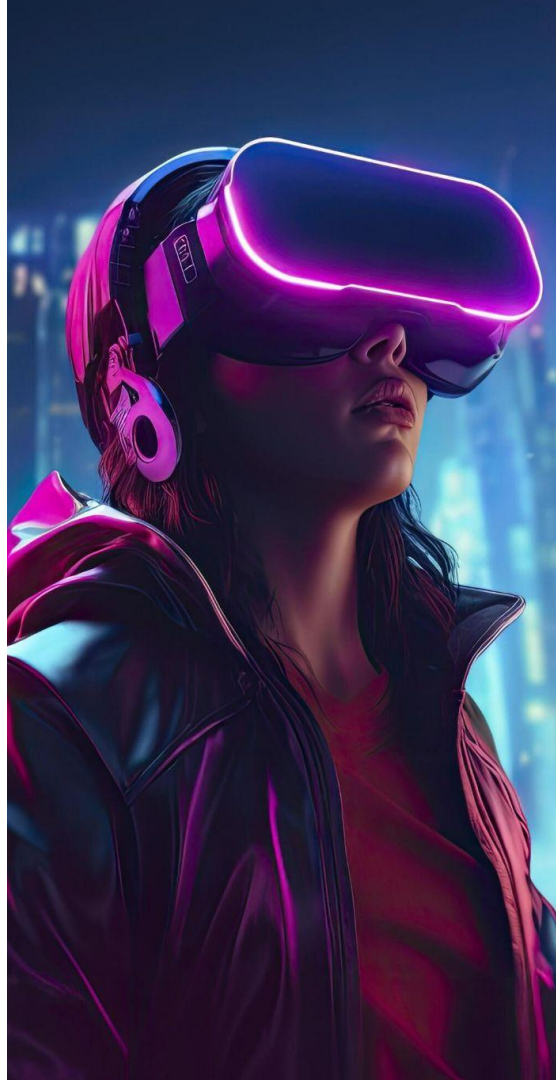




OWN THE WORLD



The Metaverse Engine

A turnkey ecosystem for digital
revenues through gamification

20
25

**Jonathan Moraly | CEO & Founder**

French Serial Entrepreneur with **over 25 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 Students Mentor** with a Master's degree in Mechanical Engineering & Materials Structure.

Email: alexandre@earniverse.io

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



OWN THE WORLD



20
25

Our Technology

We've built the **real-life version of**
Ready Player One

A **VR-compatible open world** capable
of welcoming **millions of visitors**
simultaneously

Our ecosystem empowers publishers to
create **their own Metaverse experiences**
and **monetize their digital collectibles**



Market Overview

Market Potential

\$6–13 trillion by 2030

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

2025 User Base

TAM: 3.3 Billion active video gamers worldwide

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

SAM: 300 Million PC users on Epic Game Store

(Sources: Epic Game Store - [2024 PC Users](#))

SOM: 6 Million players as a short-term target

Why now?

No one has delivered a TRUE metaverse experience yet and global demand is accelerating. Earniverse is uniquely positioned to capture this unmet market and lead the next evolution of digital interaction



For Gamers

An immersive high-quality ecosystem that meets their gaming expectations and enables **seamless ownership of their assets**

For Businesses

A decentralized environment designed to promote their brand and expand their **3D revenue streams easily without fund custody**

A Metaverse for Gamers and Businesses





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

Where the Metaverse Meets Commerce

We have developed a cross-games **3D collectibles marketplace** allowing publishers to **promote and monetize their content**





