CLIENT PRESENTATION

BLUEOCEAN TOURISM

Tourism packages. Network logic. Clear earnings.

A concise visual blueprint for the BlueOcean Tourism member ecosystem and mobile-first DApp experience.

3 PACKAGES

12 LEVELS

SEPARATE WALLETS

Concept summary prepared from the supplied business rules. Values shown in USDT-equivalent dollars.



ECOSYSTEM OVERVIEW

Three packages. One connected journey.

Members enter through Prime, unlock advanced rewards through Achievement, and can record Cruise Ship product sales.

ENTRY

Prime Package

$40

- Mandatory joining route
- 12-level unilevel payout
- Starts the member account

TOP-UP

Achievement Package

$200

- Activates 5 earning engines
- Eligibility gates apply
- Powers cycles, bonuses and royalty

PRODUCT SALE

Cruise Ship Package

$660

- Sale recorded by a member
- Seller becomes Level 1
- 12-level sales distribution

DAILY CUTOFF 00:00 IST

PLAN 1

Prime Package - $40 entry

The only joining route. Every confirmed Prime activation starts a 12-level sponsor-chain distribution and creates the member's base position in the ecosystem.

12-LEVEL PAYOUT MAP

LEVEL 1	$20.00 | 50%	
LEVEL 2	$0.50 | 1.25%	
LEVEL 3	$0.50 | 1.25%	
LEVEL 4	$0.50 | 1.25%	
LEVEL 5	$0.50 | 1.25%	
LEVEL 6	$0.50 | 1.25%	
LEVEL 7	$0.50 | 1.25%	
LEVEL 8	$0.50 | 1.25%	
LEVEL 9	$0.50 | 1.25%	
LEVEL 10	$0.50 | 1.25%	
LEVEL 11	$0.50 | 1.25%	
LEVEL 12	$0.50 | 1.25%	

PER $40 ACTIVATION

$25.50

Total mapped across Levels 1-12

63.75% of the $40 entry value

HOW IT WORKS

When a member joins with $40, the direct sponsor receives the Level 1 share. The system then walks upward through the sponsor chain and credits each available upline through Level 12.

STOP AFTER LEVEL 12

PLAN 2

Achievement Package - $200 top-up

TOP-UP STATUS REQUIRED

Top-up status is the eligibility gate for every Achievement earning path.



TOUR ACHIEVEMENT SHARING

Cruise Ship Trip Achievement

A free journey benefit unlocked through aggregate member counts in the Achievement unilevel structure.

PLAN ALLOCATION

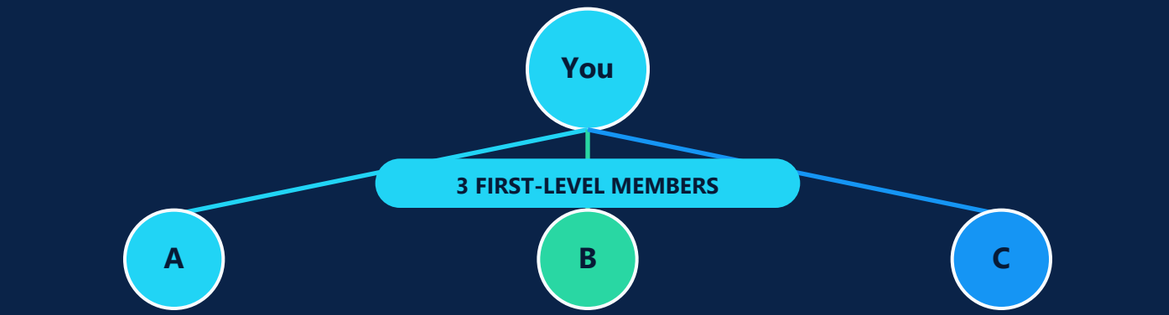
15% | $30

Qualify to unlock the Cruise Ship Trip and a free journey.

