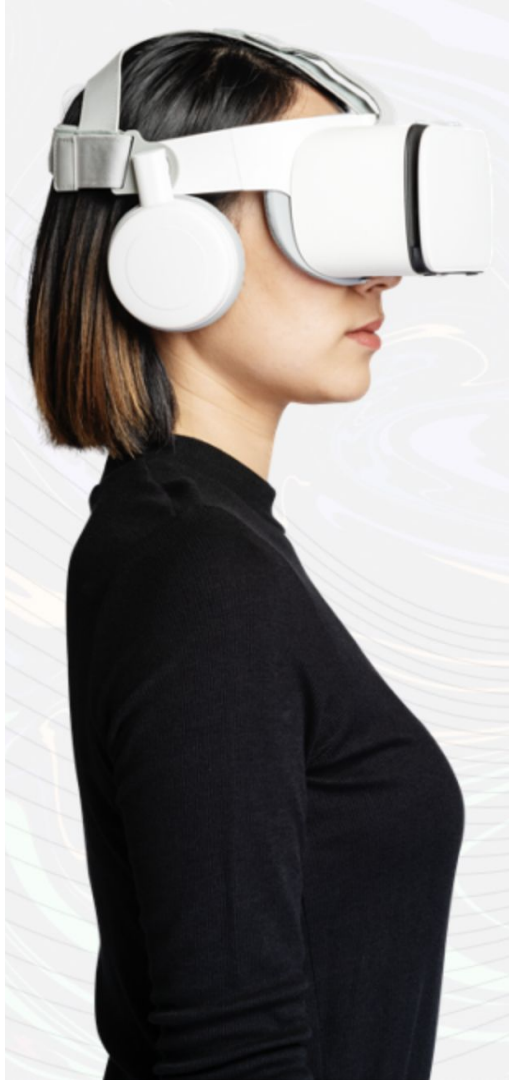




OWN THE WORLD



EARNIVERSE

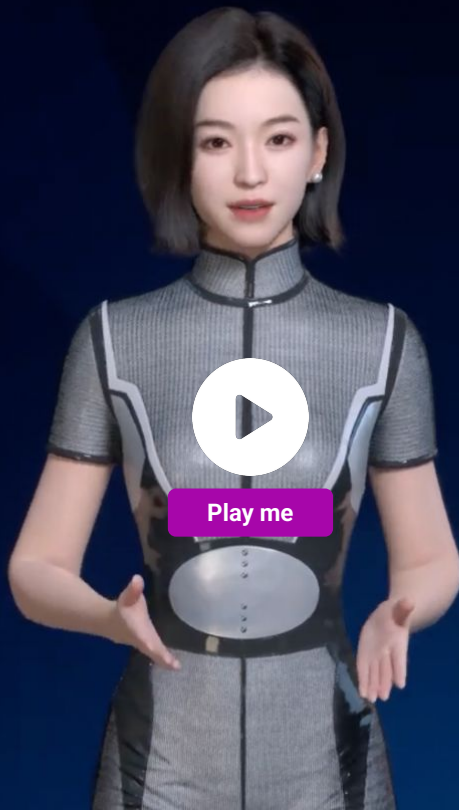
The revolution of
digital experiences



OWN THE WORLD

20
25

Introduction with Rebecca





Market Overview

Market Potential

\$6–13 trillion by 2030

(Sources: World Economic Forum - [Demystifying the consumer metaverse](#))

2025 User Base

**3.3 Billion active
video gamers worldwide**

(Sources: Exploding Topics - [Number of Gamers](#))



Create the **real**
metaverse

the world is
still **waiting** for...

