



WHITEPAPER

CYBERPUNK *city*



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INTRODUCTION

Welcome to Cyberpunk City, the world's first blockchain-enabled Metaverse MMO, developed by a group of enthusiastic developers who are proud to be a part of Elrond ecosystem and want to contribute to it's further development.

One of Cyberpunk City's many unique features is the "Own the Game" concept behind it. We developed this concept to combat the rapid inflations caused by the "Play to Earn" system. To put it simply: by owning an NFT, you get to own the game.



OPPORTUNITY

Since 2017, we dreamed of making an MMO game in which the players could socialize, compete with and against each other on fair grounds and most importantly make profit from the game by simply owning and playing it. However, the tech required to support the transaction volume and complexity of such scale was out of reach, until now.

Thanks to Elrond blockchain and Unreal Engine 5, Cyberpunk City will be the first AAA MMO game entirely built with Metaverse in mind. Using new capabilities to empower players to collectively own the game and influence its future roadmap. The blockchain structure that the game is built upon enables players to earn real money – sell, trade and show-off items and compete against each other using these items which have in-game functionality and relevancy. Finally, with the \$CYBER token rewarded for the time they spend doing what they love, players will get to earn while they play.

Other "Metaverse" projects such as Sandbox and Decentraland have reached a market cap of 7 billion dollars. The overall fidelity of the experience they offer to the user however, is similar to if not worse than those of regular sandbox games such as Roblox and Minecraft. The definition of the term "Metaverse" to us is to provide an enjoyable experience to the player with life-like graphical and audio fidelity. As Cyberpunk City team we think the end-user experience is above all and we strive to deliver the most life-like gameplay experience we can to our players with the tech of Unreal Engine 5 and Elrond Network Blockchain at our disposal.



GAME

The universe of Cyberpunk City is as the name implies, consists of a vast dystopian metaverse where the neons light up the concrete jungle, AVs whizz and race through the crowded sky-traffic and the echoes of chaotic gunfights interrupt the pumping synthwave music playing in the streets.

Flying cars with futuristic lines and excessive modifications, high-tech sophisticated weapons, bright lights and extravagant fashion are some of the common sights you'll come across while cruising through the streets of Cyberpunk City with friends or solo.

Stand out from the rest by developing your character and improving your gear in this world run by player-made Mega-Corporations where power is everything. Cooperate, compete, make powerful connections and have your chance at becoming the mayor of the city itself.

GAMEPLAY

Open World

The initial playground of Cyberpunk City will be an open-world instanced cityscape containing various PVP and PVE activities such as co-op missions, PVP duels and citizen races. Citizens will be able to group up, hang out at a local bar, attend to a citizen-run concert and express themselves with unique dance emotes or just simply cruise through the night.

PvP & PvE

The citizens will be able to compete with others and win rewards in instanced PVP matches that take place in various interesting battlegrounds scattered throughout the city. Co-op missions such as hold-ups, heists and easter-eggs will be constantly added to the world to keep the city feeling fresh and unpredictable as development progresses.

Tournament Modes

Tournaments of both PvP and PvE modes will be held every month for citizens to participate in to earn \$CYBER rewards. To enter citizens will be required to pay an entry fee which will contribute to the sum of the final reward for the winner(s).

Character & Gear Development

Citizens will have access to a robust set of character skills and improvements to customize their characters. By completing various activities around the city, the citizens will gain experience points which will then enable them to unlock and allocate new skills to their character to fit their needs and specific play styles.

The citizens will be able to utilize various weapons and equipment that they acquire through the loot containers scattered throughout the world or at the end of certain activities. These equipment, weapons and vehicles will be further upgradeable to empower or enhance their efficiency. These items will be stored on blockchain as NFTs and will not be bound to the characters. Instead, citizens will be able to trade and sell their upgraded/customized items to the others as they wish by utilizing the marketplace that will be present at launch.

Clan System

In Cyberpunk City, citizens will be able to gather and form clans consisting of small scales. As the member count increases they will have the opportunity to form a mega-corp. These clans/corps will then provide unique perks to the members.



Decide Your Own Fate

The citizens will shape the future of Cyberpunk City. In every quarter of the year, proposals aimed towards the development or extension of the city will be presented to DAO. At the end of a 3 month process these proposals will be gathered and the most voted 3 proposals will be presented for another vote which will take another month. The most voted out of these 3 proposals will be accepted and developed.

Passive Income

By collecting NFTs from the city collection pack, citizens will be able to secure passive incomes for themselves even when they're not active.

Underground PVP Racing

While cruising around the streets of Cyberpunk City, the citizens will be able to come across other drivers and invite them to open-world 1v1 duels and bets. However, one should keep in mind that the security forces and the drone cruisers may not treat street racing kindly.

