
Eternity King	10 Pixel Wielders	\$100	\$10,240,000	-	5 Levels	10 Levels **
The Forever Force	12 Pixel Wielders	\$100	\$20,480,000	-	5 Levels	10 Levels **

\* **Launch Bonuses** and **Residual Bonuses** utilize Dynamic Compression when users qualify as a Master Envoy or higher.

\*\* Additional and separate 1% Infinity Bonuses are paid at the 11<sup>th</sup> level down to the next qualified badge when reaching the rank of Worldstomper.

### 3 PAYMENT PATHS

The referral system rewards 3 different ways. The program offers the potential for tremendous upfront commissions as well as long term residual bonuses. Whether you work part-time or full-time, this plan allows you to grab your piece of the blockchain gaming revolution!

#### #1 - Fast Start Bonuses

ACTIVE Emissaries may QUALIFY to EARN 3 separate Fast Start Bonuses within 30 days of becoming an Emissary. Users earn bonuses at the following badge levels:

Pixel Wielder	\$50
Digital Knight	\$100
Archduke	\$150

#### #2 - Launch Bonuses

ACTIVE Emissaries receive up to 5 levels of Launch Bonuses based on their qualified badge level. Launch Bonuses are paid on the sale of Launch Packs ONLY and are not paid on monthly subscriptions.

After purchasing a \$500 or more Launch Pack, for the length of time listed, Emissaries receive the following levels of bonuses corresponding to their badge rank. At the end below time periods, the Emissary must have earned the qualifying badge level to continue to receive bonuses:

	Emissary	Pixel Wielder	Digital Knight	Archduke	Tech Baron
Level	\$125	\$250	\$500	\$1,000	\$2,000
Grandfather Period	-	-	60 days	90 days	180 days
1	20%	20%	20%	20%	20%
2	-	10%	10%	10%	10%
3	-	-	10%	10%	10%
4	-	-	-	10%	10%
5	-	-	-	-	20%

### #3 - Residual Bonuses

Enrollees are able to receive up to 10 levels of Residual Bonuses based on their qualified badge. Each time an Emissary qualifies for the next highest badge they receive an additional 1% bonus on the monthly subscriptions of all Group Volume (GV) for that level.

For example, Emissaries receive a 1% bonus on the volume of their personally referred (1<sup>st</sup> level)

members. When they earn the next qualified badge, Pixel Wielder, they receive 2% bonuses on the volume of those who their personally referred members invited (2<sup>nd</sup> level). This happens each time an Emissary acquires a higher ranked badge, up to 10 levels. The table below illustrates the % of rewards available on each level as Emissaries qualify for badges.

	Emissary	Pixel Wielder	Digital Knight	Archduke	Tech Baron	Master Envoy	Unity Shifter	Mountain Caller	Conqueror	Portal Bringer	World Stomper	Planet Crafter	Matter Maker	Time Bender	The Architect	Eternity King	The Forever Force
<b>Level</b>																	
<b>1</b>	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%	1%
<b>2</b>		2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%
<b>3</b>			3%	3%	3%	3%	3%	3%	3%	3%	3%	3%	3%	3%	3%	3%	3%
<b>4</b>				4%	4%	4%	4%	4%	4%	4%	4%	4%	4%	4%	4%	4%	4%
<b>5</b>					5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%	5%
<b>6</b>						6%	6%	6%	6%	6%	6%	6%	6%	6%	6%	6%	6%
<b>7</b>							7%	7%	7%	7%	7%	7%	7%	7%	7%	7%	7%
<b>8</b>								8%	8%	8%	8%	8%	8%	8%	8%	8%	8%
<b>9</b>									9%	9%	9%	9%	9%	9%	9%	9%	9%
<b>10</b>										10%	10%	10%	10%	10%	10%	10%	10%
<b>*11</b>											1%	1%	1%	1%	1%	1%	1%

\* Beginning at the qualified badge level of Portal Bringer, Emissaries earn up to 7 additional and separate 1% Infinity Bonuses beginning at the 11<sup>th</sup> level down to the next Emissary with the same qualified badge level.