OWN THE WORLD

20
25

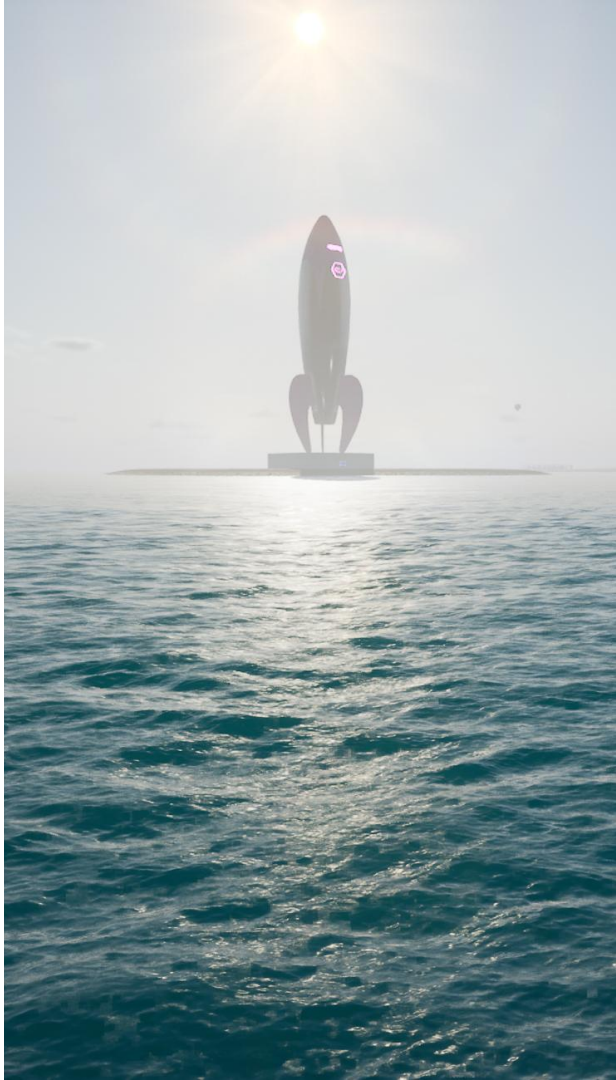
The Problem





OWN THE WORLD

20
25



The Solution

STEP 1

We have created a unique
VR-compatible open world
that can handle **millions of**
visitors simultaneously





OWN THE WORLD

20
25



Highrise test

10 USDC

NFT Remaining: 10 / 10

Level: 1

View as 3D



Hoverboard OG2 Test 2

1 USDC

NFT Remaining: 5 / 10

Level: 3

View as 3D



Hoverboard-BB11



Hoverboard-RC2

116 USDC

NFT Remaining: 250 / 250

Level: 16

View as 3D



Hovercraft_C9

3 USDC

NFT Remaining: 19 / 19

Level: 7

View as 3D



Hoverboard-BB1

1 USDC

NFT Minted: 0

Level: 21

View as 3D

The Solution

STEP 2

We have developed our own
marketplace allowing anyone to
monetize their **3D content**





STEP 3

We empower everyone to **easily generate revenue** in the Metaverse, **without the technical or financial burden**

OWN THE WORLD



EARNIMARKET

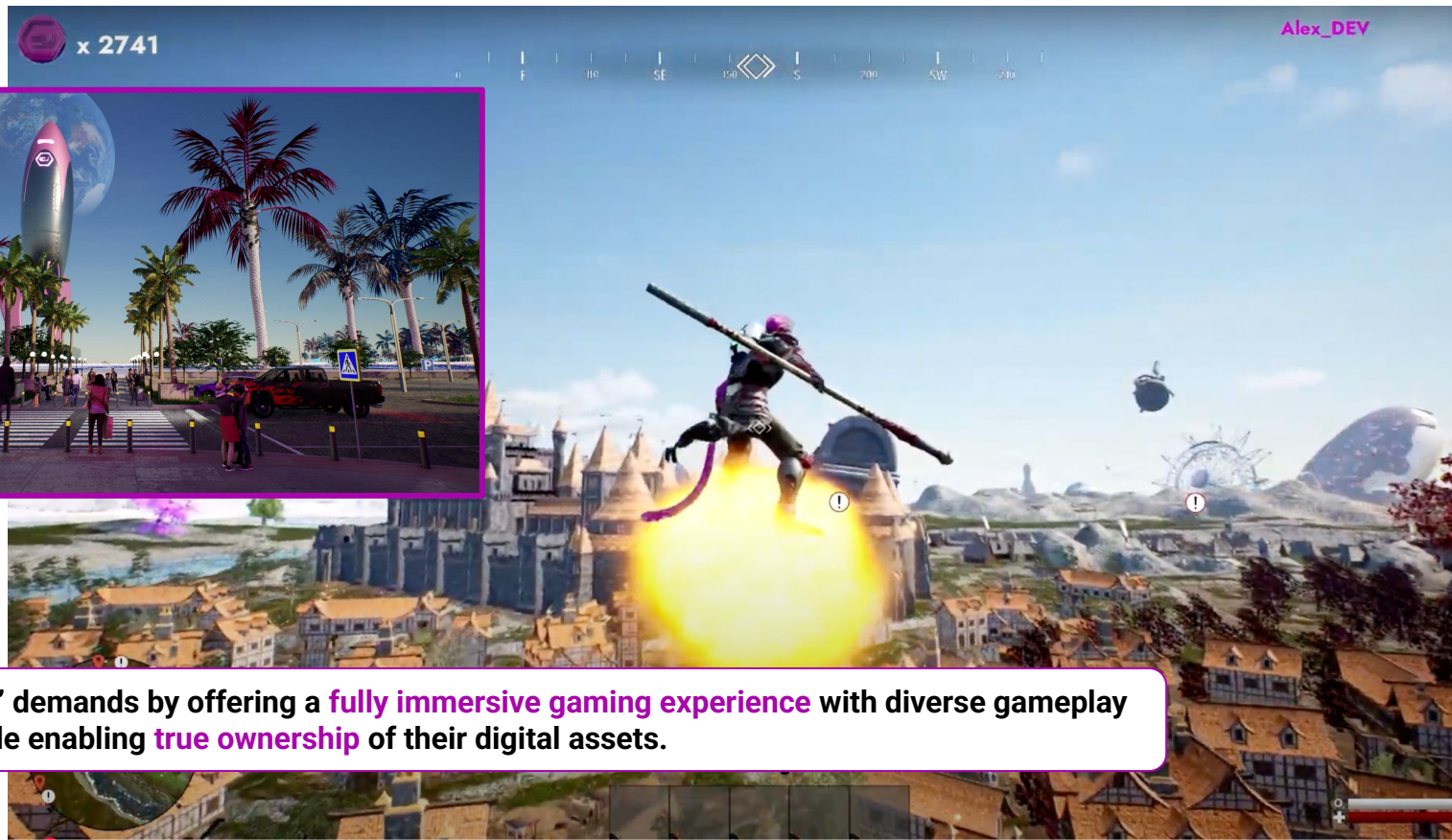
[Home](#)[Get Started](#)[Maps](#)[My NFT](#)[My Collections](#)[Settings](#)[USDC-AVAX](#)[Add 3D Asset](#)

