HEX
RUN
The Fastest, Easiest and Risk-Free way to Multiply your HEX every 30 days
https://HEXRun.network

Profit Table for each Game Lvl

Buy into each level with HEX tokens and receive the income HEX back when new users join from your upstream chain!

Level	Price	Referrals	Income
#1	2,000 HEX	2	4,000 HEX
#2	4,000 HEX	4	16,000 HEX
#3	8,000 HEX	8	64,000 HEX
#4	16,000 HEX	16	256,000 HEX
#5	32,000 HEX	32	1,024,000 HEX
#6	64,000 HEX	2	128,000 HEX
#7	128,000 HEX	4	512,000 HEX
#8	256,000 HEX	8	2,048,000 HEX
#9	512,000 HEX	16	8,192,000 HEX
#10	1,024,000 HEX	32	32,768,000 HEX

YOUR TOTAL PROFIT: 45,012,000 HEX EVERY 30 DAYS*

* 45,012,000 HEX profit is the maximum profit theoretical possible ~ using a repeat passage through every level of HEXRUN. In practice, and in tested conditions it is very realistic to expect a return of HALF of this amount and more with a simple pass through each level.

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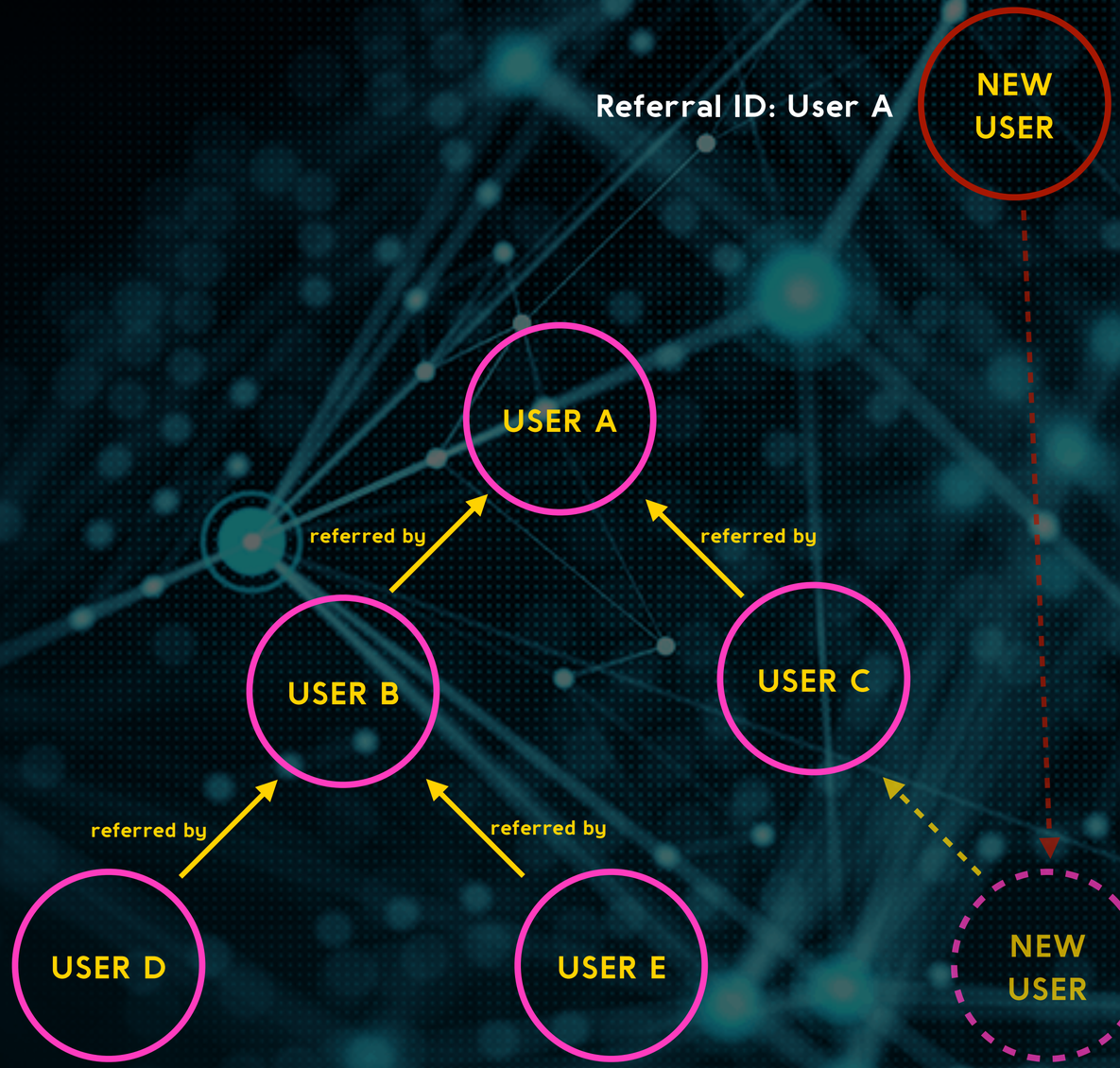
Example Profit Flow A - Registration/Lvl I



Registration Payment Flow:

1: New User signs up with referral id from USER A

- USER A has all of their referral slots filled (Max 2 Referrals slots per player)
  (If USER A had a spare referral slot they would receive 2k HEX direct and NEW USER would be a referral of USER A)

- The system now has to find the next free REFERRAL

2: First check is to check if any of USER A referred players have free slots (In order).... as you can see here USER B is full (2 referrals)...

