



OCTOBER 2025  
Pitch Presentation

Welcome to

# THE HIVE.



Its. All. Around. You.



KEY POINTS:



HONEY INC

+16000 GAMES FOR ALL

SAVE FROM MINING!

# CARVE THE FUTURE OF GAMEFI AND MINING

- Build, Grow, and reach for the stars all within your own bee farm
- Collect “Hive” and become a piece of the hive mind
- Make any and every game accessible for any and everyone to play
- All while they become one with “The Hive” and earning every step of the way



- Accelerate towards cost effective cryptocurrency mining through turning waste into fuel:
  - Natural gas runoffs
  - Creates “free/low cost” mining



# // FUNCTION: SOLVE THE PAIN OF THE PAST

The vision is to offer an all-in-one mobile platform that provides for any gamers or cryptocurrency users needs through a newsletter called "Honey Inc" designed to mold that user into your ideal crypto/gaming/mining user

- Give a man a fish and he will eat for a day. Teach a man to fish and you can ask for a fish or 2



## CONVENIENT

Everything is accessible in one app no need to juggle multiple services.

## AFFORDABLE

Free basic features, with freemium plans for bonus features.

## LOW COST MINING

Taking out the #1 cost to mining via natural gas while getting paid to acquire those assets to utilize on all major pairs.

## HOLISTIC APPROACH

Considers the holders as well as the users and development team with a singular robust network

## Learning Lessons:

- Axie Infinity
- NotCoin
- Gala Games
- Kelp
- HashAI
- Many more...



# HONEY INC

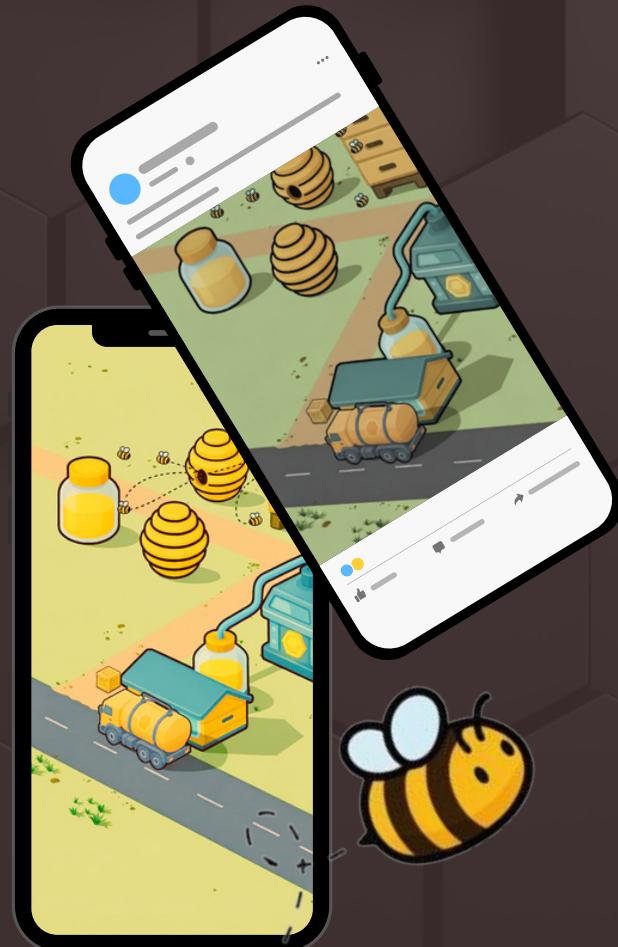
This is the initial onboarding tool that has been created to capture the market already built and testing with only needing refurbishing for visualization assets we utilize and capture the market through a “refer and earn” type model on telegram and soon the apple and play store

This serves as our “newsletter” to our audience to guide users to where and when we need them

With this approach we will be able to get anywhere from 2.00 RPM all the way upwards to 450 RPM

- Give a man a fish and he will eat for a day. Teach a man to fish and you can ask for a fish or 2

This can stem into multiple games/outlets in gaming via acquiring more licensing





# EMULATION FOR ALL

Our final plan as far as branching out towards gaming is to acquire Cluster Emulation Licensing to provide people a range of gaming for free while monetizing and rewarding users through ads being watched as well as acquiring data points

Examples of popular titles:

- Mario
- Sonic
- Legends of Zelda
- Mega Man
- Bomber Man
- etc.