Use Case - Gaming

OWN THE WORLD

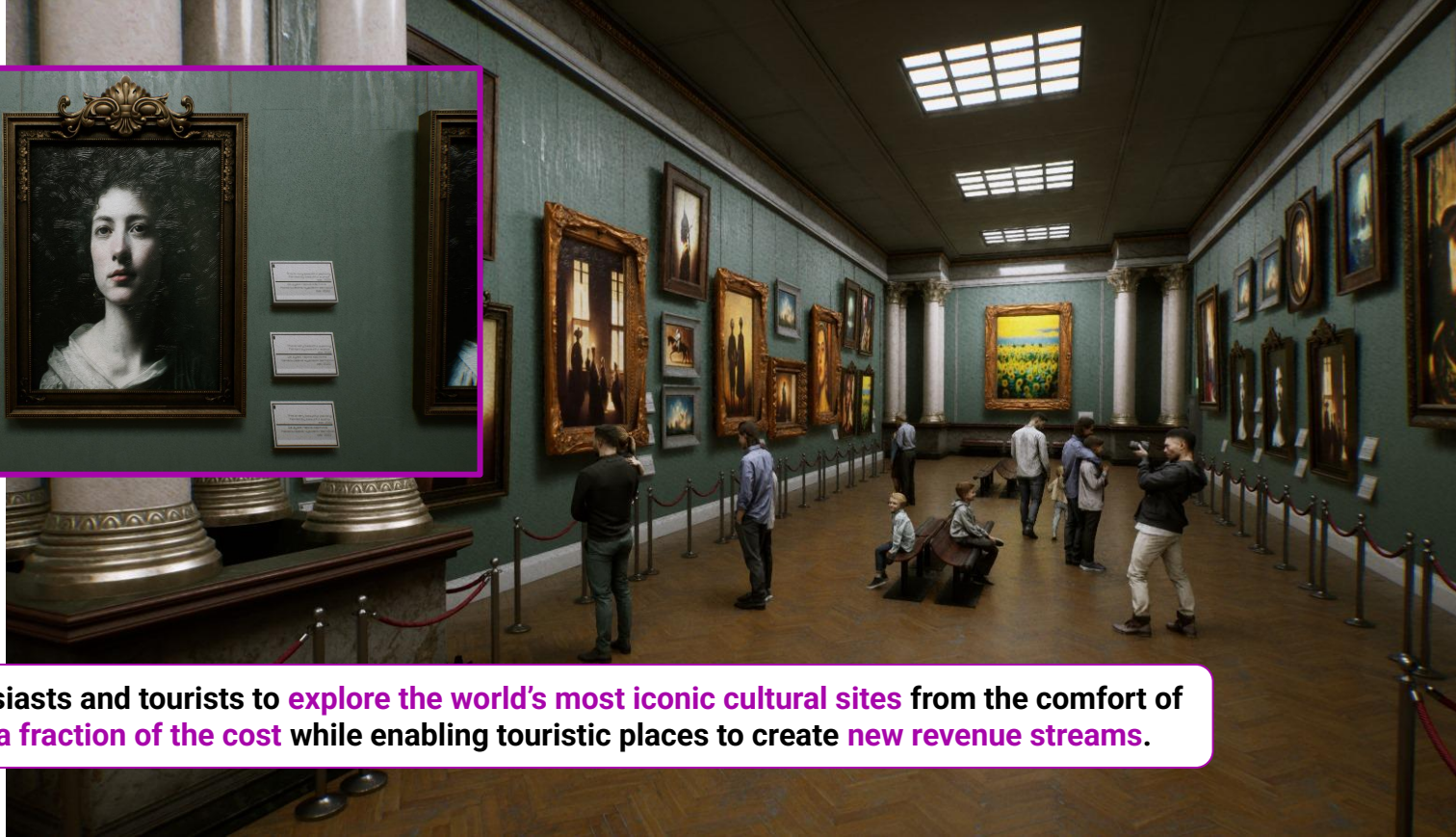


20
25

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 touristic places to create **new revenue streams**.