Rule the City

Mayor is the most reputable position in Cyberpunk City. While it has a huge amount of benefits, being the mayor is no easy feat. The candidate will need to have %50+1 vote rate to secure the mayor position. After becoming the mayor, the citizen will then have the power to influence certain aspects of the city such as the behaviour of the security forces to protect their allies and/or disrupt their enemies activities.

At the start of every month, a vote will be held to select a mayor for the city. The vote will take a day and at the end of it a new mayor selected among the candidates will be granted the title. To apply to be a candidate, citizens are required to deposit a set amount of \$CYBER tokens. After the mayor is selected, the rest of the candidates will have their \$CYBER refunded back to their wallets while the elected mayor's fee will be deposited into the tax wallet. The mayor will have a share of %10 from the incomes generated in the city.



GAME-DYNAMICS

In Cyberpunk City, while you are earning money you can participate in various thrilling events ranging from street racing to massive PvP battles, or hunt for secrets and rewards in the mysterious alley ways of Cyberpunk City. Hang out with your buddies at your favorite metaverse place filled with activities, games and even spectacular parties!

CITY NFT COLLECTION

Initially, Cyberpunk City will feature claimable buildings which will make up the City NFT collection. As mentioned before, those who own these buildings will generate passive income in the form of city tax and will keep the game economy alive. Minting the City NFTs is only possible with \$CYBER token. 50% of the \$CYBER tokens gathered from the minting event will be burned, 30% will be kept as company reserve and 20% will be kept as Play-to-Earn reserve. The advantages of owning the City NFTs are as follows:

Cyberpunk City Taxes: 35% of the city tax revenue that are collected will be distributed among City NFT owners according to their share.

Staking Rewards: City NFT owners will earn \$CYBER token as long as they keep their collections staked. 20M \$CYBER tokens will be distributed as staking rewards for a 6-year period.

CITIZEN NFT COLLECTION

Citizen NFT collections consist of 10,000 unique variations of characters. Hand-crafted in a cyberpunk aesthetic and with ultra-realistic attention to details, these characters are designed to immerse the citizens in the world of Cyberpunk City and to enable them to establish an emotional connection to their characters. Same minting and royalty rates apply as the City NFT collection. The advantages of owning Citizen NFTs are as follows:

Play: Access to the game is granted with the ownership of a character NFT.

Earn: Owners of the characters will generate a %20 income from tax distribution.

Rent: The characters can be put up for rent to generate passive income.

Vote: Every character has a single vote right and can apply to become a mayor candidate.

All of the characters will have a default set of items and equipment to help them start their journey in the city.

NFT ITEMS

Our vision is to integrate as much content as we can from the rest of the metaverse into Cyberpunk City for citizens to enjoy. For this reason, we're building our assets such as characters, equipment, buildings and vehicles in NFT collection formats. Therefore, enabling Cyberpunk City to become a citizen-driven decentralized metaverse of its own.

Vehicles: There will be various types of vehicles present in NFT and SFT forms. Just like the rest of our assets, these vehicles will be hand-crafted by various talented artists with authenticity and attention to detail in mind. We will feature different rarities and types of land, air and sea vehicles ranging from regular road cars to weaponized AVs. Along with our own vehicle collections, we plan to include other third-party vehicle collections that you can enjoy experiencing inside Cyberpunk City. These vehicles will enable the citizens to cruise with style through the streets (and the skies).

Weapons & Equipment: The path to an enjoyable gameplay experience starts with interesting items and fluid gameplay elements. Therefore, we pay extra attention to craft our combat gameplay and weapons to be as enjoyable and realistic as possible. The citizens will have access to various tools of destruction such as energy rifles, poisoned katanas and EMP bombs which also vary in design, efficiency and rarity.

Billboards: The citizens will be able to both own and rent billboards to generate passive income or just advertise their own materials throughout the city.

Public Galleries: The citizens will have the opportunity to rent and own galleries or spots in galleries to show-off their collections and customizations.