## RANKS & QUALIFICATIONS

Listed below are the qualifications to achieve and maintain each rank in the Game Loot Network compensation plan. These are subject to modification at any time. Game Loot Network will provide 30 days notification prior to implementing any changes.

### **Sightseer**

It is completely FREE to become a Sightseer. Sightseers are eligible to play games and compete against others. However, they cannot win tickets and prizes or earn rewards for referring others.

### **Groundbreaker**

To become a Groundbreaker you must purchase a \$10 monthly subscription. Groundbreakers are eligible to win tickets and prizes. They do not receive rewards for inviting others to the platform.

### **Emissary**

To become an ACTIVE Emissary you must have a \$100 monthly Personal Volume (PV). Personal Volume (PV) is a combination of your personally referred Groundbreakers' purchases AND your own purchases. There is a one-time setup fee of \$75 to become an Emissary, but there are no other required purchases. You can become fully qualified to earn rewards with \$100 of monthly Personal Volume (PV) by personally referring a minimum of 10 other ACTIVE Groundbreakers.

NOTE: Although it is OPTIONAL, you may purchase a monthly subscription for \$125 a month, which includes \$100 of Personal Volume (PV).

### **Pixel Wielder**

Pixel Wielders must personally refer and maintain a minimum of 2 ACTIVE Emissaries. If you receive this badge within 30 days of your enrollment as an Emissary, you earn a \$50 Fast Start Bonus PLUS the corresponding Launch and Residual Bonuses. Group Volume is subject to the "40% Rule" as outlined in the Glossary of Terms and Definitions.

### **Digital Knight**

To acquire the Digital Knight badge you must personally refer and maintain 1 Pixel Wielder. If you earn this rank within 30 days of your enrollment as an Emissary, you receive a \$100 Fast Start Bonus PLUS the corresponding Launch and Residual Bonuses. Group Volume is subject to the "40% Rule" as outlined in the Glossary of Terms and Definitions.

### **Archduke**

An Archduke must personally refer and retain 2 Pixel Wielders. If you acquire this badge within 30 days of your enrollment as an Emissary, you earn a \$150 Fast Start Bonus PLUS the corresponding Launch and Residual Bonuses. Group Volume is subject to the "40% Rule" as outlined in the Glossary of Terms and Definitions.

### **Tech Baron**

To earn the Tech Baron badge you must personally refer and maintain 4 Pixel Wielders and produce \$5,000 in Group Volume (GV). When you achieve this rank you receive the corresponding Launch and Residual Bonuses. Group Volume is subject to the "40% Rule" as outlined in the Glossary of

Terms and Definitions.

### **Master Envoy**

To acquire the Master Envoy badge you must personally refer and maintain 4 Pixel Welders and generate \$10,000 in Group Volume (GV). Master Envoys then receive their Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

### **Unity Shifter**

To become a Unity Shifter you must personally refer and retain 4 Pixel Welders and create \$20,000 in Group Volume (GV). Afterwards you receive the corresponding Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

### **Mountain Caller**

Mountain Callers must personally refer and maintain 6 Pixel Welders and produce \$40,000 in Group Volume (GV). When you become a Mountain Caller you receive the corresponding Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

### **Conqueror**

To earn the Conqueror badge you must personally refer and retain 6 Pixel Welders and generate \$80,000 in Group Volume (GV). Acquiring this rank triggers the corresponding Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

### **Portal Bringer**

Portal Bringers must personally refer and maintain 6 Pixel Welders and create \$160,000 in Group Volume (GV). Portal Bringers then receive their Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

### **Worldstomper**

To acquire the Worldstomper badge you must personally refer and retain 8 Pixel Welders and generate \$320,000 in Group Volume (GV). Worldstompers then receive the corresponding Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

### **Planet Crafter**

Planet Crafters must personally refer and maintain 8 Pixel Welders and create \$640,000 in Group Volume (GV). When you acquire this badge you receive the corresponding Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

### **Matter Maker**

To earn the Matter Maker rank you must personally refer and maintain 8 Pixel Welders and produce \$1,280,000 in Group Volume (GV). Achieving this rank triggers the corresponding Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