Use Case - Concerts

OWN THE WORLD

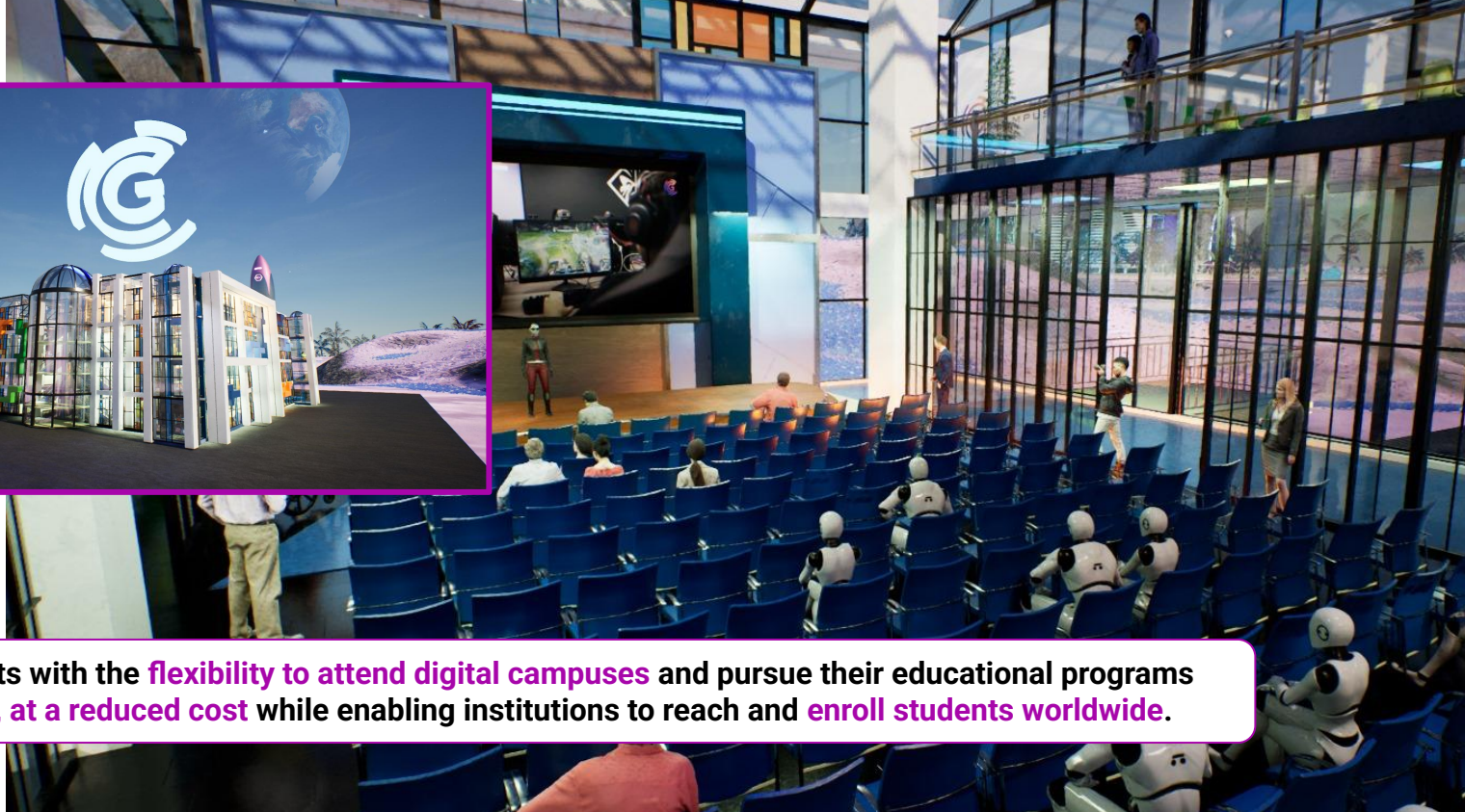


20
25

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



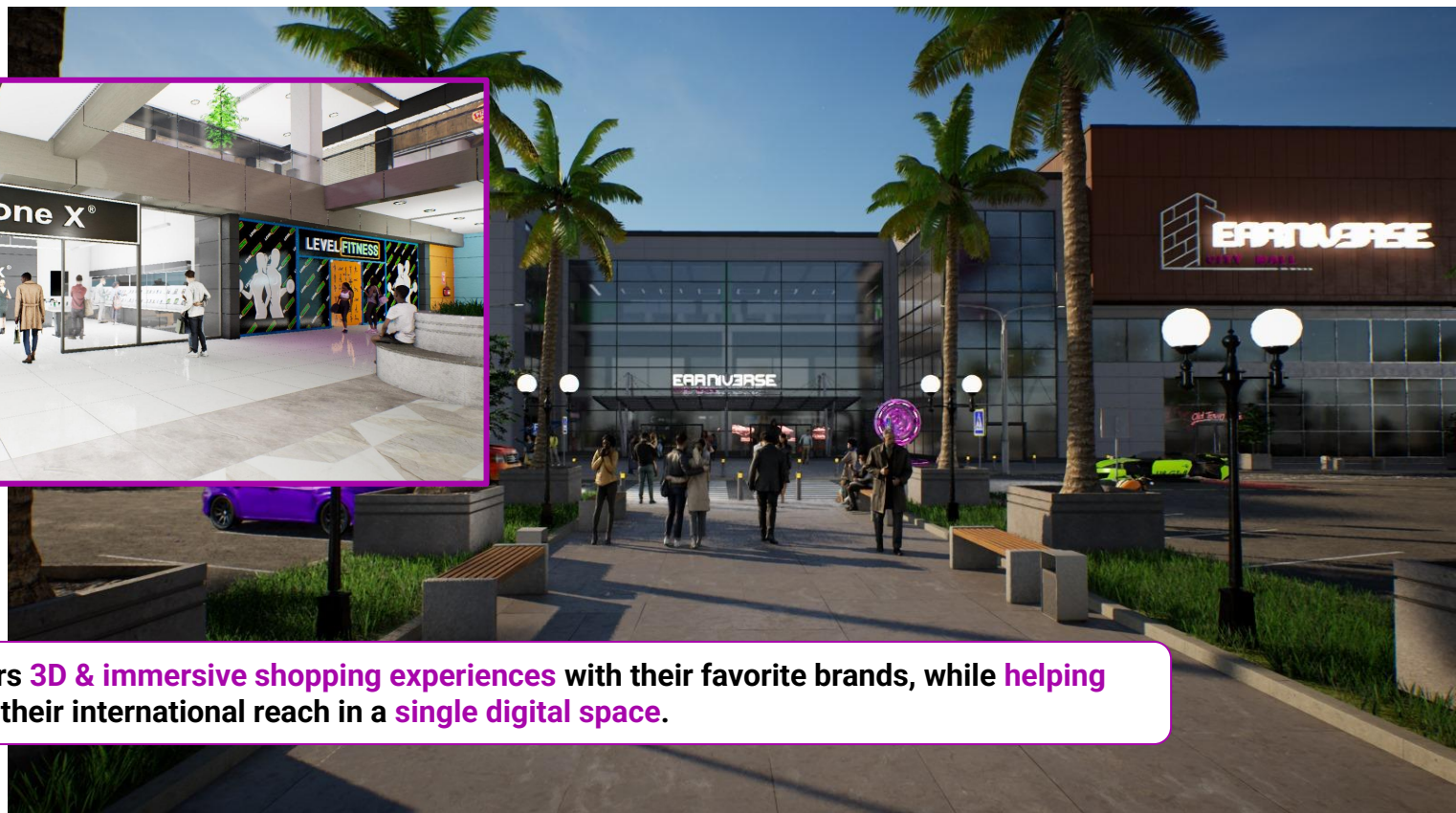
20
25

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



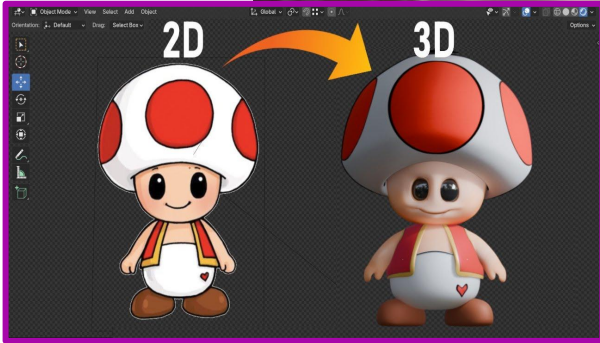
20
25

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



We build together

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



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



2021

Pre-Seed fundraiser

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

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

Achievements



Direct Competition



Meta
horizon



THE
SANDBOX



OWN THE WORLD

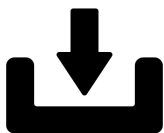
	Earniverse	META Horizon	GTA 5	The Sandbox	Decentraland	Fortnite
Open-World Map	1089 km ²	•	76 km ²	N/A	9 km ²	5 km ²
AAA Graphics	✓	•	✓	•	•	✓
VR Mode	✓	✓	•	•	✓	•
Gameplays	✓	✓	✓	•	•	✓
Blockchain	✓	•	•	✓	✓	•
Lands NFT	✓	•	•	✓	✓	•
Assets NFT	✓	•	•	✓	✓	•
Marketplace NFT	✓	•	•	✓	✓	•
SDK	✓	✓	•	✓	•	✓
Play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

20
25



Product Stage | *Alpha Early-Access v2.09*

OWN THE WORLD



35 790

Total Downloads



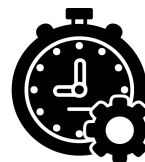
82

Countries



0\$

Customer Acquisition
Cost (100% Organic)



80 175 hours

Total Time
Played



> 5000

Active Players



15 hours

Average Time / Players



Some 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!"

