📖 BSG2.0 model mechanism 🔥 🔥 🔥 🔥

◼ Introduction to the BSG2.0 model

▪Levels and criteria.

☞One-star player: personal deposit of 100 USDT (including) or more, and the players enjoy direct promotion bonus of 1st generation.

☞ Two-star player: personal deposit of 1000 USDT (included) or more (calculated according to the maximum amount of a single transaction), 30 valid players in the team. The performance of a line in the team of at least reaches 10000 USDT, and the sum of the performance of all other lines reaches 10000 USDT or more, then the players enjoy earnings of 2nd generation

☞Three-star player: personal deposit of 2000 USDT (or more) (calculated according to the maximum amount of a single transaction), 50 valid players in the team. The performance of one line in the team of at least reaches 20000 USDT, and the sum of the performance of all other lines reaches 20000 USDT or more, then players can enjoy earnings of 3rd generation.

☞Four-star player: personal deposit of 3000 USDT (or more) (calculated according to the maximum amount of a single transaction), 100 valid players in the team. The performance of one line in the team at least reaches 30,000 USDT, and the sum of the performance of all other lines reaches 30,000 USDT or more, then players can enjoy 4 generations of earnings

☞Five-star player: personal deposit of 5000 USDT (calculated according to the maximum amount of a single transaction), 300 valid players in the team. The performance of a line in the team reaches at least 100000 USDT, and the sum of the performance of all other lines reaches 100000 USDT or more, then players can enjoy earnings of 15th generation, of which earnings from 5-15 generations are frozen. It needs to be 1:1 association before withdrawal.

◼BSG2.0 bonus model

▪Cycle earnings: initial cycle of 15 days, 22.5% earnings per cycle

▪Total earnings of 15 generations.
1st Generation 5%
2nd Generation 1%
3rd Generation 2%
4th Generation 3%
5-10th Generations 1%
11-15th Generations 0.5%

▪Lucky Prize.

☞ Lucky Prize Rules: Starts daily at 3:00AM GMT. New players who join within 24 hours, with personal deposits more than or equal to 500 USDT (TRC20) and ranked among the top 10, can get in the lucky prize pool.

☞ Lucky prize pool: 0.5% of the daily system flow

☞ Lucky prize distribution: according to percentage of deposit amount for each account, the distribution of the prize pool is determined. If less than 10, the current quota is calculated for the distribution of the prize pool. If players did not enter on the day, the prize pool would accumulate to the next day.

▪Guessing Prize:

☞ Guessing rules: Starts daily at 3:00AM GMT, within half an hour (bets cannot be placed after the timeout) guess the total number of global players entering within 24 hours (single bet amount is 10, you can have N-times bets). The number of guesses is similar or equal to the total number of people entering on that day. If the same numbers appear, the top 10 are taken in order of the blockchain time of the bets placed.

☞ Guessing prize pool: 0.5% of the daily system flow

☞ Guessing bonus distribution: 35% for the first place, 20% for the second place, 10% for the third place, 5% for the fourth to tenth places respectively. 70% of the bonus gained can be directly withdrawn and 30% goes to the separate account.

◼ BSG2.0 logic model:

▪Deposits: minimum 100 USDT , maximum 5000 USDT in multiples of 100 increments. Each round of deposits must be more than or equal to the previous round of deposits.

Five incremental rules for the deposit amount:

☞ First level: 100-1000 USDT,
☞ Second level: 1000-2000 USDT,
☞ Third level: 2000-3000 USDT,
☞ Fourth level: 3000-4000 USDT,
☞ Fifth level: 4000-5000 USDT
(⚠ You must unlock the maximum deposit for each level before you can release the next maximum deposit amount up to the maximum of 5000USDT)

▪Burning mechanism: bonus is calculated according to the amount of the smaller deposit

▪1:1 deposit logic: after the expiration of the previous cycle of deposits, you need to continue to deposit the next cycle, and the amount is greater than or equal to the amount of the previous cycle of deposits, then you can withdraw the unfrozen deposit.

▪1+1 model: each new deposit increases 1 day freeze period, no increase in earnings, the maximum increase of 45 days, no more increase.

▪Compete & separating mechanism: 30% of all proceeds, allocated according to 30% and 70% as follows:

☞30% going to the guessing account. It can be transferred to each other, no limit to the amount. Each transfer out needs to burn 10%, sinking in the contract balance.

☞70% going to the separate account. It can be transferred to each other, and must be a multiple of 100. Each transfer out needs to burn 10%, sinking in the contract balance. Separate account balance can only be used to new accounts.

▪ Funds allocation mechanism.

☞ 97% of the deposit amount going to the contract balance

☞ 2% of the deposit amount going to system development and O&M fees

☞0.5% of the deposit amount going to the lucky draw pool

☞0.5% of the deposit amount going to the guessing pool

📕 Contract balance control logic.

↗ There are three levels of control:

☞ First level: when the contract balance reaches 1 million USDT, then drops down to 700,000 USDT, rule one will be triggered. That is, it becomes a cost recovery account. The cycle of 22.5% earnings stops issuing. The account needs to have a new deposit (non-principal associated, non-5-15 generation associated), then the dynamic bonus can continue to be enjoyed, otherwise the dynamic award stops issuing; if the balance continues to fall to 400,000 USDT, rule two will be triggered. That is, it becomes a cost recovery account. The cycle of 22.5% earnings stops issuing, so does dynamic bonus (regardless of whether the new deposit is stopped). Until the contract balance is restored to 1.5 million, USDT will be lifted and all accounts resume cycle earnings and dynamic earnings.

☞Second level: when the contract balance reaches 5 million USDT, then drops down to 3 million USDT, rule one will be triggered. That is, it becomes a cost recovery account. The cycle of 22.5% earnings stops issuing. The account needs to have a new deposit (non-principal associated,

non-5-15 generation associated), then the dynamic bonus can continue to be enjoyed, otherwise the dynamic award stops issuing; if the balance continues to fall to 1.5 million USDT rule two will be triggered. That is, it becomes a cost recovery account. The cycle of 22.5% earnings stops issuing, so does dynamic bonus (regardless of whether the new deposit is stopped). Until the contract balance is restored to 5 million, USDT will be lifted and all accounts resume cycle earnings and dynamic earnings.

☞ Third level: when the contract balance reaches 10 million USDT, then drops down to 5 million USDT, rule one will be triggered. That is, it becomes a cost recovery account. The cycle of 22.5% earnings stops issuing. The account needs to have a new deposit (non-principal associated, non-5-15 generation associated), then the dynamic bonus can continue to be enjoyed, otherwise the dynamic award stops issuing; if the balance continues to fall to 2 million USDT, rule two will be triggered. That is, it becomes a cost recovery account. The cycle of 22.5% earnings stops issuing, so does dynamic bonus (regardless of whether the new deposit is stopped). Until the contract balance is restored to 10 million, USDT will be lifted and all accounts resume cycle earnings and dynamic earnings.