

#### xauusd.tech

## ABOUT US

• TavISa Global Business leading provider of information and resources for Forex traders.

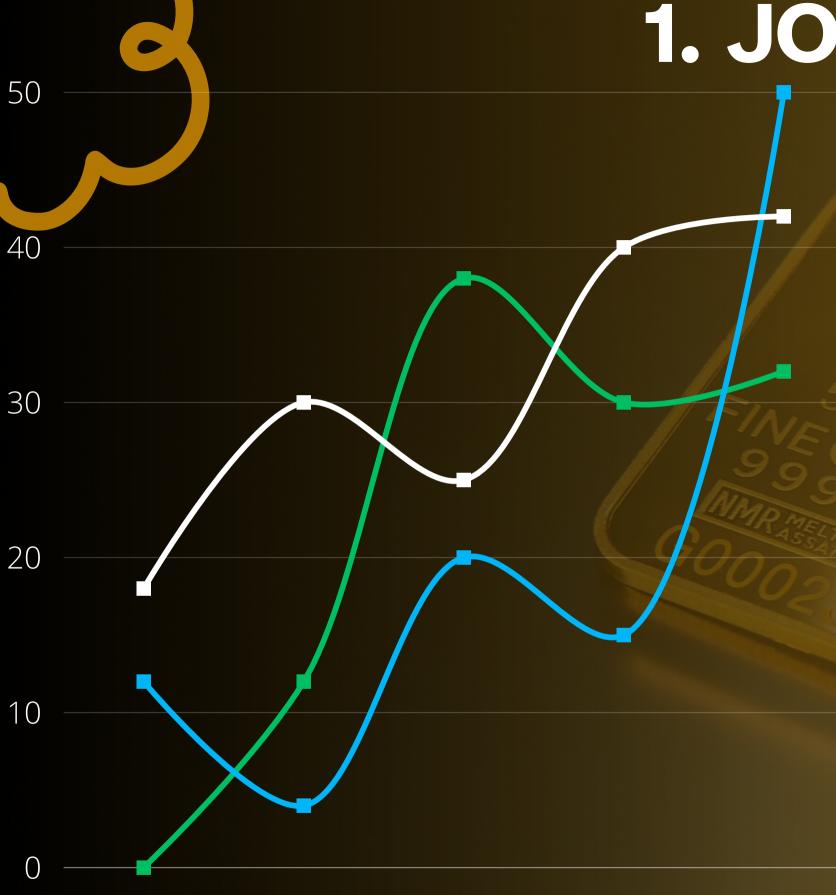
• Real-time exchange rates and charts, Forex news, economic calendar, market analysis, trading newsletters, customizable technical studies, live webinars with the most renowned experts of the currency market. Further, traders can sharpen their skills in our Learning Center, compare brokers or just reach out to our community network.



## **1. JOINING**

**5 LAKH AND MULTIPLE OF 5 LAKH** • When you join with 5000\$ then you will receive CASHBACK of 2.5% This payment will be processed per week (For 10 Months)

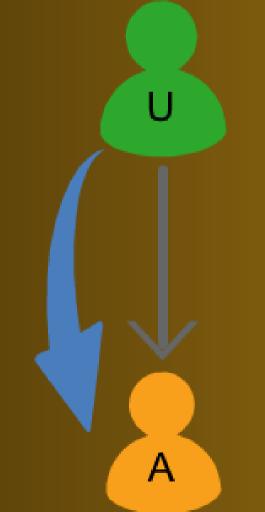
Joining in USDT





## **2. SPONSOR INCOME**

- Sponsor Income will be 5% of the package
- Payment Cycle Daily after 24 hrs (One Time)



A will be joining under U in 10000\$, then U will be get 500\$ as sponsor income

## **3. LEVEL INCOME**

Level	Percentage	
Level 1	2%	<ul> <li>This</li> <li>Paym (Upto)</li> </ul>
Level 2	1%	
Level 3	1%	
Level 4	0.5%	
Level 5	0.5%	





#### Details

income will be open to all ment Cycle - Every 15 Days to 10 Months)