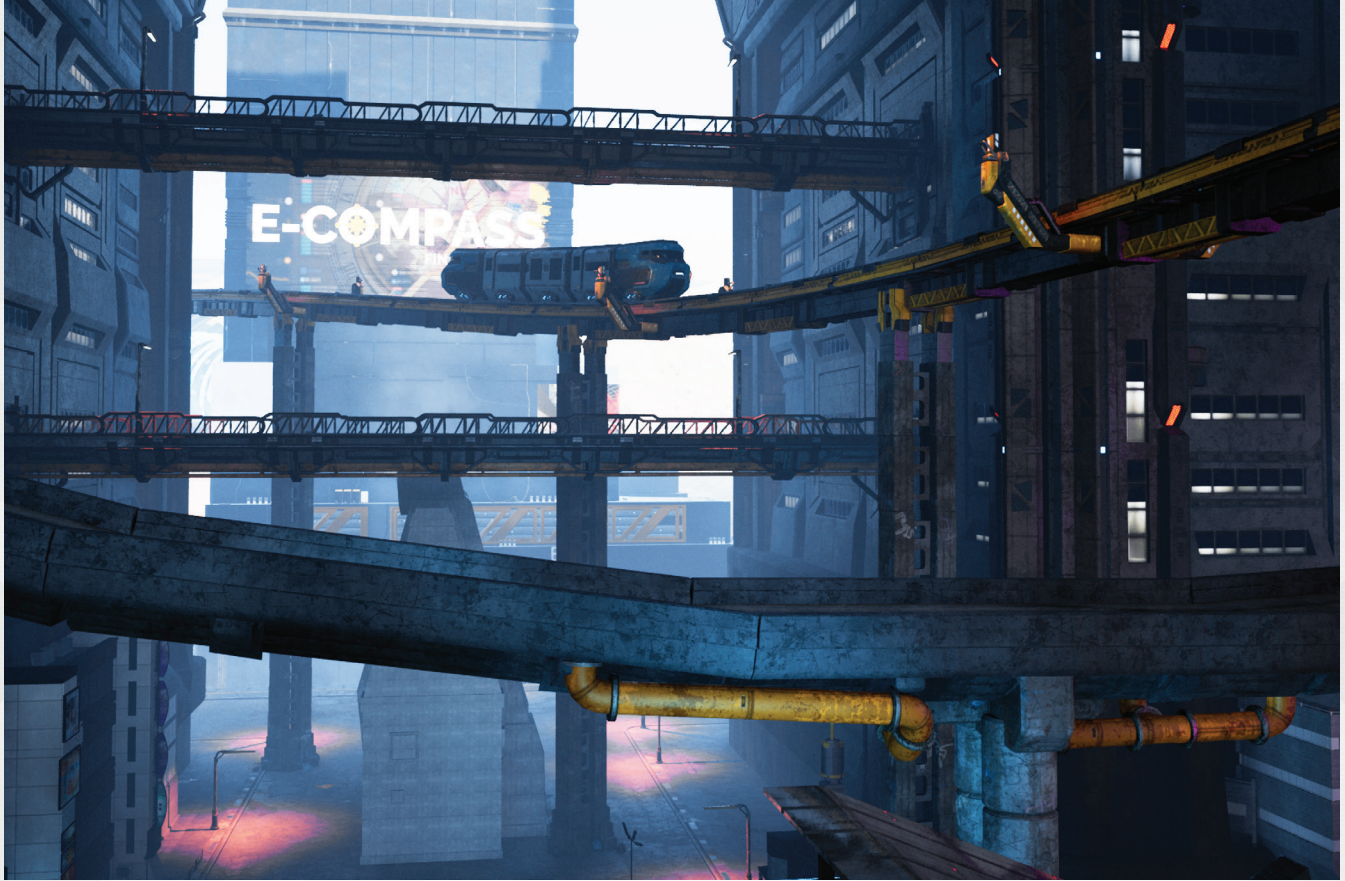
METAVVERSE

The citizens of Cyberpunk City metaverse will have a vast amount of social activities to participate in such as night club parties, concerts, car meets and various other social hubs in which the citizens can express both their personality and creativities, make friends (and enemies).

The initial launch will feature both the clan system and a friend/party system which will help groups of friends organize and play together.

With the help of Elrond Blockchain and Ad-Astra Bridge, importing of various NFTs from other blockchains into our metaverse is now possible. After our development team assesses the possibility of implementation with the 3rd party teams, these various outside assets will eventually be available to the citizens of Cyberpunk City to enjoy.

The city will be constantly monitored by actual destroyable CCTV cameras which will stream live to our website.



DAO & GOVERNANCE

The citizens govern the city via the Citizen NFT collection, the decentralized governance framework that supports the Ecosystem. The DAO follows a proposal process to vote on how the Ecosystem will evolve.

MEMBERSHIP

How to become a part of the DAO? It's easy! Owning a Citizen NFT makes you part of the DAO. You will decide the future of the city. Participating in idea submission, commentary, proposal submission, and voting is restricted to DAO members. Holding a Citizen NFT is the only requirement for membership in the DAO.



ECONOMY

The Cyberpunk City economy model enables users to earn money with various strategies such as trading, renting, owning and staking. In this economy model we can classify the users under 3 categories:

CITIZENS

In order to become a citizen of Cyberpunk City, all you have to do is to simply own a character from Citizen NFT Collection. With the character in your possession, you can access the game and generate income even when you're not playing.