Some Businesses



Julien S | CEO @Maison Ici

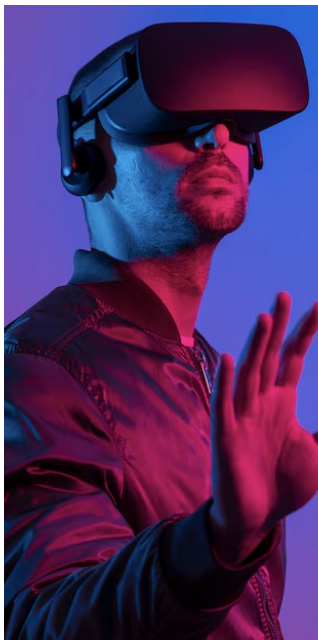
"I had the opportunity to meet the founders of Earniverse just before launching my luxury fashion brand in France. I had many ideas for a custom digital brand but wasn't sure how to build my own Metaverse experience. This meeting came at the perfect time, as Earniverse will become my sales platform. 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



Incoming | Monetization & Revenues

User Revenue Streams

- *Monthly subscriptions (Gamer Pass \$11,99/month)*
- *In-game purchases (From \$6,99 to \$39,99 per pack)*
- *Land Ownership (From \$50 to \$3950)*
- *3D Collectibles (Starting at \$9)*

Business Revenue Streams

- *Advertisement & Sponsorships (Monthly / Yearly)*
- *Branding and Collectibles (Third-party collections)*
- *3D Architectural Design (On-demand integration)*
- *Services Gamification (On-demand experiences)*
- *AI Automation (Automation of customer services)*



EPIC STORE Support Distribute

Search store Discover Browse News Wishlist Cart

Earniverse

Overview FAQ

INFOS **PLAY** QUEST INVENTORY MAP SETTINGS

OCTOBER 2022 UPDATE NOTES Ext. Link EARNI NEWS

PEGI 12 Moderate Violence Users Interact, In-Game Purchases

Base Game Early Access Blockchain/NFT May include in-app purchases

- **300 Million** gamers ready to engage on a **1B user-base** distribution platform
- **Monthly competitions** with **rewards** for gamers and live streamers
- **Social influencers sponsorship** and **promotional content**
- **Social Media organic and paid campaigns** towards PC gamers



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

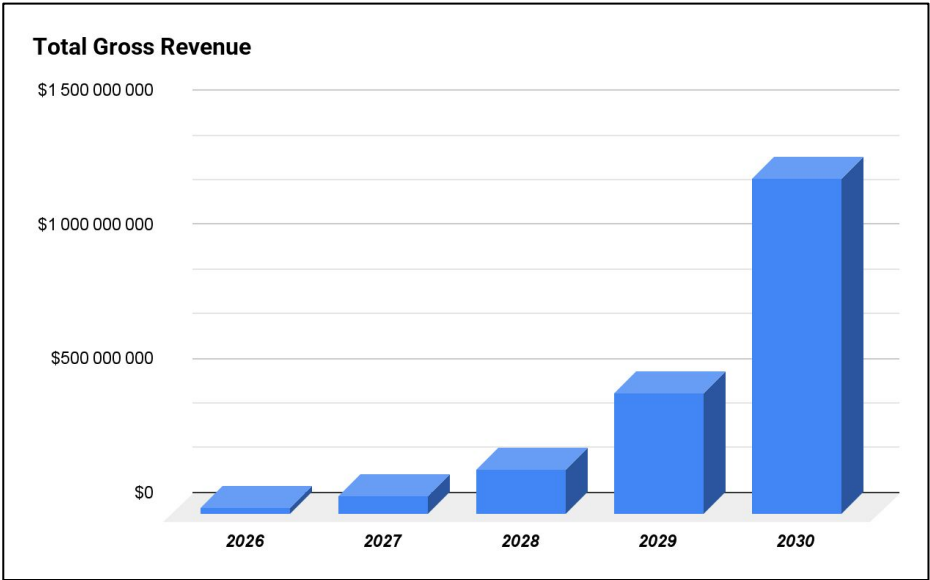
2030

Full AI Integration

Mass public adoption campaign



Projected Revenue Growth



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

➤ Click [HERE](#) to review the financial projections



\$6M Fundraise

➔ We are now opening the initial phase of our fundraising round, targeting a **\$6M early-stage** investment.