### **Time Bender**

To acquire the Time Bender badge you must personally refer and maintain 10 Pixel Welders and create \$2,560,000 in Group Volume (GV). When you earn this badge you receive the corresponding Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

### **The Architect**

To become The Architect you must personally refer and maintain 10 Pixel Welders and produce \$5,120,000 in Group Volume (GV). When you acquire this badge you receive the corresponding Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

### **Eternity King**

Eternity Kings must personally refer and retain 10 Pixel Welders and generate \$10,240,000 in Group Volume (GV). Acquiring this badge triggers the corresponding Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

### **The Forever Force**

The Forever Force must personally refer and maintain 12 Pixel Welders and produce \$20,480,000 in Group Volume (GV). When you earn this badge you receive the corresponding Launch and Residual Bonuses. Group Volume is subject to the “40% Rule” as outlined in the Glossary of Terms and Definitions.

## **GLOSSARY OF TERMS AND DEFINITIONS**

### **Sightseer**

A Sightseer can register and play for free, but they are not eligible to win tickets, prizes, or earn rewards. Sightseers may make 1 time in-game purchases of credits at any time.

### **Groundbreaker**

A Groundbreaker may purchase a \$10 subscription and win tokens and prizes. They cannot earn referral commissions. Groundbreakers may make 1 time in-game purchases of credits at any time.

### **Emissary**

An ACTIVE Emissary can earn tickets, win prizes, and receive rewards based on their badge level.

### **Personal Volume (PV)**

Personal Volume (PV) is created by an Emissary's purchases and the purchases of their personally referred Groundbreakers.

### **Group Volume (GV)**

Group Volume consists of the combined payments of Sightseers, Groundbreakers, and Emissaries in a user's network.

### **Commissionable Volume (CV)**

Commissionable Volume is the amount of volume assigned to a purchase that will count towards PV and/or GV.



### **Qualified**

Qualified means an Emissary has met the requirements to be paid through specific components of the Game Loot Network Rewards System.

### **Active**

Active means the monthly Personal Volume (PV) requirements to maintain a badge have been met.

### **Inactive**

Inactive means you have not met the monthly Personal Volume (PV) requirements to maintain your badge. If you go INACTIVE for a period of 90 days or more, your position will be permanently removed from the structure.

### **Pay Periods**

All reward bonuses are paid to your wallet within approximately one hour of a network transaction.

### **LOOT Tokens**

LOOT Tokens are Game Loot Network's premium digital currency exchangeable for CREDITS, BIDS, or PREMIUM BIDS. Members receive additional bonuses when trading LOOT for CREDITS, LOOT for BIDS, or LOOT for PREMIUM BIDS. LOOT can NOT be exchanged for cash within Game Loot Network's ecosystem.

### **Credits**

Credits are used to play games, purchase upgrades, challenge your friends head-to-head, and enter tournaments. Credits can also be converted into bids to compete against others in an attempt to

win prizes through Battle Bids. Credits can NOT be exchanged for cash within Game Loot Network's ecosystem.

### **Tickets**

Users earn tickets in a variety of ways including playing games and beating someone in head-to-head gameplay. Tickets are redeemable for prizes at any time. Tickets can NOT be exchanged for cash within Game Loot Network's ecosystem.

### **Bids**

Bids are used to compete against others in an attempt to win prizes in the Earn portal. Bids can NOT be exchanged for cash within Game Loot Network's ecosystem.

### **Premium Bids**

Premium Bids are used to compete against others in an attempt to win prizes at the Earn portal. Premium Bids can be used to win bundles of LOOT and other premium prizes in the Battle Bidding Arena. Premium Bids can NOT be exchanged for cash within Game Loot Network's ecosystem.

### **Launch Packs**

Launch Packs can be purchased at any time. These packs include additional bonuses in credits, bids, and other promotional items.

### **In-App Purchases**

In-app purchases of credits can be made at any time by Sightseers, Groundbreakers, or Emissaries. These purchases are made through Google, Apple, Amazon, or Steam. NOTE: In-app purchases have 60% CV (Commissionable Volume) due to the approximate 30% fees that Google, Apple, Amazon, and Steam charge for in-app purchases.