MANAGERS

Managers are the property owners in Cyberpunk City. Just like citizens they are also required to possess a character to be able to log into the game. Their income rates are higher than those of regular citizens. However, they can't put their NFTs up for rent, they can only exchange them.

INVESTORS

Investors are the token holders or in other words, income generators. By staking their tokens they generate income from staking rewards and taxes. Suitable for non-NFT users.

CYBER TOKEN

Utility

\$CYBER is the default currency used within Cyberpunk City.

Minting

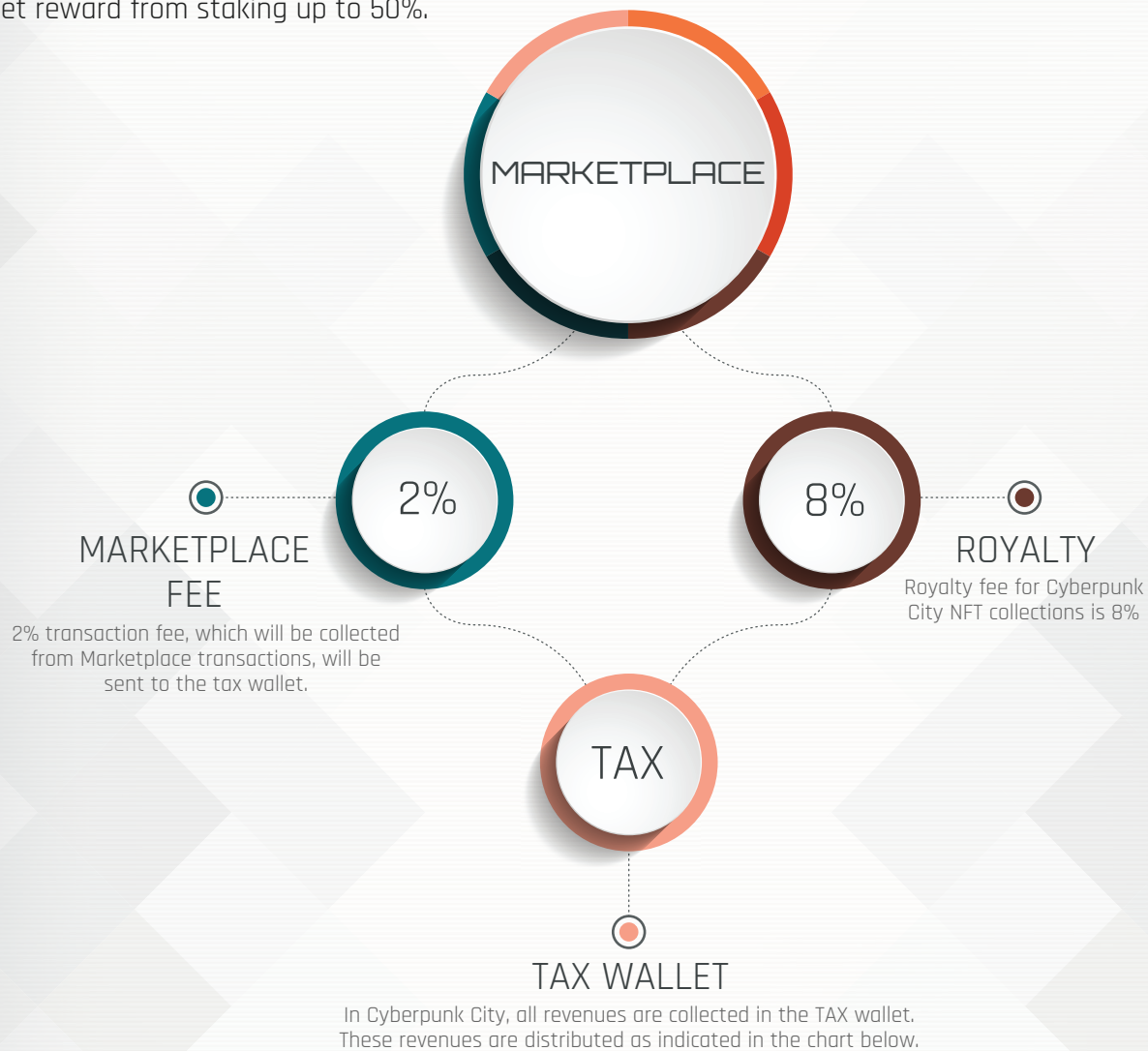
NFT's will be minted only with \$CYBER.

Stake

Get reward from staking up to 50%.

MARKETPLACE

Cyberpunk City will have a powerful marketplace with orderbook where buyers and sellers can trade all metaverse assets. Citizens or non-citizen users can use the Marketplace to trade gear, weapons, vehicles, characters etc. All transactions will be processed in \$CYBER but also can be viewed in USD equivalent.

