

- Level 1 Distribution: A invites B, after successful transaction, the commission received: A = order amount * 10% * 75%

- Level 2 Distribution: B invites C, after successful transaction, the commission received: A = order amount * 10% * 15%; B = order amount * 10% * 75%

- Level 3 Distribution: C invites D, after successful transaction, the commission received: A = order amount * 10% * 3%; B = order amount * 10% * 15%; C = order amount * 10% * 75%

- Level 4 Distribution: D invites E, after successful transaction, the commission received: A = order amount * 10% * 2%; B = order amount * 10% * 3%; C = order amount * 10% * 15%; D = order amount * 10% * 75%

- Level 5 Distribution: E invites F. After successful transaction, the commission obtained: A = order amount * 10% * 1%; B = order amount * 10% * 2%; C = order amount * 10% * 3%; D = order amount * 10% * 15%; E = Order amount * 10% * 75%

- Level 6 Distribution: F invites G. After successful transaction, the commission obtained: A = order amount * 10% * 1%; B = order amount * 10% * 1%; C = order amount * 10% * 2%; D = order amount * 10% * 3%; E = Order amount * 10% * 15%; F = Order amount * 10% * 75%

- Level 7 Distribution: G invites H. After successful transaction, the commission obtained: A = order amount * 10% * 1%; B = order amount * 10% * 1%; C = order amount * 10% * 1%; D = order amount * 10% * 2%; E = order amount * 10% * 3%; F = order amount * 10% * 15%; G = order amount * 10% * 75%

- Level 8 Distribution: H invites I. After successful transaction, the commission obtained: A = order amount * 10% * 1%; B = order amount * 10% * 1%; C = order amount * 10% * 1%; D = order amount * 10% * 1%; E = order amount * 10% * 2%; F = order amount * 10% * 3%; G = order amount * 10% * 15%; H = order amount * 10% * 75%

- Level 9 Distribution: I invites J. After the transaction is successful, the commission will be: A = order amount * 10% * 1%; B = order amount * 10% * 1%; C = order amount * 10% * 1%; D = order amount * 10% * 1%; E = order amount * 10% * 1%; F = order amount * 10% * 2%; G = order amount * 10% * 3%; H = order amount * 10% * 15%; I = order amount * 10% * 75%

- Level 10 Distribution: K invites L. After successful transaction, the commission obtained: A = order amount * 10% * 1%; B = order amount * 10% * 1%; C = order amount * 10% * 1%; D = order amount * 10% * 1%; E = order amount * 10% * 1%; F = order amount * 10% * 1%; G = order amount * 10% * 2%; H = order amount * 10% * 3%; I = order amount * 10% * 15%; K = order amount * 10% * 75%

Other Rules of Description:

1. Inviter and invitee have a binding relationship. After becoming a brand ambassador, the people invited by the individual will synchronize to the brand ambassador's name and become the next level of the brand ambassador.

2. The binding relationship is established, and the invited person will not have the binding relationship with others.

For example, brand ambassador A invites B to register. After the successful registration of B, once the relationship between A and B is bound, B cannot fill in the invitation of others and is always subordinate to A.

3. After the establishment of the binding relationship, there will be no entry to fill in the invitation code when the invitee places an order, that is, there will be no discount.

4. Once the binding relationship is established, it can not be removed.

5. Withdrawal is allowed only if the commission exceeds \$20.

So excited to have you join gizmogo Brand Ambassador, Unlimited commission! You earn money while you sleep !