#	Type of Tx	Tx Detail	Price (USDC)	Commission	Royalty (USDC)	Author Royalty (USDC)	Influencer (USDC)	Contact (USDC)	My Gain	From	Date	Tx	Total to Claim (USDC)
57	SALE	LAND #526	450	0	22.5	0	0	0	427.5	Seydi	January 16, 2025 at 5:20:51 PM (UTC)	View Tx	6089.5
56	SALE	LAND #525	1500	0	75	0	0	0	1425	Fadel	January 11, 2025 at 11:09:21 PM (UTC)	View Tx	5662
											October 29,		



Use Case - Gaming

OWN THE WORLD

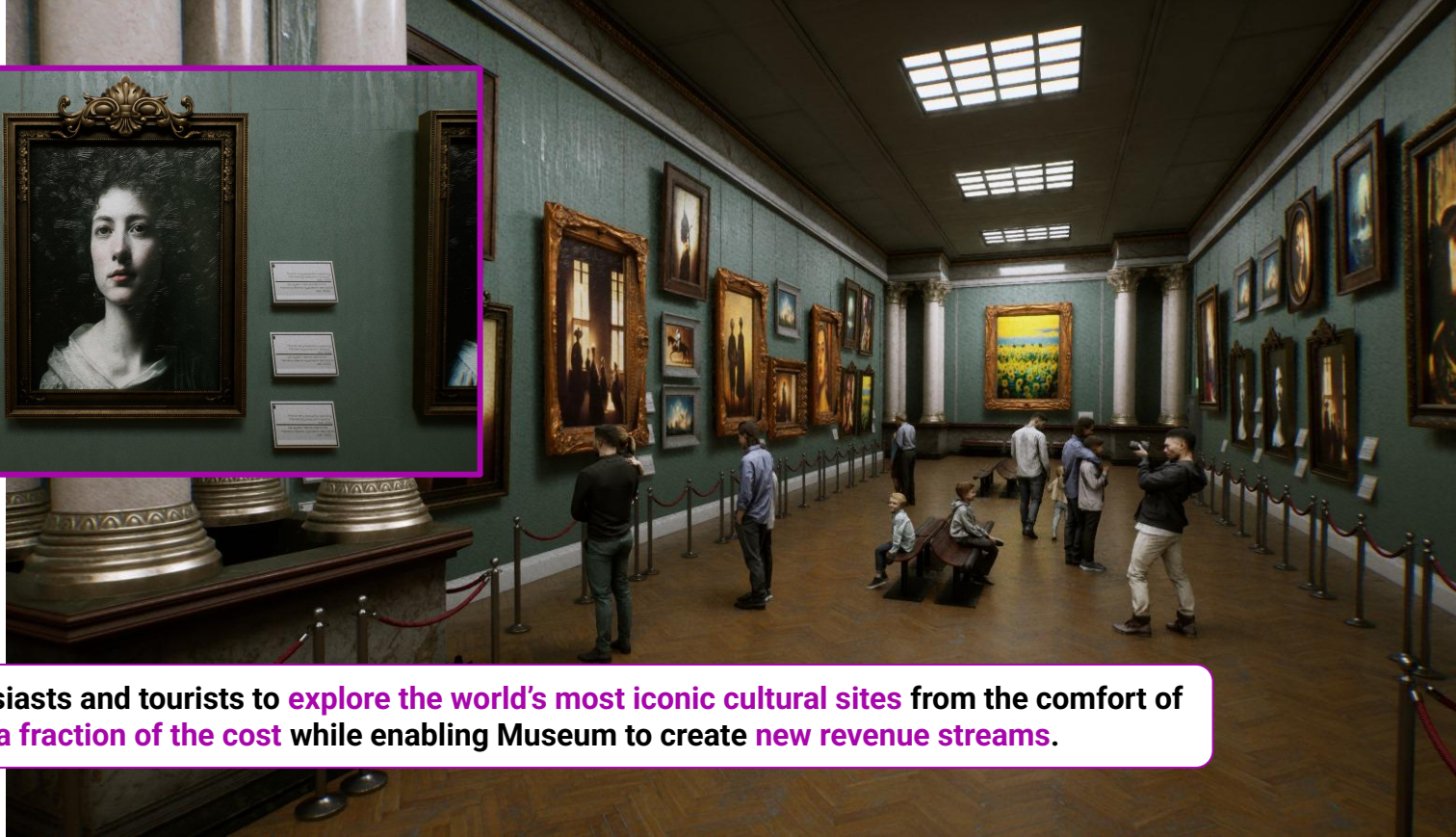