MINIMUM UNILEVEL COUNTS

LEVEL 1	3	direct or first-level members
LEVEL 2	9	total members across all branches
LEVEL 3	27	total members across all branches

UNILEVEL EXAMPLE - UNEVEN BRANCHES ARE ALLOWED



Example totals: Level 2 = 5 + 3 + 1 = 9 | Level 3 = 12 + 9 + 6 = 27

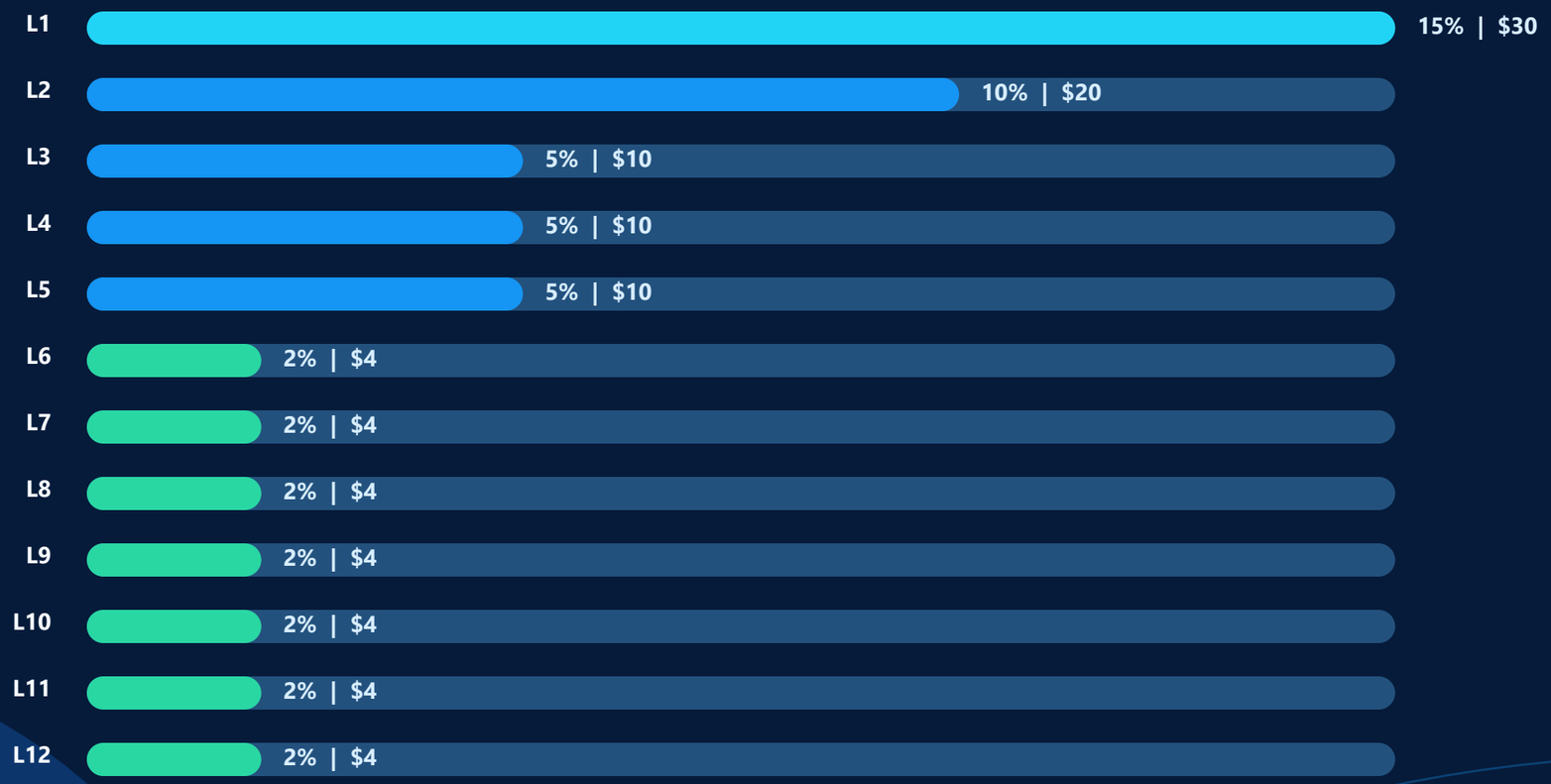
AGGREGATE TOTALS ONLY - MEMBERS MAY COME FROM ANY LINK OR BRANCH.

DASHBOARD: CRUISE SHIP TRIP ACHIEVED

ACHIEVEMENT UNILEVEL

Level Plan Explanation

The $200 package distributes commissions across 12 levels. Higher percentages are concentrated in the first five levels, while Levels 6-12 continue at 2% each.



