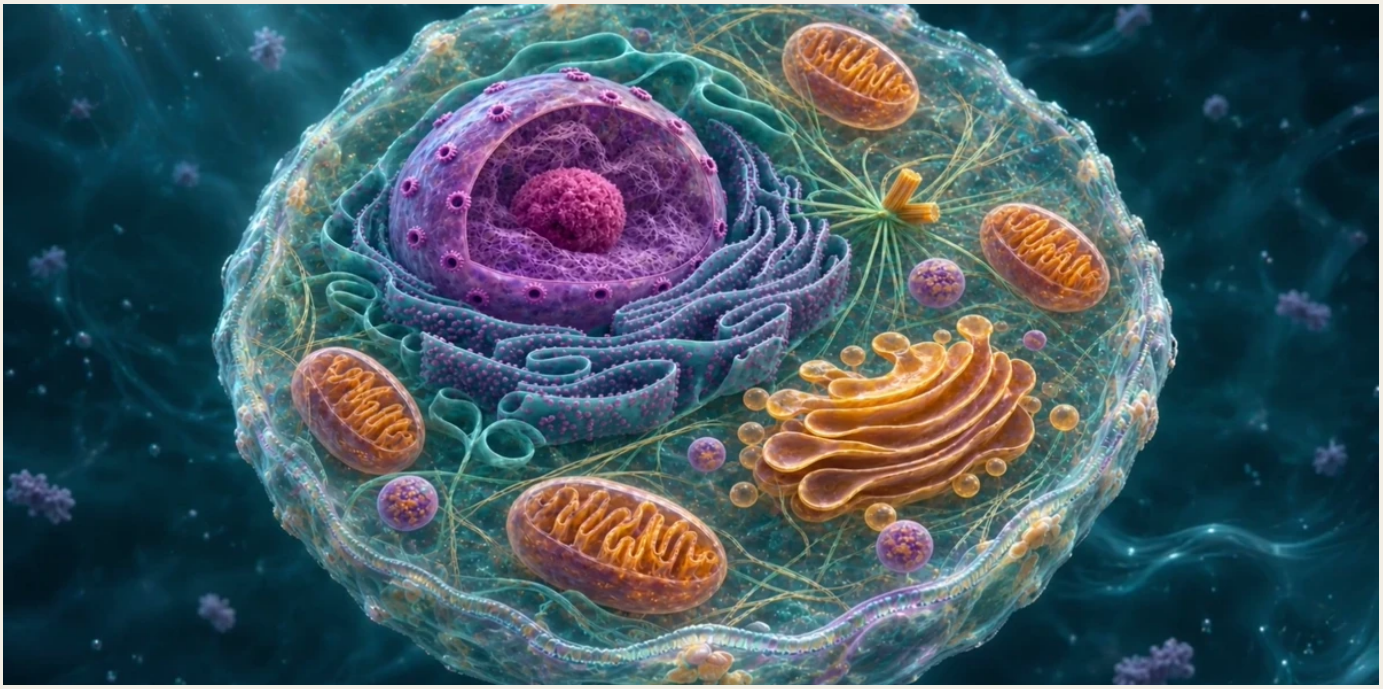
Build something people can use.

A concise guide to the product, the evidence and the development direction.



Scale of the Universe 3 | illustrated interactive journey

What EoC does

Engines of Creation helps creators turn ideas into playable browser games and interactive products with AI. The released workspace combines conversation, explicit build approval, previews, review, recovery and source export.

Browser and native Unreal workflows are distinct. Future content, launch and specialist-compute work is described as in development or proposed, rather than as released functionality.

Visit Engines of Creation

A paid creation platform.

Published plans give creators different tools and seat counts.

Regular

$29.95 / month

$179.70 / year

AI builder, playable browser previews, checkpoints, source export and public game links.

Studio

$100 / month

$600 / year

Adds a source editor, GitHub and publishing connections, Studio game editions and multiplayer server source.

Studio Team

$200 / month

$1,200 / year

Adds a second creator seat and Unreal plugin source for a local Unreal Engine setup.

What a creator does

Describe a game or change, approve a build using a supported AI connection, inspect the candidate and keep accepted work. Export source or publish a playable browser link when ready.

Trial and external costs

Regular has a seven-day trial with a card required and no automatic charge or renewal. AI usage is paid to the selected provider separately. Hosting and local Unreal setup remain the creator's responsibility.

Plans and current product terms

Four ways to see the product.

Select a card to open a project. Availability is specific to each example.



Scale of the Universe 3

Published interactive journey

44 cinematic chapters move from cosmic structures into a living cell, DNA and smaller scales. The imagery is an artist's impression, not a scientific simulation.



Loopborn

In development | Windows PC

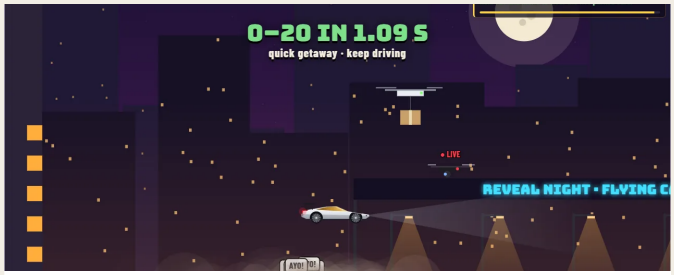
A fantasy extraction RPG in Unreal Engine. PvPvE dungeons, recovered loot and a player-driven world. Public development captures show the direction of the native game.



DEXPIT

First Descent playable | Browser

A 1v1 arena deck-builder on a hex board, with a twelve-card deck and simultaneous turns. The current browser prototype is a playable project.



Grand Theft Autopilot

Playable | Browser

Flying-car stunts, cold-gas thrusters, wall rides, kickflips and shareable replays. A compact example of browser gameplay and replay-driven distribution.

These are existing projects, not a claim that one prompt reproduces their scope or quality.

The next work is practical.

Improve the creator journey, then expand from observed use.

Near-term priorities

Creator onboarding, build reliability, failure recovery and support come first. Focused creator cohorts inform which workflows to expand. Build-to-content examples and one bounded product launch pilot follow explicit readiness checks.

Longer-term proposals

Specialist compute should be measured by accepted results, including the cost of failed attempts and review. Broader provider participation and permissioned learning require further validation and explicit consent. No future release date is promised.

The team

Nicholas Liverman: Old World Labs, MetaGates, Abyss, FlipGo, Zramics and CHAOS.

David Stein: Old World Labs, MetaGates, Abyss and FlipGo.

Platform **Plans** **Showcase**

Public Edition | November 3, 2026