20
25

Answer gamers' demands by offering a **fully immersive gaming experience** with diverse gameplay mechanics, while enabling **true ownership** of their digital assets.



OWN THE WORLD



20
25

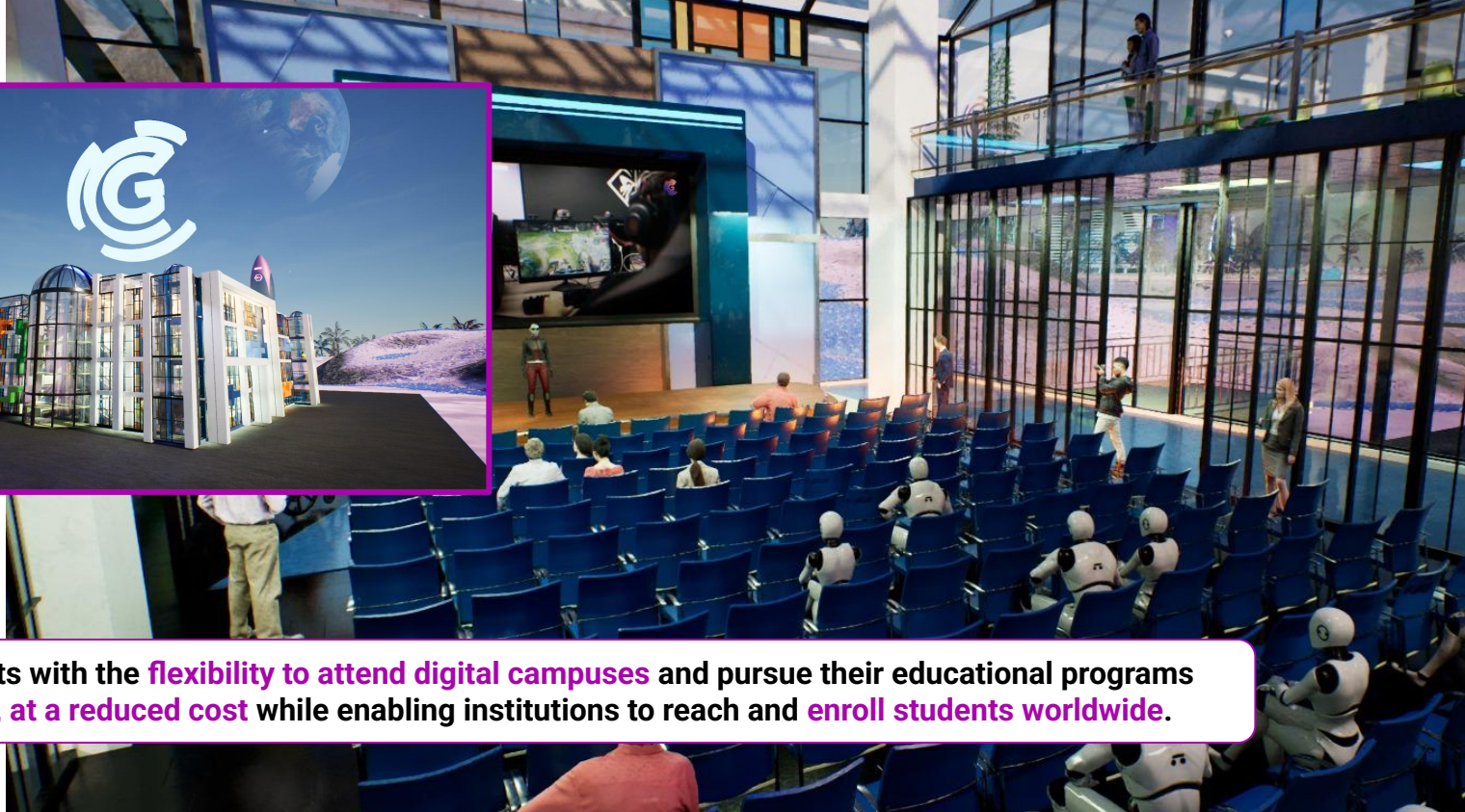
Allow art enthusiasts and tourists to **explore the world's most iconic cultural sites** from the comfort of their homes, **at a fraction of the cost** while enabling Museum to create **new revenue streams**.