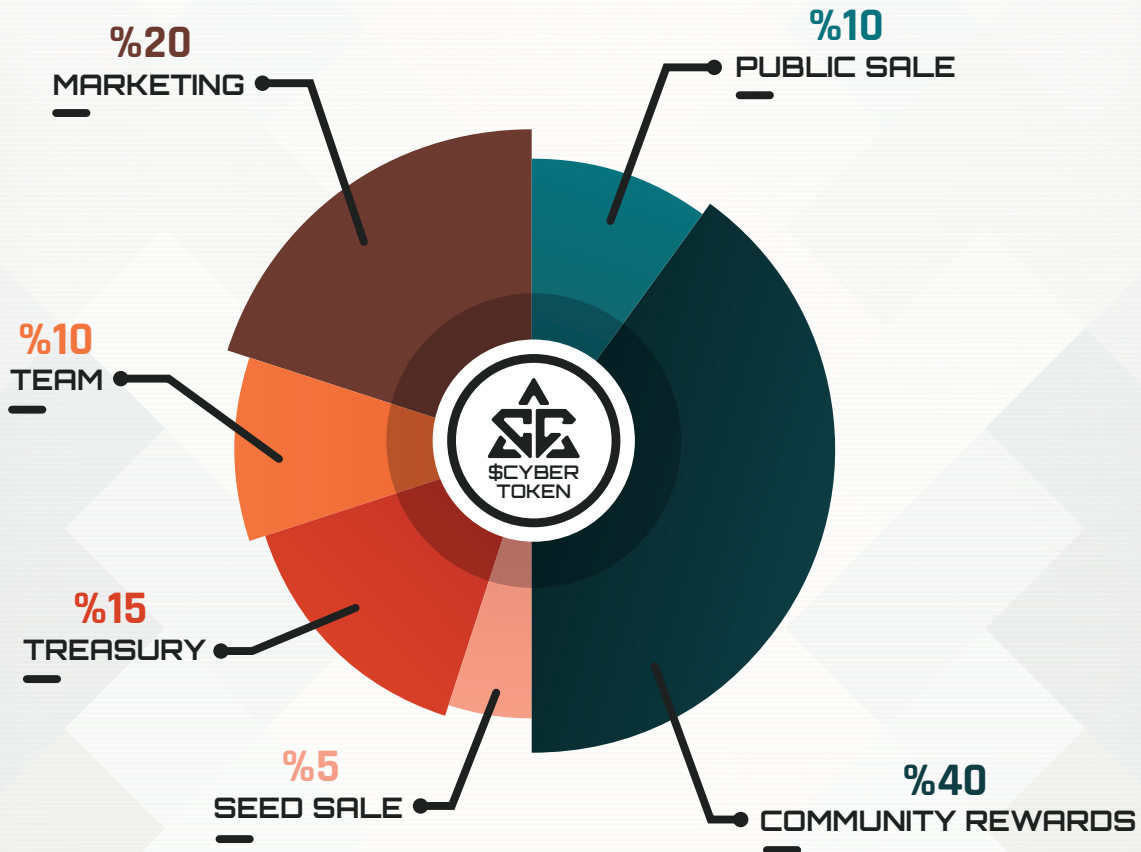


TOKENOMICS

In Q2 2022, Cyberpunk City will generate its CYBER token. \$CYBER will be issued as an ESDT (Elrond Standard Digital Token) and deployed on Elrond Network Blockchain. At the TGE (token generation event), 100M tokens will be created as the total supply, which will never increase. Instead it will be burned and never reach the total supply. No additional tokens will ever be created or minted.

\$CYBER will be distributed and unlocked as follows:

Token Distribution (based on maximum supply)



\$CYBER



TOKEN

Unlock Schedule & Timing

(based on maximum supply)

	Unlocked at TGE	Cliffs	Linear Unlock After Cliff	Total Unlock From TGE
Public Sale	100%	-	-	-
Seed Sale	100%	-	-	-
Treasury	33%	12 months	12 months	24 months
Community Rewards	-	6 months	66 months	72 months
Marketing	-	12 months	24 months	36 months
Team	-	12 months	36 months	48 months