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# MINING VIA NATURAL GAS

Mining is a niche market where expertise of it is few and far in between. Without knowing competitive electricity rate or how to gain those electricity rates most people are at a loss

- We envision to get mining to where it drops from 0.06-0.085 KWH all the way down to 0.00-0.02 KWH
- With this life expectancy for machines will increase dramatically (A standard machine only last 3-4 years)
- Profit margins for mining would at least double for bitcoin alone

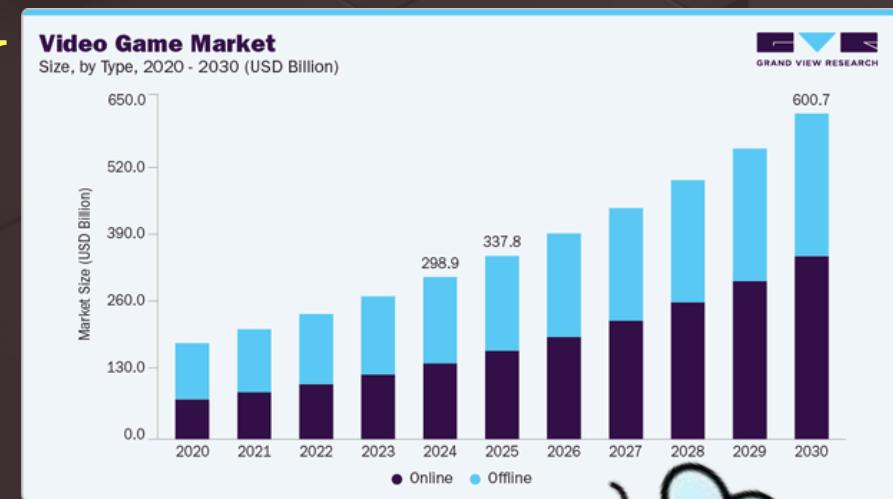


# MARKET OPPORTUNITY

With over 11.1Mil users currently active in gaming we can grow our userbase faster than traditional Web 3 cryptocurrency companies while tapping into valuable metrics and data

## App Gaming:

- TAM: \$298.98B (Total Gaming Market)
- SAM: \$116.4B (Mobile Gaming Market '24)
- SOM: \$1-\$5B (1%-5% Target Market Share)



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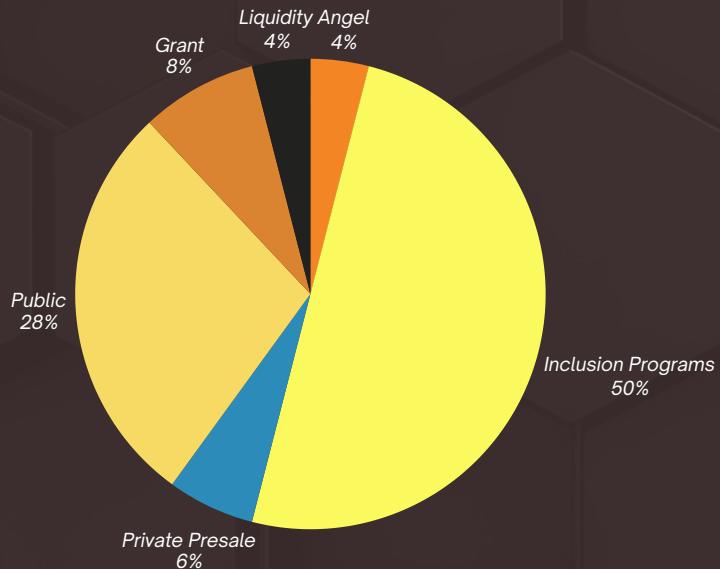
THE GAMING MARKET IS VALUED AT OVER \$250 BILLION, WITH GAMING SERVICES GROWING BY 12.2% ANNUALLY.





# TOKENOMICS

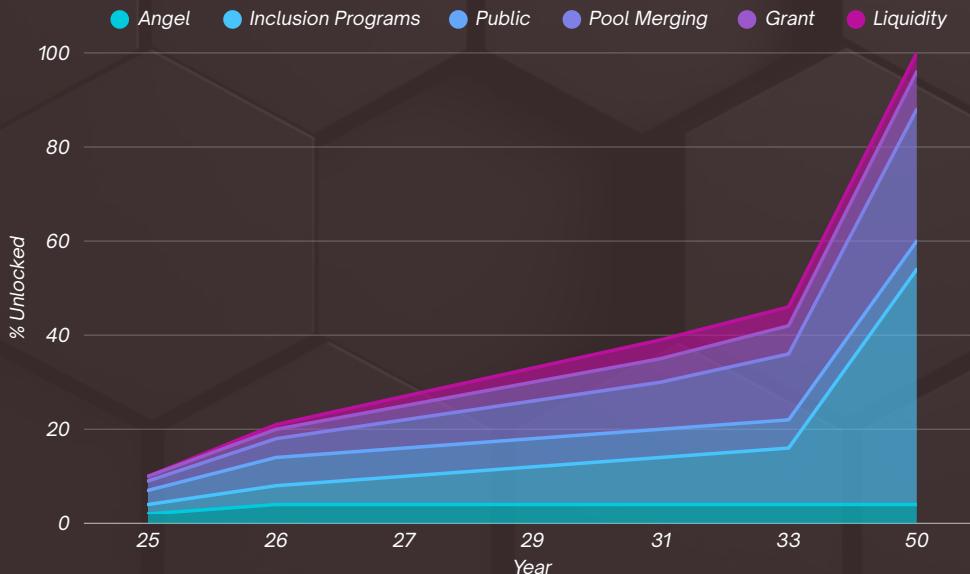
- Only with robust and flexible tokenomics/raises can the future succeed