Host **international events, concerts and parties**, enabling simultaneous participation from anywhere in the world with an **unlimited number of attendees** while giving artists **worldwide exposure**.



OWN THE WORLD



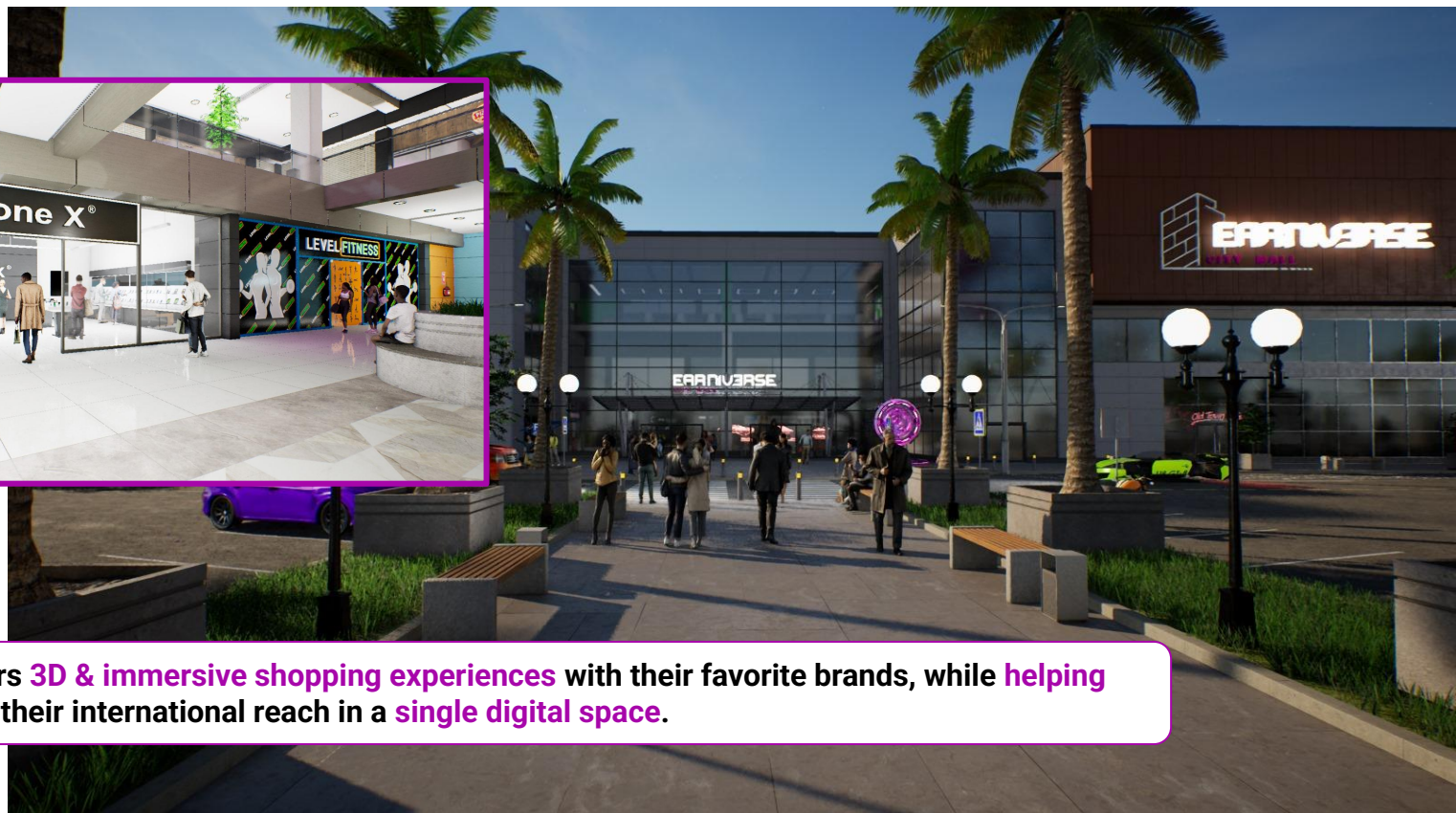
20
25

Provide students with the **flexibility to attend digital campuses** and pursue their educational programs **from anywhere, at a reduced cost** while enabling institutions to reach and **enroll students worldwide**.



Use Case - Shopping

OWN THE WORLD



20
25

Offer consumers **3D & immersive shopping experiences** with their favorite brands, while **helping brands expand** their international reach in a **single digital space**.



Use Case - 3D AI Services

OWN THE WORLD



*Hi,
My Name is Mia.*

*I am your personal
AI assistant...*

*How can I help you
today?*

Bring personalized **3D interactive support** to daily life with **advanced AI agents**, while enabling users & brands to effortlessly create **dynamic 3D content & experiences**.



OWN THE WORLD

20
25



They are already in!

14+ MAJOR PLAYERS
already integrated...