TOTAL MAPPED

$108

54% of a $200 top-up

ELIGIBILITY

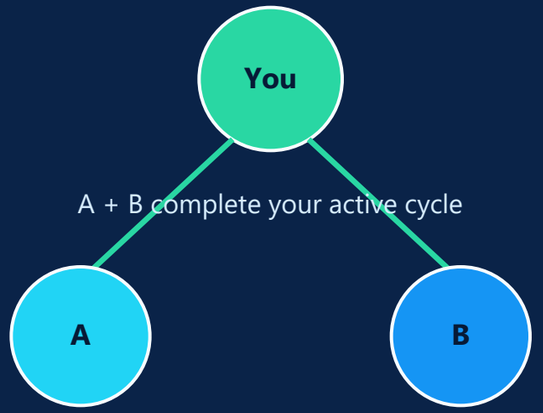
- Receiver must be topped up.
- Prime tree may be reused with an Achievement-active flag.
- Stop after Level 12.

PASSIVE INCOME

Passive Income

Every member has one active two-seat cycle. Completing both positions generates a $20 reward and a $20 rebirth allocation, then opens a fresh cycle for the same member.

A SINGLE ACTIVE CYCLE



$40 cycle inflow **= $20 reward** **+ $20 rebirth**

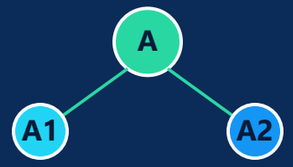
You immediately re-enter with two fresh positions.

PLACEMENT TRAVERSAL EXAMPLE

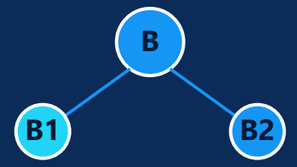
1. YOUR FIRST CYCLE — YOU REBIRTH



2. A'S FIRST CYCLE — A REBIRTH



3. B'S FIRST CYCLE — B REBIRTH



4. YOUR REFILLED CYCLE — YOU REBIRTH AGAIN



A and B first complete your cycle. Their A1/A2 and B1/B2 cycles then complete, causing A and B to rebirth. Those rebirth placements refill your new cycle, so you complete and rebirth again.

CASHBACK

$10 every 30 days - up to $300 over 30 months

DAY 0
Top-up activated

DAY 30
First $10 cashback

MONTHLY
$10 every 30 days

MONTH 30
Up to $300 returned

CONTINUE WHEN

Total earnings are below $300

A $10 cashback is released every 30 days while the member remains below the total earnings limit.

STOP WHEN

Reach $300 or complete Month 30

Cashback stops when total earnings reach $300 or after 30 monthly payments. The maximum cashback is $300.

BONUSES AND ROYALTY POINTS

Bonuses and Royalty Points

Achievement IDs are counted inside the $200 unilevel structure.

LEVEL 4

81 IDs

$250

One-time Bonus 1

LEVEL 5

243 IDs

$500

Bonus 2 + Royalty Rank 1

LEVEL 6

729 IDs

1% pool

Royalty Rank 2

81 x3 243 x3 729

ROYALTY POINTS

Royalty Points

Rank 1 rewards qualified personal network depth, while Rank 2 shares a company-wide daily business pool among qualified achievers.

ROYALTY RANK 1

1% **of own Levels 6-12 $200 package business**

- Unlock: Level 5 with 243 IDs
- Calculated daily
- Daily ceiling: $200

ROYALTY RANK 2

1% **of company-wide daily $200 package business**

- Unlock: Level 6 with 729 IDs
- Pool shared by all Rank 2 achievers
- Daily ceiling: $1,000 per achiever

RANK 2 EXAMPLE **100 sales x $200 x 1% = $200 pool** **$200 / 10 achievers = $20 each**

Formula: daily Rank 2 pool / number of qualified Rank 2 achievers, subject to the daily ceiling.

PLAN 3

Cruise Ship Package - $660 product sale

The member who records the sale becomes Level 1; ancestor payouts continue through Level 12.



SELLER / LEVEL 1

$66

10% of $660

The sale recorder is treated as the root of the payout.

LEVELS 2-12

$3.30

0.5% per level x 11 levels

TOTAL 12-LEVEL DISTRIBUTION

$102.30

= 15.5% of the $660 product value

Distribution stops after Level 12. Sale recording and payout traceability should be visible in member and admin views.

NEXT STEP

TURN THE PLAN INTO A CLEAR MEMBER JOURNEY

- Confirm commercial rules and exception cases.
- Finalize legal, tax and compliance review.
- Translate approved logic into product flows and smart ledgers.

BLUEOCEAN TOURISM

A tourism-led rewards ecosystem designed for clarity.



THANK YOU

Important: This presentation explains supplied business logic and is not a guarantee of income. Final launch should follow independent legal, regulatory, tax, security and smart-contract review.