



# ECHO OF THE HORIZON

WEB3 AI BLOCKCHAIN PLAY TO EARN MULTIPLAYER GAMING

# WHAT PROBLEM WE SOLVE

- ▶ The current gaming industry is broken:
  - 🎮 Players **spend billions** but **own nothing**
  - 🔒 Game assets are **centralized and controlled** by studios
  - 📉 Play-to-Earn models **failed due to inflation and speculation**
  - ❌ Web3 gaming lacks **real gameplay** and **sustainable economies**
  - 🛑 User **retention and engagement are collapsing** across the industry

# HOW WE SOLVE IT

- ▶ **Our Solution**
- ▶  **We** turning gaming into a **real digital economy**:
- ▶  **True Asset Ownership** – Every in-game item belongs to the player
- ▶  **Real Value Creation** – Players earn based on skill, contribution & time
- ▶  **AI-Driven Retention** – Dynamic missions and evolving gameplay keep players engaged
- ▶  **Sustainable Token Economy** – Built for long-term value, not inflation
- ▶  **Web2 + Web3 Hybrid Model** – Smooth onboarding for mass adoption
- ▶ We don't just build a game. **We solve the fundamental economic flaw of gaming.**

# Why Invest Now

- ▶ The global gaming industry is undergoing a major shift toward **player ownership, AI-based personalization, and digital economies**. Echo Of The Horizon® is positioned at the convergence of **three high-growth markets**:
  - 🎮 **Gaming** – \$282B by 2028
  - 🤖 **Artificial Intelligence** – \$1.8T by 2030
  - 🔗 **Web3 Economy** – \$2.2T potential by 2030
- ▶ We already have a **live product, growing user base, and proven profitability**, and now we are entering **scaling expansion** with:
  - ▶ ☒ Tier-1 listings (Bybit, Bitget, OKX, Crypto.com, Binance – pipeline)
  - ▶ ☒ Global rollout to **Asia, MENA & US gaming markets**
  - ▶ ☒ **Multiplayer launch** + Mobile + PlayStation + Xbox
  - ▶ ☒ **Partnership-driven distribution strategy**
- ▶  This is a **high-leverage entry point** before major growth acceleration and **valuation uplift**.

# Why Echo Of The Horizon®

- ▶  **Live Product – Not a Concept** - Echo Of The Horizon® is already launched, playable, and scaling — not a whitepaper dream.
- ▶  **Profitable Since Day One** - We generate **real revenue** from in-game economics + ecosystem growth. **No dependency on token hype.**
- ▶  **Real Users & Real Adoption**
  - 17,000+ users
  - 33,000+ downloads on Epic Games
  - 30+ strategic partners
  - Growing global community - This is **organic traction**, not paid bots or vanity metrics.
- ▶  **Built for Scalability** - Unlike single-chain Web3 games, our architecture is designed to scale across **mobile + console + PC**, with **Web2 onboarding simplicity** and **Web3 economic power.**
- ▶  **Founder-Led Execution** - EOTH was built **100% in-house** — we control technology, IP, and future scalability. **No outsourcing = no risk of abandonment.**

# What Sets Us Apart - 1

| Feature          | Echo Of The Horizon®             | Typical Web3 Game   |
|------------------|----------------------------------|---------------------|
| Product Status   | ✓ Live + Profitable              | ✗ In Development    |
| Economy          | ✓ Utility + Anti-Inflation       | ✗ Token Pump & Dump |
| Gameplay         | ✓ Real RPG +<br>Multiplayer + AI | ✗ Click-to-Earn     |
| Tech Stack       | ✓ Unreal Engine 5                | ✗ Unity/WebGL       |
| Player Ownership | ✓ True Asset Ownership           | ⚠ Partial or None   |
| User Onboarding  | ✓ Web2 + Web3<br>Seamless        | ✗ Wallet Barrier    |
| Long-Term Value  | ✓ Revenue + IP<br>Expansion      | ✗ Unsustainable     |

# What Sets Us Apart - 2

- ▶  **Our Competitive Advantages**
- ▶
  - ✓ **AI Adaptive Story Engine** – No two players live the same story
  - ✓ **Sustainable Token Economy** – Utility now, long-term velocity later
  - ✓ **Cross-Platform Future** – PC + Mac + iOS + Android + PlayStation + Xbox
  - ✓ **Global Expansion Roadmap** – Asia + MENA + U.S. market penetration
  - ✓ **30+ Strategic Partnerships** – Distribution, growth & ecosystem security
  - ✓ **Built to Scale Into IP** – Game + NFTs + Film Trilogy + Anime franchise
- ▶  **We don't compete with Web3 games — we lead the transition of Web2 gamers into Web3.**



# Who We Are

- ▶ Echo Of The Horizon® (EOTH) is a Web3 Multiplayer Play-to-Earn ecosystem powered by AI-driven game play and real digital ownership.
- ▶ Built with Unreal Engine 5 and operating on the Binance Smart Chain, it merges gaming, blockchain, and AI into a scalable, revenue-generating entertainment economy.
  - 🎮 33,000+ game downloads on Epic Games
  - 👤 17,000+ active users
  - 💰 Profitable since April 2023
  - 🌐 Company incorporated in Dubai (UAE Mainland) in October 2023
  - 🔗 30+ strategic industry partnerships
- ▶ Our mission is simple: Build the most intelligent, player – AI driven economy in gaming.