Graphics

Unreal Engine, Nvidia, AMD

Blockchain Layer & Web3 Wallet

Metamask, Avalanche

VR Headset

Meta Quest Oculus, HTC vive

Fiat On-Ramp

Moonpay, Transak

Fiat Payments

Noda, Stripe, Paypal

Distribution

Epic Games Store, Shadow Cloud



Key Partner

OWN THE WORLD



Backed by **the most** prestigious gaming campus in Europe with **more than 3500 content creators**.

20
25



2021

Pre-Seed fundraiser

Secured \$3.9M at 26M valuation (non dilutive)

Achievements

2022

Core R&D on UE 5.0

Blockchain Layer Integration

2023

Marketplace development and USDC integration

3D Map + Collections Content creation

2024

Alpha early-access on Epic Game Store

Marketplace Deployment in full web3 format

2025

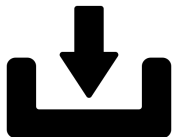
Official Alpha V1 release (Single Player)

Gameplay Mechanics Activation



Product Stage | **Alpha Early-Access v2.09** *(100% organic activity)*

OWN THE WORLD



32 605

Total Downloads



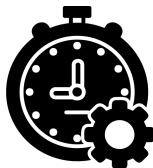
74

Countries



0\$

Marketing Expenses



71 995 hours

Total Time Played



Direct Competition



Meta
horizon



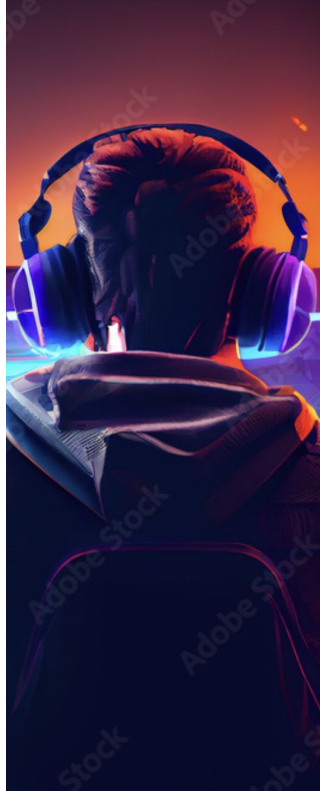
THE
SANDBOX



OWN THE WORLD

	Earniverse	META Horizon	GTA 5	The Sandbox	Decentraland	Fortnite
Open-World Map	1089 km ²	•	76 km ²	N/A	9 km ²	5 km ²
AAA Graphics	✓	•	✓	•	•	✓
VR Mode	✓	✓	•	•	✓	•
Gameplays	✓	✓	✓	•	•	✓
Blockchain	✓	•	•	✓	✓	•
Lands NFT	✓	•	•	✓	✓	•
Assets NFT	✓	•	•	✓	✓	•
Marketplace NFT	✓	•	•	✓	✓	•
SDK	✓	✓	•	✓	•	✓
Play & Earn	✓	•	•	✓	•	•

20
25



Monetization & Revenues

User Revenue Streams

- *Monthly subscriptions (Gamer Pass \$9,90/month)*
- *In-game purchases (Currency and Skins)*
- *Land Ownership (To Become a Publisher)*
- *3D Digital items (Earn, Own & Trade)*

Business Revenue Streams

- *Advertisement & Sponsorships*
- *Events, 3D Experience and Merchandising*
- *Customized Services (Design, Gamification, AI)*



Already Available on Epic Games Store

OWN THE WORLD

EPIC

STORE

Support

Distribute

W

Search store

Discover

Browse

News

Wishlist

Cart

Earniverse

Overview

FAQ

INFOS

PLAY

QUEST

INVENTORY

MAP

SETTINGS

OCTOBER 2022
UPDATE NOTES

Ext. Link
EARNI NEWS

Ext. Link
MARKETPLACE

DISCOVER

Ext. Link
EARNI NEWS

QUIT

EV EARNIVERSE

EV EARNIVERSE

12
PEGI

PEGI 12
Moderate Violence

Users Interact, In-Game Purchases

Base Game

Early Access

Blockchain/NFT

Free

May include in-app purchases

290 million gamers ready to engage on a \$1B user-base distribution platform

20
25



Our users



Yool | Player from Switzerland

"I truly appreciate this project and wish it much growth and success! I've been searching for something like this for so long... The foundations are rock solid, the engine is powerful, the continents are perfectly structured, and the universe is vast. Earniverse will become the reference Metaverse, and major companies will naturally gravitate towards it; this is undeniable. Even my 9-year-old daughter is already a huge fan!"



Guga18 | Player from Brazil

"I can't wait to acquire land and begin building my own Metaverse experience. After thorough analysis and gameplay, I'm truly excited about the project! Managing a Metaverse is a challenge, but I'm a passionate supporter and have full confidence in the team's ability to deliver a truly unique experience in the years ahead. My friends and I in Brazil are already loving the first version and can't wait to see what's coming next!"

