MULTI-LEVEL AGENT SHARE SYSTEM

Example:

|**ADMIN** (100%)

|--------**AGENT1** (80%) – PLAYERS GENERATE CASINO PROFIT OF *100* EUR

|---------------------**SUBAGENT2**(60%) – PLAYERS GENERATE CASINO PROFIT of *1000* EUR
|---------------------**SUBAGENT3**(50%) – PLAYERS GENERATE CASINO PROFIT of *2000* EUR

|------------------------------------**SUBSUBAGENT4**(35%) – PLAYERS GENERATE CASINO PROFIT OF *300* EUR
|------------------------------------**SUBSUBAGENT5**(10%) – PLAYERS GENERATE CASINO PROFIT OF *600* EUR

Ownership
OWNER/PARENT OF **SUBSUBAGENT5** is **SUBAGENT3**.
OWNER/PARENT OF **SUBSUBAGENT4** is **SUBAGENT3**.
OWNER/PARENT OF **SUBAGENT3** is **AGENT1**.
OWNER/PARENT OF **SUBAGENT2** is **AGENT1**.

Revenue calculation
SUBSUBAGENT5 (10%) revenue is 10% * *600* EUR = *60* EUR
SUBSUBAGENT4 (35%) revenue is 35% * *300* EUR = *100* EUR

SUBAGENT3 revenue is 50% * *2000* EUR (=*1000* EUR) +
+(50% -35%) * *300* EUR (15% from profit generated by players of **SUBSUBAGENT4)** = *45* EUR
+(50% - 10%) * *600* EUR (40% from profit generated by players of **SUBSUBAGENT5)** = *240* EUR
= *1000* EUR + *45* EUR + *240* EUR = *1285 EUR*

SUBAGENT2 revenue is 60% **1000* EUR = *600* EUR
In this example, **SUBAGENT2** has no subagents.

AGENT1 REVENUE is 80% * *100* EUR (=*80* EUR) +
+(80% - 60%) * *1000* EUR (from players of **SUBAGENT2**) = *200* EUR
+(80% - 50%) * *2000* EUR (from players of **SUBAGENT3**) = *600* EUR
+(80% - 50%) * *300* EUR (from players of **SUBSUBAGENT4**) = *100* EUR
+(80% - 50%) * *600* EUR (from players of **SUBSUBAGENT5**) = *200* EUR
= *80* EUR + *200* EUR + *600* EUR + *100* EUR + *200* EUR = *1180 EUR*