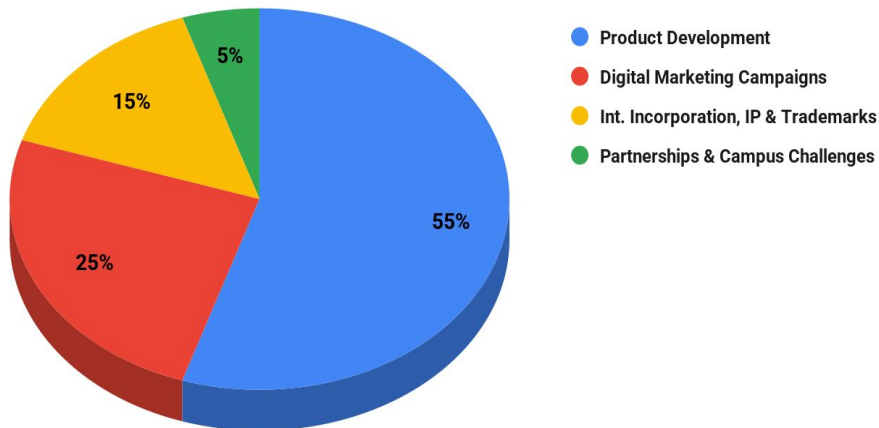
Format: SAFE with valuation cap

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

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

Investment Opportunities

Use of funds





M&A - PRE-IPO TARGETS*

Target Valuation 1: \$1.5B

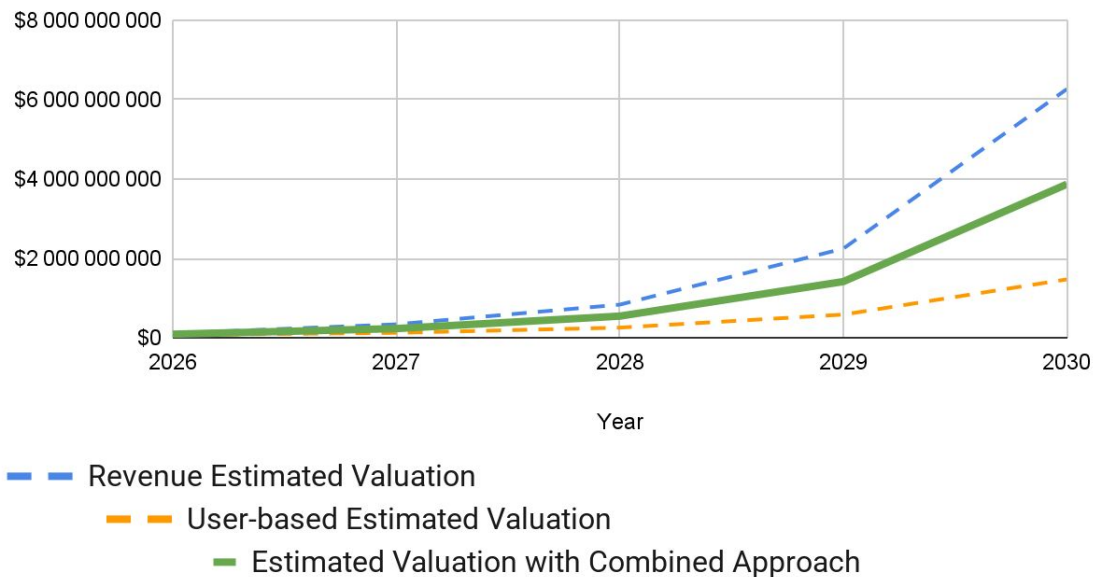
Target Valuation 2: \$5B

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



➤ Click [HERE](#) to review the financial projections



Disclaimer

About Earniverse

Earniverse is a **US based company registered as a Delaware 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.

For 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

Email: contact@earniverse.io

Useful Links

Earniverse Website

earniverse.io

Earnimarket Marketplace

earnimarket.io

Epic Game Store

[Download Earniverse](#)

Pitch Deck

[Earniverse Fundraise Intro](#)

Exec. Summary

[Business Plan Introduction](#)