Businesses & Partners



Julien S | CEO @Maison Ici

"I had the opportunity to meet the founders of Earniverse just before launching my luxury fashion brand in France. I had many ideas for a custom digital brand but wasn't sure how to build my own Metaverse experience. This meeting came at the perfect time, as Earniverse will become my sales platform. Beyond the financial savings and seamless technical integration, Earniverse's technology and established distribution platform have reassured both my investors and clients. My brand is now able to promote itself in the Metaverse and reach global audiences at minimal cost."



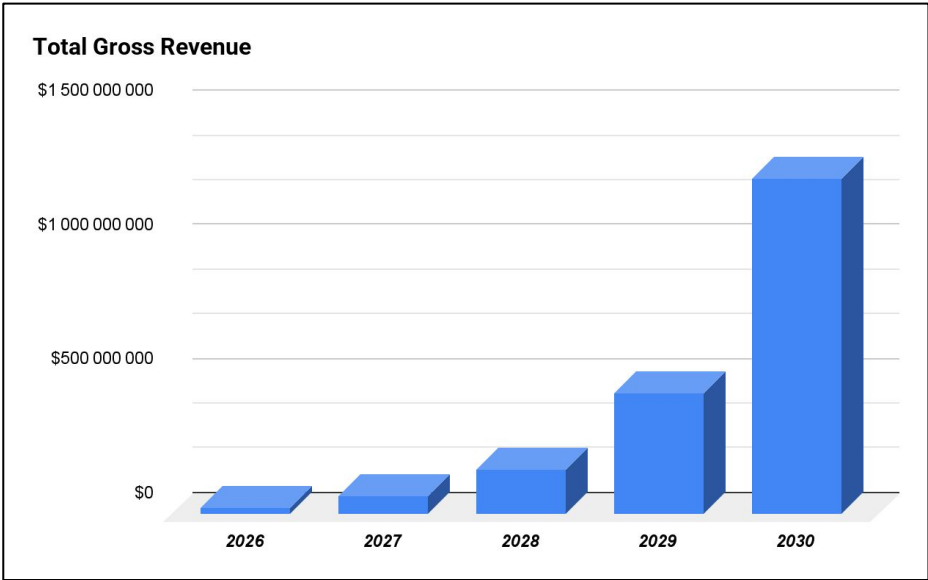
Nicolas V | Corporate Director @Gaming Campus

"The world is evolving into a reality where the boundaries between physical and virtual are blurring. Education, work, and creativity are being reimagined in immersive, connected spaces. I'm truly excited about this partnership with Earniverse. Through it, we are equipping our students with the skills and experiences essential for this new digital era. The future isn't just online—it's interactive, gamified, and more immersive than ever."

Let's see what they think of it



Projected Revenue Growth



2026	\$23.64M
2027	\$69.01M
2028	\$168.07M
2029	\$449.92M
2030	\$1.252B

OWN THE WORLD



\$26M

Seed Round

- ➔ **Round 1 | \$6M @ \$75M Valuation (\$7.5 per share*)**
Round 2 | \$8M @ \$100M Valuation (\$9.26 per share*)
Round 3 | \$12M @ \$150M Valuation (\$12.86 per share*)

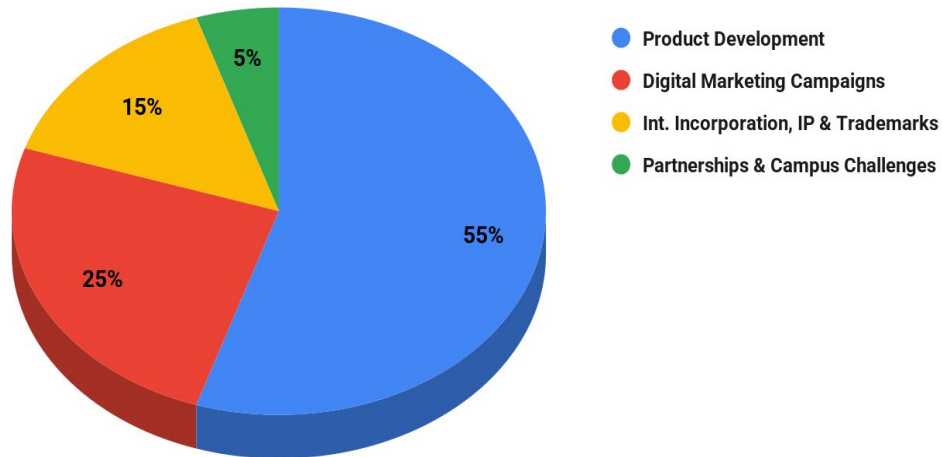
Minimum Ticket Size: \$100,000

Format: SAFE with valuation cap

Target ROI: Up to **7x to 88x**

*More information available in our [Executive Summary](#)

Investment Opportunities





2026

Cross-Partnerships & Collaborations
Launch of the Beta (Multiplayer)