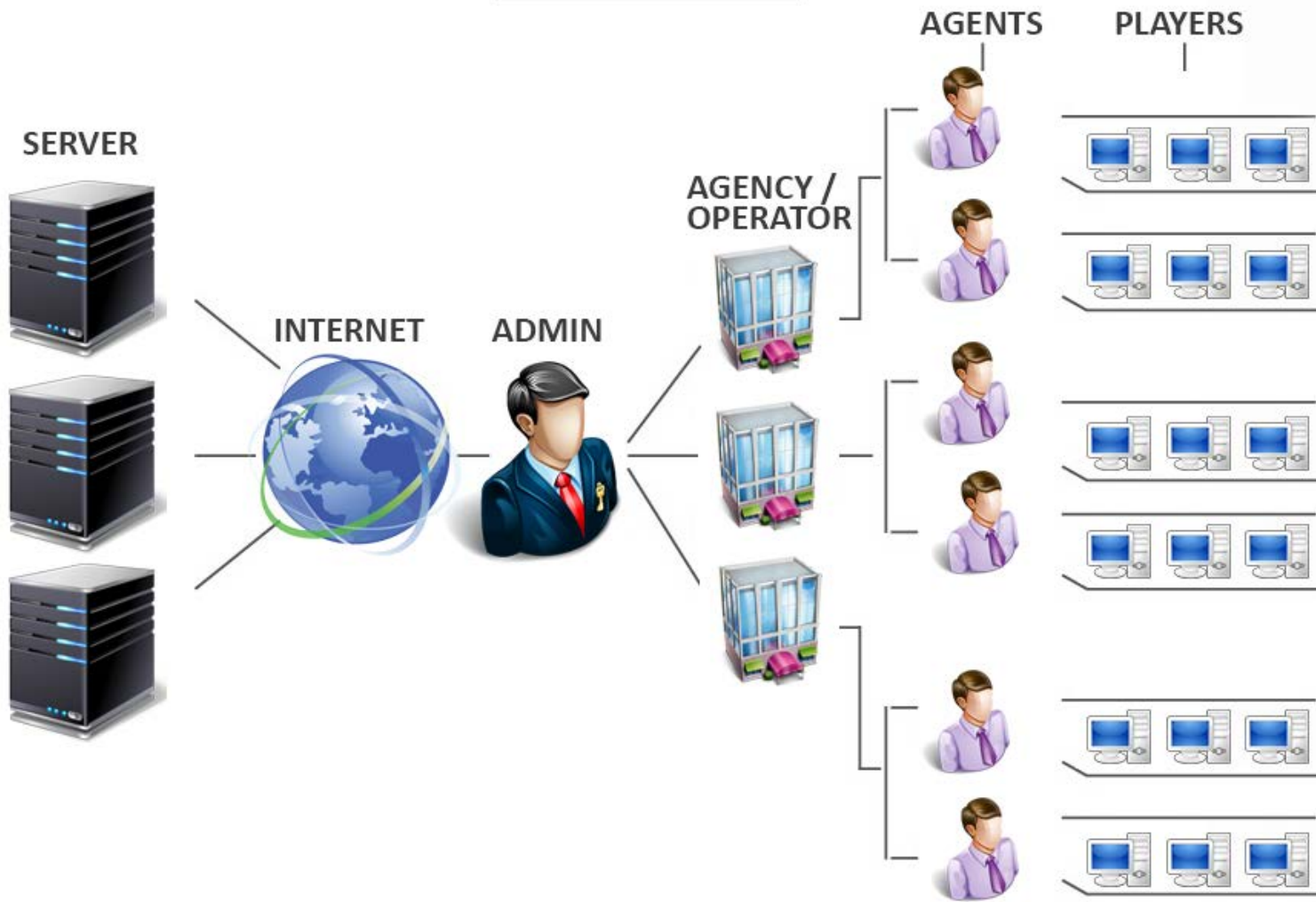**ADMIN** will get (100%-80% = 20%) from the profit generated by the players of **SUBSUBAGENT5** = *120* EUR
ADMIN will get (100%-80% = 20%) from the profit generated by the players of **SUBSUBAGENT4** = *60* EUR
ADMIN will get (100%-80% = 20%) from the profit generated by the players of **SUBAGENT3** = *400* EUR
ADMIN will get (100%-80% = 20%) from the profit generated by the players of **SUBAGENT2** = *200* EUR

In this example, **ADMIN** has no players.

DIAGRAM

SERVER

INTERNET

ADMIN

AGENCY /
OPERATOR

AGENTS

PLAYERS

1. Server

The secured area where all the revenue and odds calculations take place.

2. Internet

The communication line between client PC and server.

3. Administrator – Casino owner

The main manager of the application.

He has complete power over all the features and can create operators, agents and players.

4. Operator/Agency

The manager of an internet café or the owner of a series of agents.

He can control the revenues of the agents, and can be given certain privileges for administrating the online casino, such as approving deposits/withdrawals. These privileges are given by the administrator, upon creation. The operator can create agents and players.

5. Agent

The person that operates inside an agency and has the job to create or bring players to the casino.

He can create subagents and give them a share revenue from the profit they will generate, to help him with his job, and he can transfer credit to them.

He can also create players to bring him revenue, and can transfer credit to them.

6. Players

The players can play from any spot with the unique code they possess integrated in their account, as long as they have a stable internet connection.

For local land based casinos, each user will represent a computer machine.