



hourglass

# HOURGLASS

Hourglass is a Web3 platform focused on Time to Earn (time-based rewards) concepts, enabling users to receive token incentives while engaging with integrated online entertainment, social, and educational apps.

# HOURGLASS PLATFORM



## TRAFFIC LAYER

Online Earning  
Tasks  
Community

## APPLICATION LAYER

Social Tools  
General Entertainment

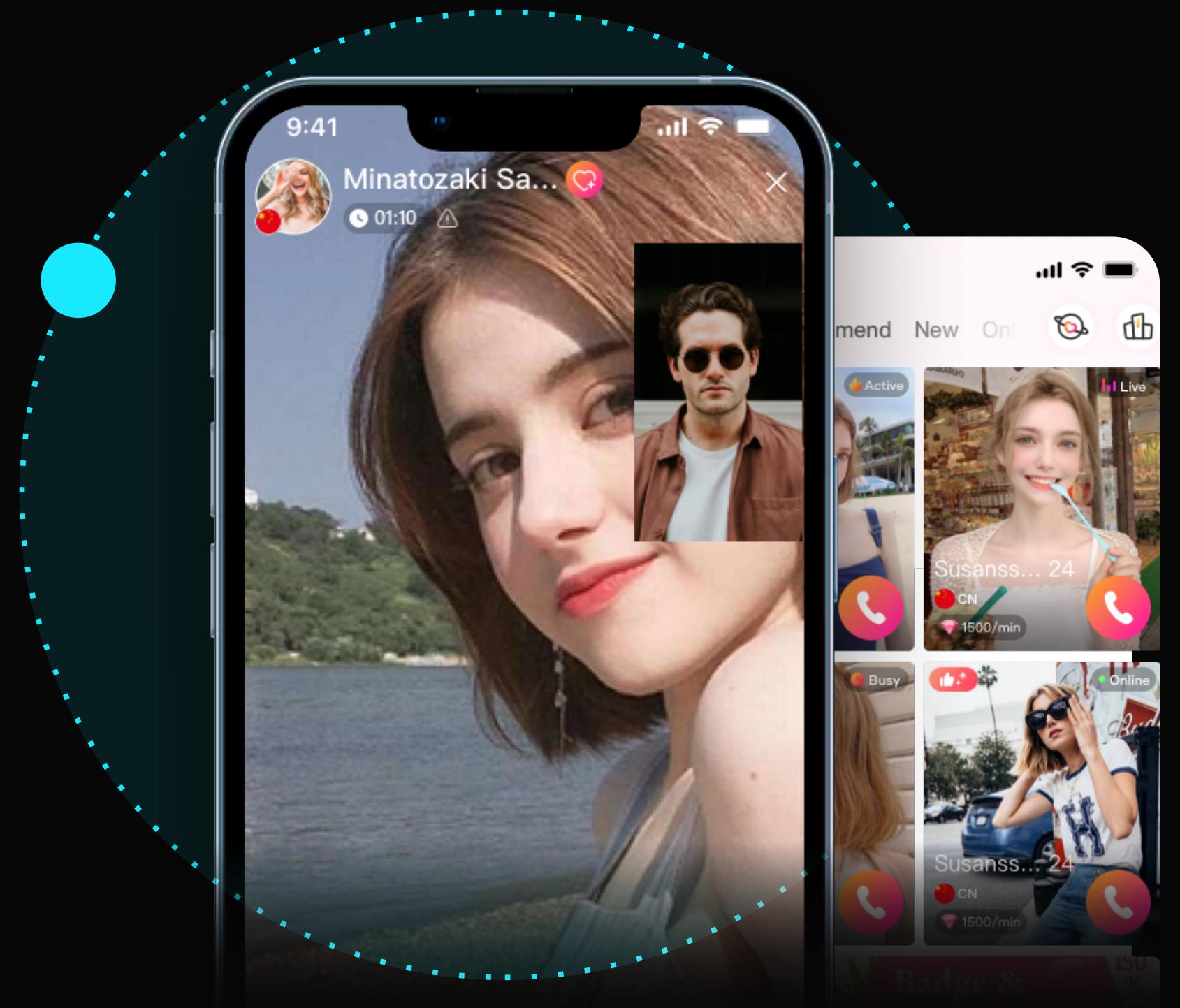
## ECONOMIC LAYER

Tokens  
NFTs  
Exchanges

The overall application architecture of the Hourglass platform  
First Phase Accomplished: Integrating Web3.0 for Social and Broad Entertainment Purposes

# FIRST INTEGRATED PROJECT

<https://www.honeycamweb.com/>



## - SOCIAL TO EARN

Based on the existing Honeycam App (Android) and Umechat App (iOS) social software, it has nearly 1 million monthly active users and 10,000+ livestreamers.