*All wallet transactions will be displayed publicly on growth.cyberpunkcity.com

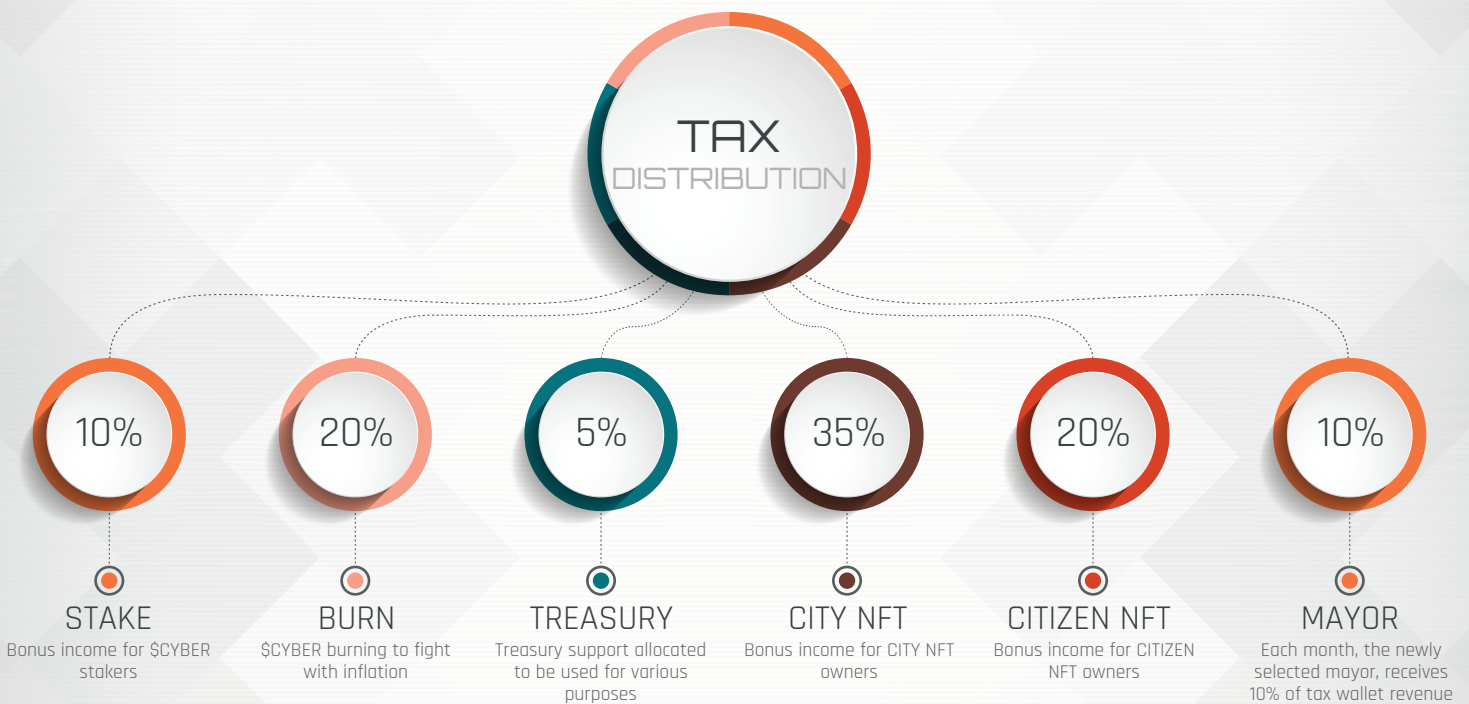
TAX

All of the incomes in Cyberpunk City Metaverse are collected in a single wallet.

The elements which make up the TAX are;

Royalty Fees
Marketplace Fees
Cyberpunk Staking Validator Income
In-game Ads Income
Election Revenue

These incomes are then distributed among the community with varying rates as shown below:

