

The uVme Jewels

Once you are an "active" uVme Associate, you qualify for all the various commissions and bonuses below. Becoming "active" is easy: develop a team of players who turn over £20 within a business cycle. You need a minimum of two players, and no more than £10 in game fees from any one player can count toward your qualification. To make it even simpler, one of these can be yourself!

JEWEL ONE: The Game Fee Rake

The first of seven ways that you will get paid by your uVme business is through your share of the "game fee rake". From each paid game, a percentage is collected; this is called the "rake". Depending on the type of tournament, the rake can be from 12.5% to 49.99% of the entry fee. How much of the "rake" you earn depends on your "Personal Player Volume" (PPV) - that is, how much money your players spend on playing games. The "rake" is paid on a percentage basis, as follows:

PPV	Your % of the "rake"
£0-100	25%
£100-250	30%
£250-500	35%
£500+	41%

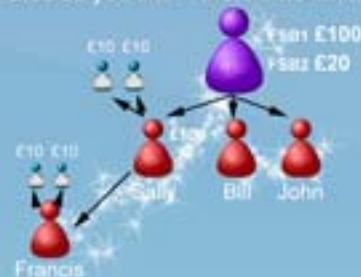
In other words, as an active Associate, you will always get AT LEAST 25% of the game fee rake. Your uVme games can be played in many types of cash tournaments where dozens - even hundreds - of players from around the world compete for the larger cash prizes. You can even create your own tournament and send a challenge out to your group of players, and what's more, you can participate too! Earning money has never been so much fun. There's no risk, because you haven't got to put up the prize money; all you have to do is make sure your players are having fun and taking part. Your players can also take part in company-sponsored tournaments for large prizes and each time they do, you get paid.

£5	£10	£20	£30	£40	£50
		P.P.V.	Percentage of Game Fee Rake		
		£45	25%		
		£135	30%		
		£285	35%		
		£510	41%		

To illustrate how your Personal Player Volume (PPV) can add up, this table shows various players (represented by icons wearing different coloured jerseys) who have spent between £5 and £50 taking part in tournaments. So in the first row, you've got one player who has spent £5, one who has spent £10, and one who has spent £30, giving you a total PPV of £45. This means you would earn 25% of the rake.

JEWEL TWO: Fast Start Bonus

A "Fast Start Bonus" is paid by uVme for helping and assisting your new Associates to become active within 28 days of joining. (They become "active" in a similar way to yourself, introducing a group of players, at least two, who have a combined PPV of £20 - again, no more than £10 from one player can count toward "active" status.) So every single time this happens, **YOU GET £100**. In the example below, you are the big purple icon, and you introduce Sally, Bill, and John as Associates (represented by hot-pink icons). Sally has two players who each spend £10, and this happened within the first 28 days of her joining, so **YOU EARN £100!** You can sponsor as many new Associates as you like - there's no limit!



Fast Start Bonus 2

Every time one of YOUR personally sponsored Associates gets a Fast Start Bonus of £100 from THEIR new Associates, **YOU GET £20!** So in the example above, Sally has now introduced a new Associate, Francis. Francis has two players spending £10 on games; therefore Francis qualified as "active" within 28 days of joining, so Sally gets a £100 Fast Start Bonus ... and for helping and supporting Sally to develop her business, **YOU GET A £20 FAST START BONUS 2!**



JEWEL THREE: Instant Pay

No waiting around till the end of the month or the end of a pay cycle – as soon as your personally sponsored Associates qualify within their first 28 days (or in the case of Fast Start Bonus 2, when their personally sponsored Associates become active within 28 days), your Fast Start Bonuses will be transferred to your online account. Once your account is verified, you can access your funds through a number of different online payout solutions and e-wallets. Verification will be available on your account after the launch.



JEWEL FIVE: Generation Bonus

As your group duplicates and grows, you can access bonuses deeper in your business. This is the "Generation Bonus", and pays you through SEVEN GENERATIONS of your Associates' turnover! You can earn a commission of between 3 and 5% per generation. See the colourful chart at the end of this report for an illustration of how this works.



JEWEL SEVEN: Matching Bonus

The uVme Matching Bonus gives you the power to earn 100% of the Generation Bonus that is paid to your personally sponsored Associates. It is a very powerful bonus indeed. For example, let's say you sponsor John, and help him develop his group of players and Associates.

John receives his Generation Bonus of £350. For helping and supporting him, the company pays you a Matching Bonus of 100% of John's Generation Bonus... meaning you earn an additional £350.

Now can you see the incentive for developing a team of Associates and aiding them to become successful!