### 4. AWARDS & REWARDS

11,111\$ International Trip

1



55,555\$ Swift Car

2



1,11,111\$ Hyundai

3

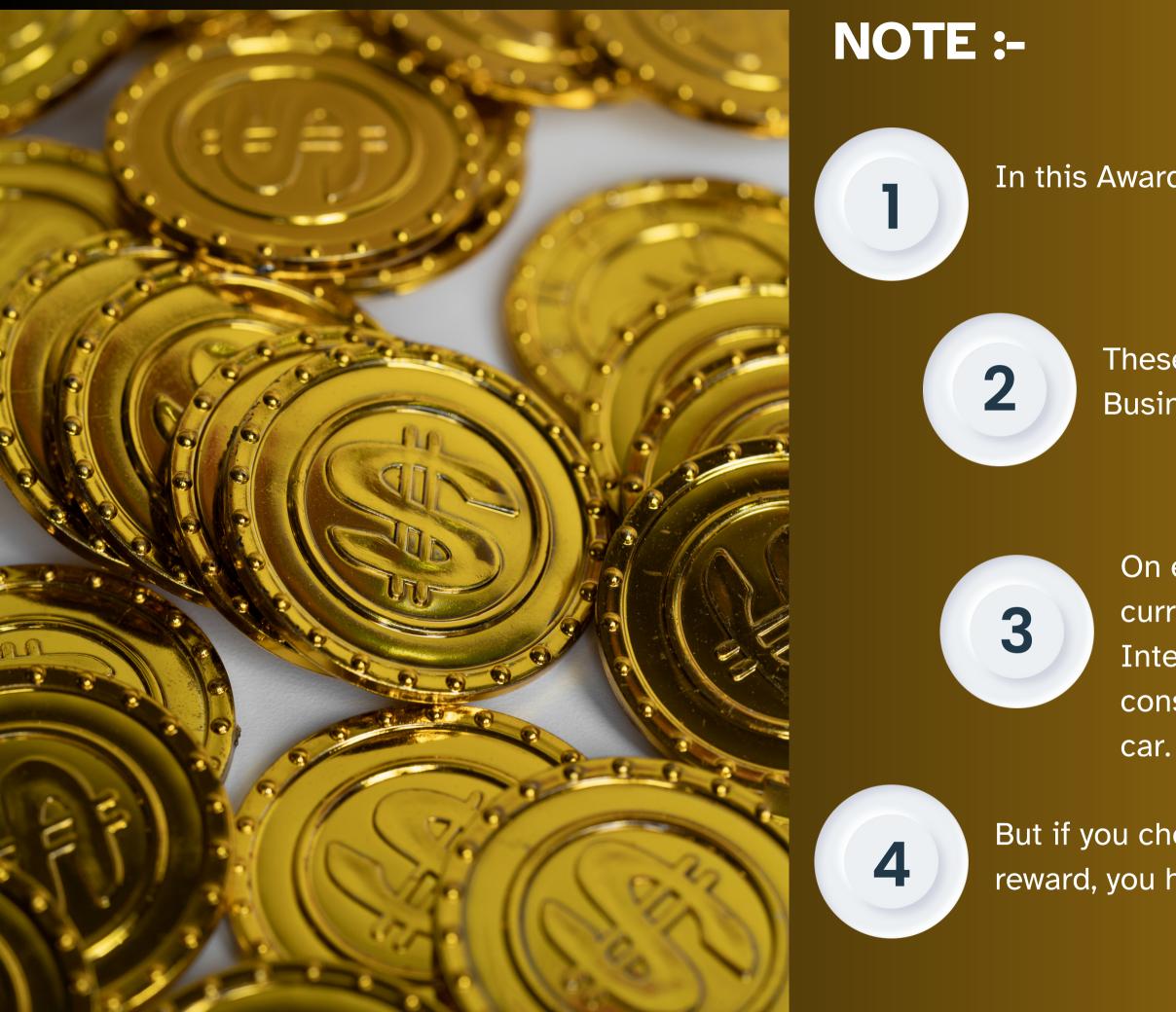
Car





4





#### In this Awards & Rewards there is no time limit.

These rewards will be calculated on Direct Business, not on Downline.

On every reward you have the option to skip current rewards i.e. if you skip your 1st reward of International Reward then, your 11,111\$ will be considered for your next reward which is Swift car.

But if you chosen 1st reward of 11,111\$ for the next reward, you have to add fresh business

# 5. TERMS & CONDITIONS





02.

The Payout cycle will be Daily for Sponsor Income, Weekly for Cashback and every 15 Days is Level Income

For ID activation you have to transfer USDT to given QR / Address, after verification your ID will be activated

You can not register new member Free / Paid until your ID will be activated



## / Thank you very much