Will be launched on ETH due to outstanding metrics (unless a grant is awarded)

Angel/Private Round will have chances to exit with Phase 2 being initiated. Angel Round will get 2x-10x dependent on time of entry and value of company

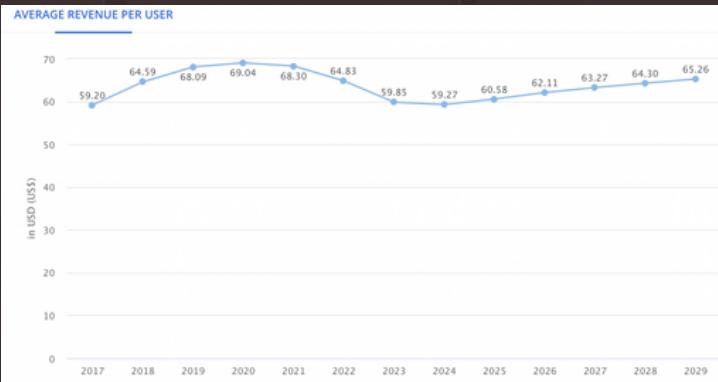
With the App being live USDT will also be distributed at a 40% Revenue statement rate until launch. Post launch this will go down to 10% and reach 0% after 2 months





# METRICS AND DATA

To ensure long-term sustainability and growth, our business model is designed to generate multiple streams of revenue while delivering value to users.



## REVENUE SOURCES

Offer tiered monthly or annual plans with varying levels of access and premium features.

## PRICING STRATEGY

Attract users with free access to basic features and convert them to paying users through compelling premium offerings.

## CUSTOMER ACQUISITION

Referral programs incentivize users to spread the word, while partnerships with aligned organizations help extend our reach.

## MINING PASSIVE RETURNS



With investing revenue into mining we will be able to compound rev while also maximizing and redefining the returns from tokens

- BTC (traditionally 30%-50% APY now 70%-90%)
- Doge (traditionally 70%-90% APY now 110%-130%)



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# COMPETITIVE ADVANTAGE

## WHO ARE THE COMPETITORS?

Our competitors include existing solutions in the market that address parts of the problem, whether through standalone tools, manual methods, or platforms with limited focus.

## WHAT ARE YOUR STRENGTHS?

We use a personalized system that adapts in real time to user behavior, creating a smarter and more engaging experience.

## WHY WILL PEOPLE CHOOSE YOU?

Unlike fragmented alternatives, our platform offers a seamless, end-to-end experience tailored to their daily routines and goals.





# ROADMAP



## PHASE 1

## PHASE 2

## RELEASE

### Phase 1:

- Launch of telegram game (1-2 weeks)
- Initial Go-To-Market strategy (Install The Hive Mind)
- Distribution of initial rewards
- App store launch (3-6 weeks)

### Phase 2:

- Have 1 mil+ in userbase (1.1-1.8 mil in rev monthly)
- CMC campaign
- Partnership cycle (Solflare, Polygon, Solana Mobile)
- ICO (on top 6 exchanges)
- 2 games in production
- Initial Mining systems installed (sustainability)
- Acquiring Market making supply

### Launch:

- First release of tokens
- Launch of emulation programs
- Partnership rounds





# OUR TEAM



**JOHN ANDERSON**

Founder

Influencer and marketer over 12 million across socials

**SPEROS (STRONG)**

Cofounder/CBDO

**MILKING TIME**

Advisor

**LARRY LUNDY**

Advisor

Advisory for an assortment of projects



**CRYPTOCAT**

Development and Design Lead

**CARTER THUONG**

Project Manager

**LUHLUH**

Design Lead



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Join

# THE HIVE.

Today

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