# Roadmap

## ▶ **Completed**

- ▶ YouTube Channel, Medium, Telegram Community, X.com
- ▶ Profitable Since April 2023
- ▶ CO LLC Registered License In The UAE, Dubai, October 2023
- ▶ Over 30 Partnerships in the web3 and play2earn industry
- ▶ Windows OS Version Available on Epic Games (All Markets)
- ▶ \$EOTH token Launched in April 2023
- ▶ Listed In Xeggex (Tier 5)

# Roadmap

## ▶ OnGoing

- ▶ Multiplayer Mode – In development. Requires additional work on UI and server-client optimization.
- ▶ MacOS Game Version – Target completion Q1 2026.
- ▶ Mobile Platforms (iOS & Android) – Launch on Apple Store & Google Play in parallel with
- ▶ Sony PS Version Release
- ▶ Xbox Version Release
- ▶ Asian Market Outreach
- ▶ MENA Market Outreach
- ▶ US Market OutReach
- ▶ Listing in ByBit, Bitget, Binance, OKX, Crypto.com, Kucoin
- ▶ NFT Sale

# Echo Of the Horizon®

## Results

- ▶ Profit in 2023: \$134,000
- ▶ Profit In 2024: \$266,000
- ▶ 30+ Partnerships in Play2Earn, Web3 and Gaming
- ▶ 17,000+ Users
- ▶ 33,000+ Downloads On Epic Games only In 2024 – Single Player Mode – Windows OS

# Budget Allocation

- ▶ **\$8,000,000 Round Allocation - 4 Years Round**
- ▶ **(33%) Plan 1. Game Development & Expansion – \$2,640,000**
  - ▶ Multiplayer Mode (UI + Servers): \$950,000
  - ▶ MacOS Development: \$940,000
  - ▶ Mobile Versions (iOS + Android): \$750,000
- ▶ **(27%) Plan 2. Exchanges Listings & Compliance – \$2,160,000**
  - ▶ Binance: \$380,000
  - ▶ Bitget: \$370,000
  - ▶ OKX: \$370,000
  - ▶ Bybit: \$360,000
  - ▶ Finance Platform + Compliance: \$680,000

# Budget Allocation - 2

- ▶ **(22%) Plan 3. Marketing & Community Growth – \$1,760,000**

- ▶ Asian Market Outreach - \$780,000

- ▶ Global Marketing Campaigns - \$980,000

- ▶ **(18%) Plan 4. Operations, Team & Security – \$1,440,000**

- ▶ Employee & Office Expenses - \$1,000,000

- ▶ Cybersecurity + Anti-Cheat - \$280,000

- ▶ Ongoing Server/Cloud Costs - \$160,000

# Budget Distribution By Year

| Year | Allocation Focus                    | Spend  |
|------|-------------------------------------|--------|
| 2025 | Multiplayer + Mobile + Listing Prep | \$2.1M |
| 2026 | Asia Expansion + Tier 1 Listings    | \$2.3M |
| 2027 | Console Launch + Global Growth      | \$2.0M |
| 2028 | Ecosystem Scaling + Security + Team | \$1.6M |

# Key Takeaway

- ▶ This funding round will complete technical milestones, secure Tier-1 listings, and deliver large-scale adoption. Echo Of The Horizon is positioned to transform from a Play-to-Earn project into a mainstream gaming + DeFi powerhouse, unlocking exponential ROI for investors.
- ▶ Market Outreach
- ▶ Business Potential & ROI User Outreach Goal: >1,000,000 active players by Q4 2026.
- ▶ Asian Market Share: 50% minimum, driven by guilds, influencers, and social platforms.
- ▶ Revenue Model: In-game NFT marketplace. \$EOTH staking, trading, DeFi utilities. Esports events & sponsorships.
- ▶ Projected Profits 1M players × \$15–25 ARPU/year = \$15M–\$25M annual revenue.
- ▶ Token valuation boost: 2–3× post Tier-1 exchange listings.



# Contacts, Links And Socials

- ▶ **Team**

- ▶  [William Milia](#)

- ▶ [LinkedIn](#)

- ▶  [Official Website](#)

- ▶ **Links & Socials**

- ▶ [Epic Games](#)

- ▶ [LinkedIn](#)

- ▶ [Medium](#)

- ▶ [YouTube](#)

- ▶ [X.com](#)

- ▶ [Telegram](#)

- ▶ [CoinGecko](#)