3. USER C is then selected as it has no Referrals yet, so NEW USER is added as a referral of USER C ~ not what they registered directly with but what the system has overflowed them in to!

4. 2k HEX is sent directly to USER C and the NEW USER is setup in the system.

This means that even if you don't fill your own referral slots at each level you can still earn through the spill-over, as they are then filled!

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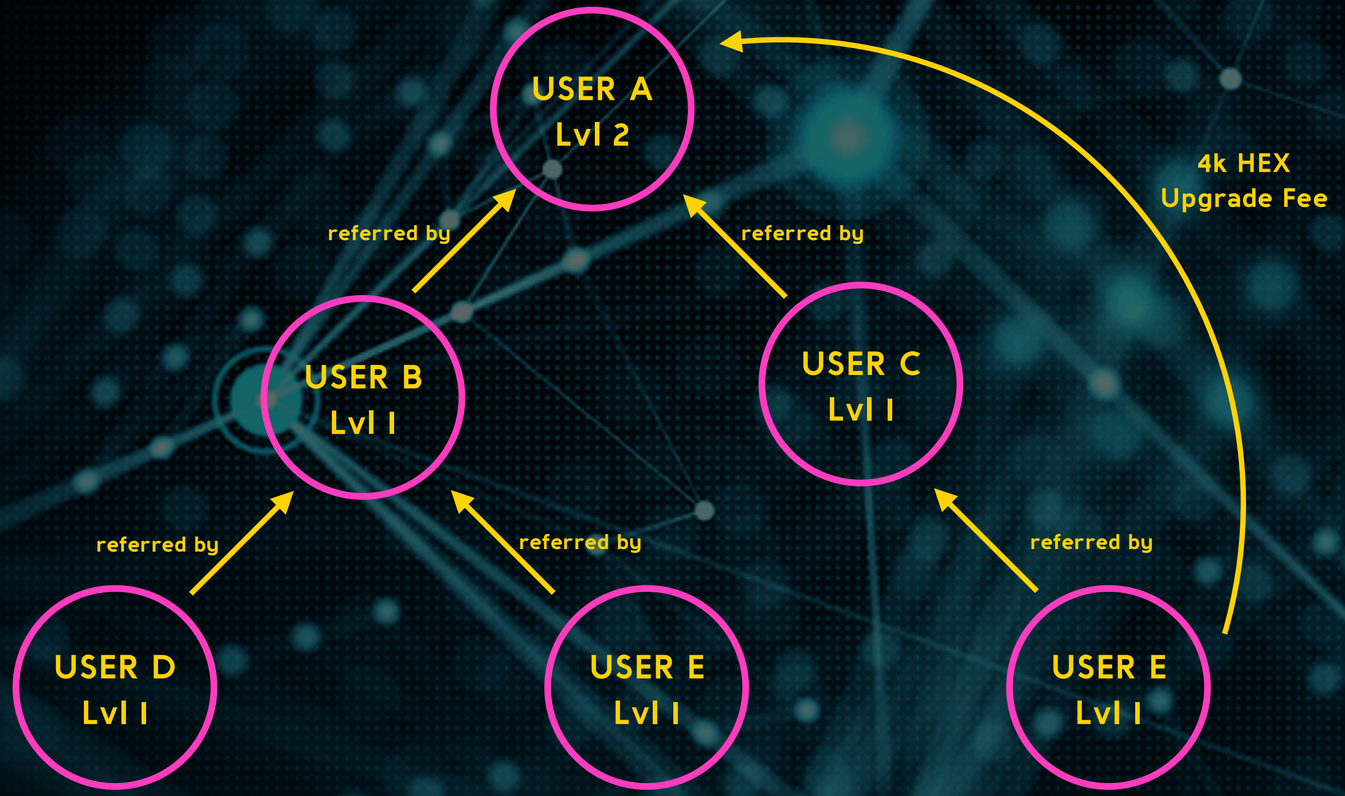
Example Profit Flow B - Buying Into Lvl 2



Buying Lvl Payment Flow

I: Our New User (USER E) now wants to buy Lvl 2 to increase income!

- They are in the system as a referrer of USER C - and to enable the x4 referral payments for players in LVL 2 payments go 2 stages up the chain... so the system now has to find the next free player AT LEAST 2 stages up (E.g. USER A or higher that is also LVL 2)

- Without this 2 step backwards lookup the system would only be paying x2 multipliers for players in lvl 4!

2: The smart contract checks USER A is LVL 2 and also has not expired for LVL 2 (USER A is the referrer of USER C, who is the referrer of our payee - USER E).... if they have expired the contract will keep searching by checking the referrers of USER A.

If USER A had not purchased Lvl 2 - or had let it expire they would be missing out on 4K worth of HEX! This is called a "LOST MONEY" event and will be shown on your control panel... showing you if you have missed out on any money letting you upgrade Lvl for next time!

3. 4K HEX is paid directly into the wallet of USER A ~ and USER E is upgraded to LVL 2 - ready to also start earning higher income!

Again - this means that you don't need to fill al of your own referral slots at each level you can still earn through the spill-over, as they are then filled! Although it benefits everyone to promote the game using your REF ID!

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Sign-up now to get started ~ multiply your HEX!

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