## - BESTSELLER RANKING

Ranking at the forefront of the global social best-seller list.

# PROJECTS INTEGRATION

## NFT

The unified token is allocated to sub-projects based on their weightage. The projects include Social to Earn, Game to Earn, Read to Earn, Walk to Earn, etc. Each project is a sub-pool, and the profits from all sub-projects will be used to purchase and destroy platform tokens to maintain the token price and platform operations.

Users who log in online to sub-projects are considered participating in mining, and tokens are allocated in real-time based on the user's current highest quality NFT held.



SOCIAL  
TO EARN



GAME  
TO EARN



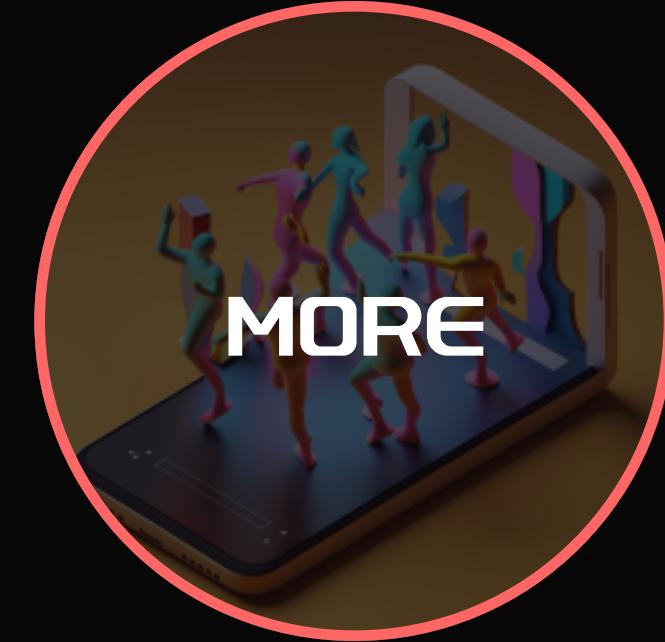
WALK  
TO EARN



READ  
TO EARN



LIVE  
TO EARN



MORE

# FIRST INTEGRATION PROJECT



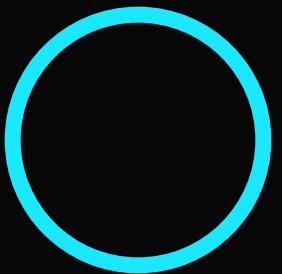
## DISADVANTAGES OF STEPN

- Limited channels for profit, continuously relying on high incentives for new user referrals.
- High barriers to entry (user investment cost, user operations).
- Few and challenging mining scenarios.
- Users lack diversity.



## ADVANTAGES OF HOURGLASS

- Our Web2.0 projects are continuously generating profits, less economic pressure.
- Diverse and abundant traffic sources, high and sustained potential for growth.
- Diverse project service scenarios and low difficulty in mining.
- Wide-ranging user base and a simple, easy-to-understand platform operation process.



## In the 1st quarter of 2023

- Complete the prototype design of the Hourglass platform, and finalize the comprehensive application design.

## In the 2nd quarter of 2023

- Complete seed round financing, All developers of Hourglass are prepared and in place.
- Complete the code construction of Hourglass, and finish the integration work between Hourglass platform and Social App.

## In the 3rd quarter of 2023

- Release the Hourglass platform on application stores such as Google and Apple Store.
- List and sell the first batch of NFTs and increase the daily active users of the Social App to over 150,000.

## In the 4th quarter of 2023

- Initiate the second round of financing
- Integrate the second sub-project: Watch to Earn, and complete code construction;
- Start preparing the second batch of NFTs and list them on exchanges.