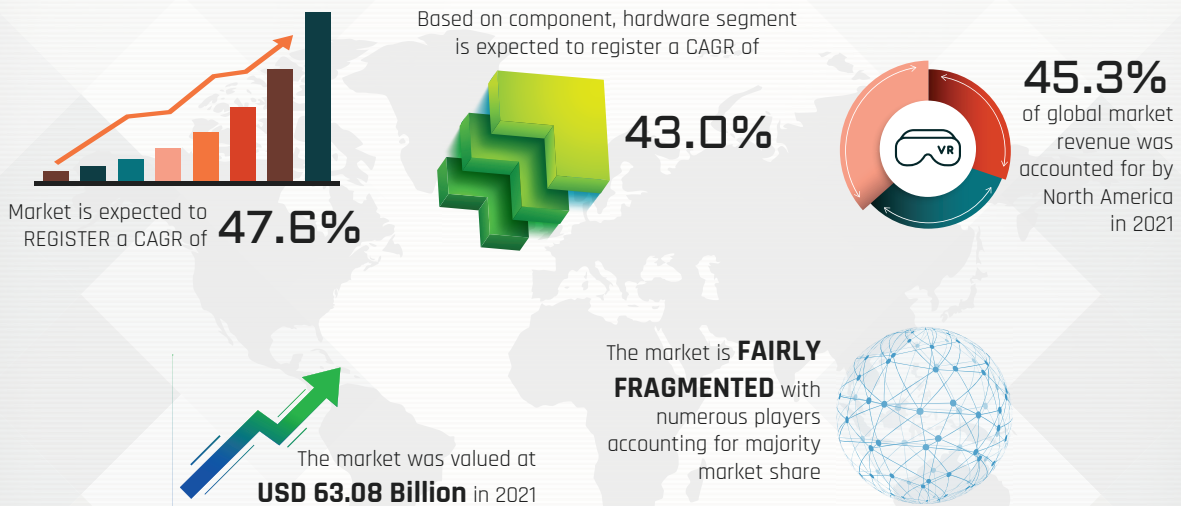


MARKET

The global metaverse market size was valued at USD 63.83 billion in 2021. The market is projected to grow from USD 100.27 billion in 2022 to USD 1,527.55 billion by 2029, exhibiting a CAGR of 47.6% during the forecast period.

The global COVID-19 pandemic has been unprecedented and staggering, with metaverse experiencing higher-than-anticipated demand across all regions compared to pre-pandemic levels. Based on research, the global metaverse market exhibited a rise of 43% in 2021 as compared to 2020.

Global Metaverse Market Prediction (2019 - 2029)



Market Forecast

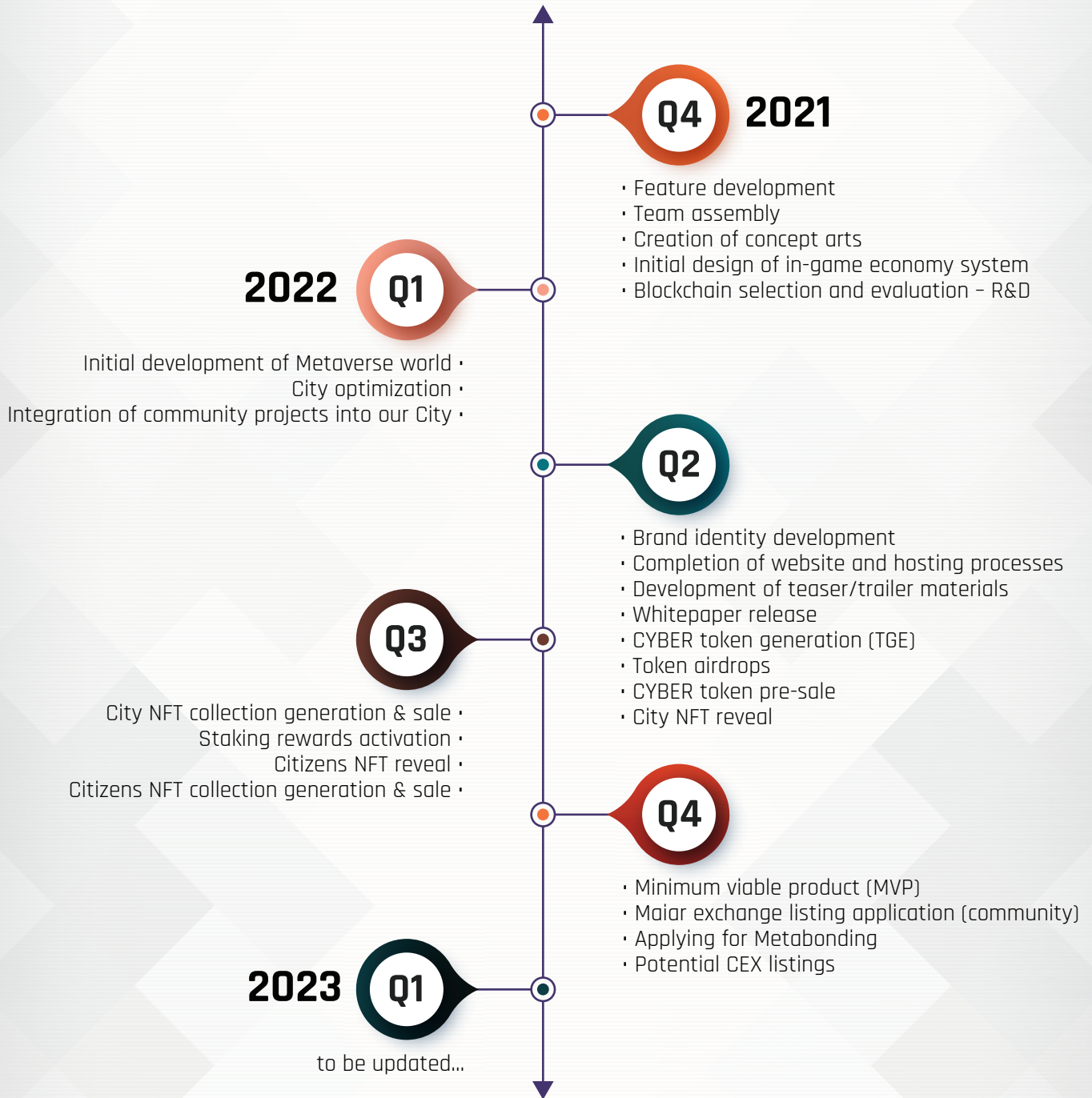
(Metaverse)