In the example below, Sally is earning a Generation Bonus of £500, and Bill £400, so added to your Matching Bonus from John's Generation Bonus, that would mean you would earn an additional £1,250 on top of your own commissions and bonuses.

Can you imagine how this will impact your Associates? They would also want to benefit from the Matching Bonus and assist their Associates, and it will duplicate throughout your business. The Matching Bonus is unlimited; you can sponsor as many Associates as you want.



JEWEL EIGHT: Infinity Bonus

On top of all of the other commissions and bonuses, when you qualify for positions Q7, Q8, and Q9, you earn an "Infinity Bonus" of 1-3% on generations outside your first seven generations and up to your next Associate who also qualifies for this bonus. Should you qualify at the Q8 or Q9 position and have an Associate who qualifies at a lower Infinity Bonus level, you would earn the difference in the percentages. In the example on the left, say you are a Q9 earning a 3% Infinity Bonus. Bill is in your team and qualifies as a Q7 earning a 1% Infinity Bonus. That means you would earn 3% up to Bill's seventh generation, and 2% on the generations outside of Bill's seven generations. The difference of 1% is being paid to Bill.



JEWEL NINE: Dynamic Roll-Up Bonus

If, in the previous example, Bill joins you at the Q9 position, he will start earning the 3% Infinity Bonus, matching your own and effectively cancelling yours out for that particular leg of your business. However, that's when the Dynamic Roll-up Bonus kicks in. This bonus "rolls up" and pays you any unqualified Generation Bonuses in Bill's business. If you retain this position for two consecutive pay cycles, you are paid the Dynamic Roll-Up Bonus one pay cycle in arrears.



JEWEL FOUR: Power Pool Revenue Share

When you reach position "Q2" (see the illustrated pay plan at the end of this report), you qualify for this special bonus. uVme collects a percentage of net revenue (8%) and shares it out between all "active" uVme Associates at position Q2. The purpose of this bonus is to help with the ongoing costs, and is capped at £65 per Associate per pay cycle.



JEWEL SIX: Promotion Bonus

The purpose of the Promotion Bonus is to give you a promotion running throughout your business 365 days per year. As your group develops, £10 from each "active" Associate on your fourth level goes into a "virtual promotion account" that you can view online. These funds cannot be accessed until you qualify at position Q4. At that point, the funds are instantly released and paid into your verified account. Then the promotion starts over again, and is paid out the first time you qualify for positions Q5, Q6, Q7, Q8, and Q9! Each of your Associates also has a virtual promotion account, which you can use to motivate and incentivize your team.



Q1 The first position in the Marketing Plan is "Q1". To become a Q1, you only need to develop a team of players who turn over £20 within a business cycle. You need a minimum of two players, and no more than £10 in game entry fees from any one player can count toward your "active" qualification. To make it even simpler, one of these can be yourself!



Q2 To become a Q2, you need to be "active" and develop a group of three Associates who are qualified at the Q1 position in three separate legs, one of which must be personally sponsored.



Q3 To become a Q3, you need to be "active" and develop a group of three Associates who are qualified at the Q2 position in three separate legs, one of which must be personally sponsored.



Q4 To become a Q4, you need to be "active" and develop a group of three Associates who are qualified at the Q3 position in three separate legs, one of which must be personally sponsored.



Q5 To become a Q5, you need to be "active" and develop a group of three Associates who are qualified at the Q4 position in three separate legs, within your seven generations.



Q6 To become a Q6, you need to be "active" and develop a group of three Associates who are qualified at the Q5 position in three separate legs, within your seven generations.



Q7 To become a Q7, you need to be "active" and develop a group of three Associates who are qualified at the Q6 position in three separate legs within your seven generations, each of whom have a combined group game volume of £15,000 per business cycle within their seven generations.



Q8 To become a Q8, you need to be "active" and develop a group of three Associates who are qualified at the Q7 position in three separate legs, within your seven generations.



Q9 To become a Q9, you need to be "active" and develop a group of three Associates who are qualified at the Q8 position in three separate legs, within your seven generations.



Q2

Q1

**E65 max
Power Pool
Revenue Share**

£10
Promotional
Bonus

£20

Fast Start
Level 2 Bonus

£100

Fast Start Bonus

MB
100%

Q4

Q5

Q.6

Q7

Q8

Q9

Matching Bonus (MB)

Matching Bonus (MB)

Matching Bonus (MB)

**Matching Bonus (MB)
1% Infinity Bonus**

Matching Bonus (MB)
2% Infinity Bonus

**Matching
Bonus (MB)
3% Infinity
Bonus**

INFINITY BOWTIES

12

INFINITY BONUS

20

INFINITY BONUS

3x