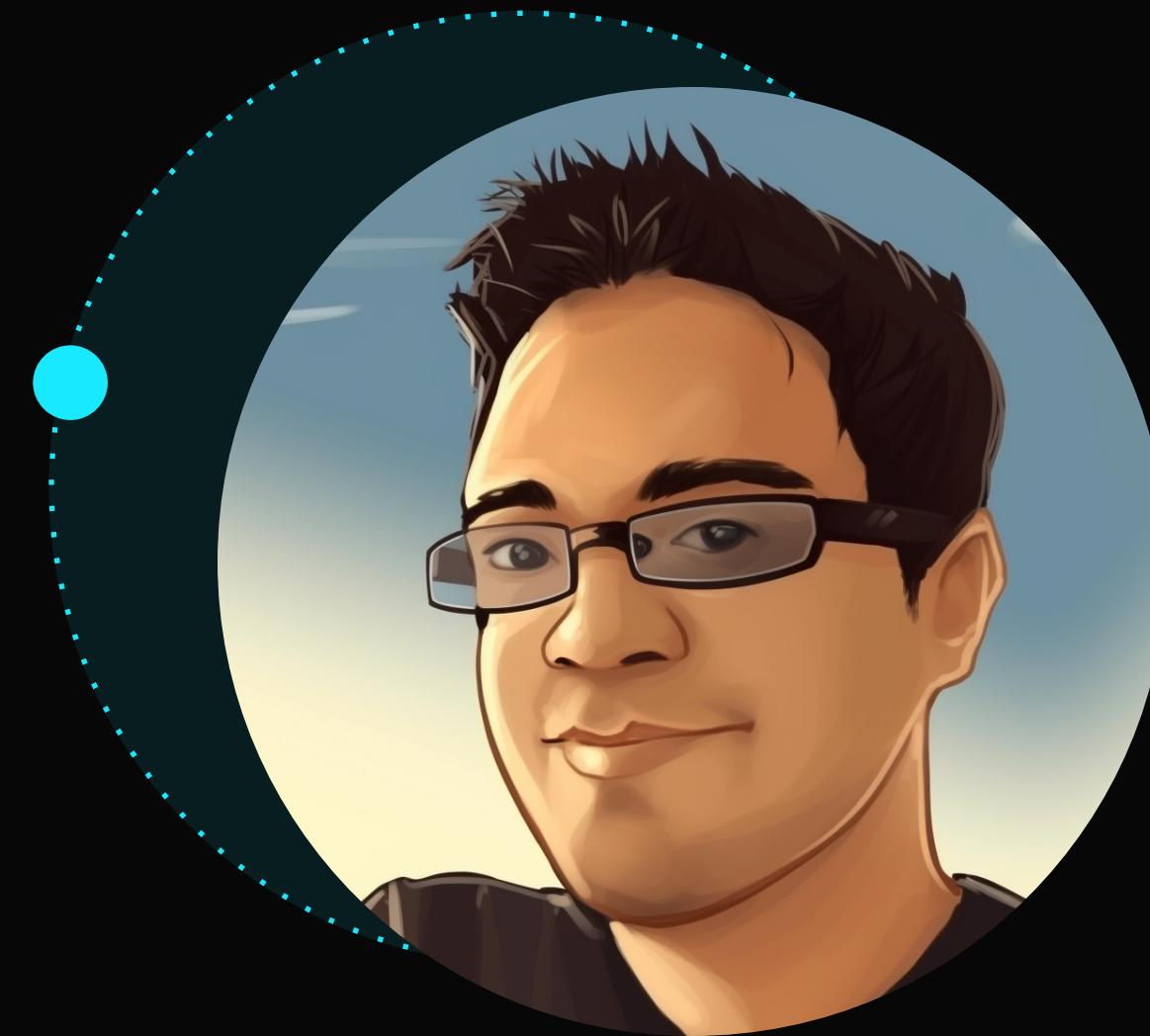
## In 2024

- Integrating various x2n modes such as Read to Earn, Walk to Earn, Search to Earn, and Drive to Earn every two quarters as development units, forming a multi-modal mixed platform, expanding the platform's user base while facilitating mutual traffic flow between sub-projects. Complete the prototype design of the Hourglass platform, and finalize the comprehensive application design.

## From 2025 to 2026

- Continuously integrating various application projects to a certain scale; consolidating all resources to launch the metaverse. All NFTs obtained by users in various projects on the platform will exist in the metaverse, and everything related to NFTs will be directly mapped in the metaverse.

# TEAM



■ JEFF CHEN  
CEO

10 years of experience in Internet entrepreneurship, good at mobile Internet social field, leading multiple social product projects.



■ IVAN WANG  
CTO

10 years of mobile Internet experience, proficient in front-end and back-end, big data, machine learning and other technologies. Familiar with the technical architecture of multiple cryptocurrency projects, have a deep understanding of NFT, SocialFi and other fields, and have a strong background in cryptocurrency technology.



■ RALPH RUI  
PRODUCT MANAGER

Full stack development engineer. He has extensive experience in the cryptocurrency market and has worked as a product manager in several blockchain projects, responsible for product planning and implementation.



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THANKS