	2022	2023	2029
Metaverse Market Cap	\$100 Billion	\$147 Billion	\$1,500 Billion
Cyberpunk City Market Share	-	0.1%	0.5%
Cyberpunk City Market Cap	-	~\$100 Million	~\$7.5 Billion

Research shows that Metaverse ecosystems are currently in early stages with a lot of potential ahead of them. Our goal is to secure a 0.1% share from the market after Beta release. This roughly equals to 100 million dollars in a market worth 100 billion dollars.

According to the predictions, this market is expected to reach a market worth of 1.5 trillion dollars by 2029. We predict that by 2029, Cyberpunk City will make up around 5/1000 of the market share, which will equal roughly to 7.5 billion dollars worth of market cap.

ROADMAP





GAME TECHNOLOGY

Cyberpunk City's game technology enables us to provide a smooth user experience, top security, AAA quality with the help of Unreal Engine 5 and Elrond Network.



Unreal Engine 5

Unreal Engine (UE) is a 3D computer graphics game engine developed by Epic Games, first showcased in the 1998 first-person shooter game Unreal. Initially developed for PC first-person shooters, it has since been used in a variety of genres of games and has seen adoption by other industries, most notably the film and television industry. Written in C++, the Unreal Engine features a high degree of portability, supporting a wide range of desktop, mobile, console and virtual reality platforms.



Easy Anti-Cheat

Easy Anti-Cheat is the industry-leading anti-cheat service, countering hacking and cheating in multiplayer PC games through the use of hybrid anti-cheat mechanisms.



BLOCKCHAIN TECHNOLOGY

Elrond blockchain powers Cyberpunk City's rich token ecosystem that offers incentives for multiple types of players. Players can take in-game assets with them across other blockchains providing full control over ownership.



Elrond

While other blockchains are having speed and scalability issues and trying to resolve these with Layer2, Elrond has already eliminated these issues on Layer1. Furthermore, with low tax fees and atomic swaps, the foundation for gaming and web3 is ready.

With Ethereum Bridge being completed and going live recently, we will be able to bring metaverse and gaming enthusiasts from other platforms together on Elrond Blockchain.



Maiar

With the use of Maiar Wallet and Maiar DeFi wallet, Cyberpunk City provides top security to the players. Whether by using mobile or the in-game integrated Maiar DeFi wallet, players will be able to access and store their items on their own wallets. This provides us a reliable way of preventing any possible hacking attempts.

Elrond vs Other Blockchains (comparison)

	EGLD	ETH	ADA	DOT	AVAX
TPS	15,000+	15	250 - 1000	1000	4500
Smart Contract Language	Any which compiles to WASM	Solidity	Plutus & Marlowe	ink!	Solidity
Fee (USD)	0.005	25-50	0.2	0.5	0.03
Staking Reward	12 - 16%	4 - 12%	5 - 7%	6.5 - 15%	9.25%
Sharding Technology	Yes, Adaptive State Sharding (full)	Yes, with ETH 2.0 (partial)	N/A	Parachains, Multi-threading	Partially, Dedicated Subchains
Protocol	Secure Proof of Stake	Proof of Work (PoS with ETH 2.0)	Proof of Stake	NPoS	Proof of Stake



Elrond has offset **7,407,000 kilograms** of CO₂.

The Elrond blockchain is making a **positive contribution** to the planet, by offsetting 25% more CO₂ than its network accounts for.

Elrond is a high-speed Proof of Stake network that is more than 6 million times more energy efficient than Bitcoin. It overcompensates for its modest carbon footprint by giving back to the planet through investments in sustainability projects, biodiversity protection, and social programs.



DISCLAIMER

The information contained in this Whitepaper is not comprehensive and does not claim to be complete. There is no assurance as to the accuracy or completeness of such information and no representation, warranty or undertaking is or purported to be provided as to the accuracy or completeness of such information. The Whitepaper is intended for general informational purposes only and does not constitute a prospectus, an offer document, an offer of securities, a solicitation for investment, or any offer to sell any product. In particular, the Whitepaper is not an Offer and does not imply a contractual relationship between Cyberpunk City and an interested party.

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