2027

EDK Enhancement + Game Incubation
Launch of the Official V1

2028

Non-Gaming sector development
Metaverse Campus (feat. Gaming Campus)

2029

Party Events Season
Full VR Shopping Integration

2030

Full AI Integration
Mass public adoption campaign



M&A - PRE-IPO TARGETS*

Target Valuation 1: \$1.5B

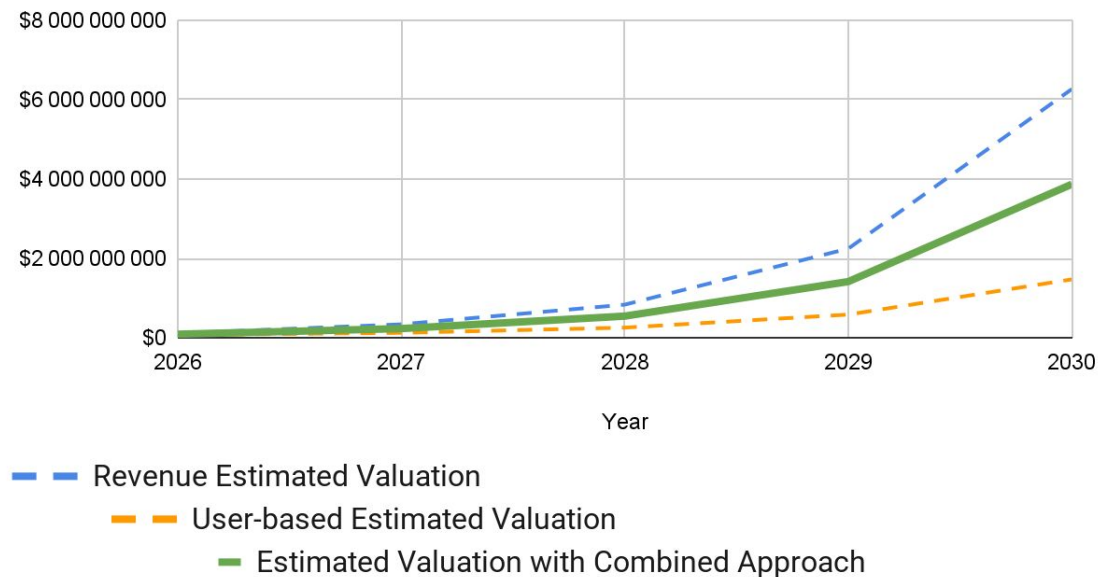
➔ Target Valuation 2: \$5B

Target Valuation 3: \$10B

*Examples of some recent
M&A in the gaming industry:*

Mojang	\$2.5B 2014
Bungie	\$3.6B 2022
Scopely	\$4.9B 2023
➔ King	\$5.9B 2016
Supercell	\$8.6B 2016
Fortnite	\$7.9B 2024
Nexon	\$9.0B 2019
Zynga	\$12 B 2022
Activision	\$75 B 2023

Company Projected Valuation



*More information available in our [Executive Summary](#)

**EARNIVERSE**

About the Company

About Earniverse

Earniverse is a **Delaware-registered C-Corp**, structured to meet the highest standards of U.S. corporate governance and regulatory compliance. Designed for scalability and long-term growth, our legal framework ensures transparency, investor protection, and operational integrity.

Accredited Investors Only

Earniverse is **exclusively available to accredited investors**, ensuring that participation aligns with regulatory requirements and high-value investment standards. This selective approach fosters a secure, growth-driven ecosystem, reinforcing trust and long-term value creation.

***Disclaimer:** All details provided are for informational purposes only and are subject to change at any time. They do not constitute a binding offer, guarantee, or commitment. Please conduct your due diligence before making any investment decisions.*

Earniverse, Inc.

Reg Nb: 10122844 | EIN: 32-0805402
254 Chapman Rd,
Newark, DE 19702 | USA

Website: earniverse.io
Email: contact@earniverse.io

**Jonathan Moraly | CEO & Founder**

French Serial Entrepreneur with over 20 years of experience in Executive Management, IT project development and digital marketing. Holds a Master's degree in Computer Science from the European Institute of Technology.

Email: jonathan@earniverse.io

Linkedin: <https://www.linkedin.com/in/jonathan-moraly>

**Alexandre Hernandez | CTO & Co-Founder**

French Entrepreneur and Senior Technical Advisor with over 35 years of experience in the 3D industry, specializing in AR, VR, and MR. University Professor and Mentor with a Master's degree in Mechanical Engineering & Materials Structure.

Email: alexandre@earniverse.io

Linkedin: <https://www.linkedin.com/in/alexandre-hernandez-b11a63120/>



Let's shape the **digital economy** together!

→ **Schedule a demo**

for a detailed presentation to understand our vision and see our current product in action.

→ **Organize a meeting**

to discuss investment opportunities.

Email: contact@earniverse.io

Book a meeting: earniverse.io/letsmeet

What's Next?

