WHITEPAPER

CYBERPUNK city

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INTRODUCTION

Welcome to Cyberpunk City, the world's first blockchain-enabled metaverse NFT MMO, developed by a group of enthusiastic developers who are proud to be a part of the MultiversX ecosystem and want to contribute to its 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 have dreamed of making an MMO game where the players could socialize, compete with and against each other on fairgrounds, and, most importantly, profit from the game by simply owning and playing it. However, the tech required to support such a scale's transaction volume and complexity was out of reach until now.

Thanks to MultiversX blockchain and Unreal Engine 5, Cyberpunk City will be the first NFT MMO game entirely built with the metaverse in mind. Using new capabilities to empower players to own the game and influence its future roadmap collectively. The blockchain structure 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. However, the overall fidelity of the experience they offer to the user 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 the Cyberpunk City team, 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 MultiversX blockchain at our disposal.

GAME

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

Flying cars with futuristic lines and excessive modifications, sophisticated high-tech weapons, bright lights, and extravagant fashion are some of the familiar 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 city's mayor.

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 can group up, hang out at a local bar, attend a citizen-run concert, and express themselves with unique dance emotes or cruise through the night.

PvP & PvE
The citizens can compete with others and win rewards in instanced PvP matches 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 fresh and unpredictable as development progresses.

Tournament Modes
Tournaments of both PvP and PvE modes will be held monthly for citizens to participate in and earn $CYBER rewards. To enter, citizens will be required to pay an entry fee which will contribute to the sum of the final prize 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, enabling 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 acquired from 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 them or enhance their efficiency. These items will be stored on the 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 others as they wish by utilizing the marketplace that will be present at the 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 Fate

The citizens will shape the future of Cyberpunk City. Every quarter of the year, proposals aimed toward 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 three proposals will be presented for another vote which will take another month. The most voted out of these three proposals will be accepted and developed.

Passive Income

By collecting NFTs from the city collection pack, citizens can secure passive incomes even when they're inactive.

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 drone cruisers may not treat street racing kindly.

Rule the City

The "Mayor" is the most reputable position in Cyberpunk City. While it has many benefits, being the mayor is no easy feat. The candidate must have a 50%+1 vote rate to secure the mayor position. After becoming the mayor, the citizen will have the power to influence certain aspects of the city, such as the behavior 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 that day, a new mayor chosen among the candidates will be granted the title. To apply to be a candidate, citizens are required to deposit a set amount of $CYBER. After the mayor is selected, the rest of the candidates will have their $CYBER refunded to their wallets, while the elected mayor's fee will be deposited into the tax wallet. The mayor will have a share of %10 of the income generated in the city.

GAME-DYNAMICS

In Cyberpunk City, while 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 alleyways of Cyberpunk City. Hang out with your buddies at your favorite metaverse place filled with activities, games, and even spectacular parties!

CityNFT COLLECTION

Initially, Cyberpunk City will feature claimable buildings which will make up the CityNFT 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 CityNFTs is only possible with CYBER tokens. 50% of the $CYBER gathered from the Minting event will be burned, 30% will be kept in the treasury, and 20% will be marked as a Play-to-Earn reserve.
The advantages of owning the CityNFTs are as follows:

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

Staking Rewards: 20M $CYBER will be distributed as staking rewards for a 6-year if CityNFT owners keep their NFTs staked.

CitizenNFT COLLECTION

The CitizenNFT collection consists of 10,000 unique variations of characters. Hand-crafted in a cyberpunk aesthetic and with ultra-realistic attention to detail, these characters are designed to immerse the citizens in the Cyberpunk City world and enable them to establish an emotional connection to their characters. The minting and royalty rates work in the same way that the CityNFT collection does. The advantages of owning CitizenNFTs are as follows:

Play: Access to the game is granted with the ownership of a character NFT.
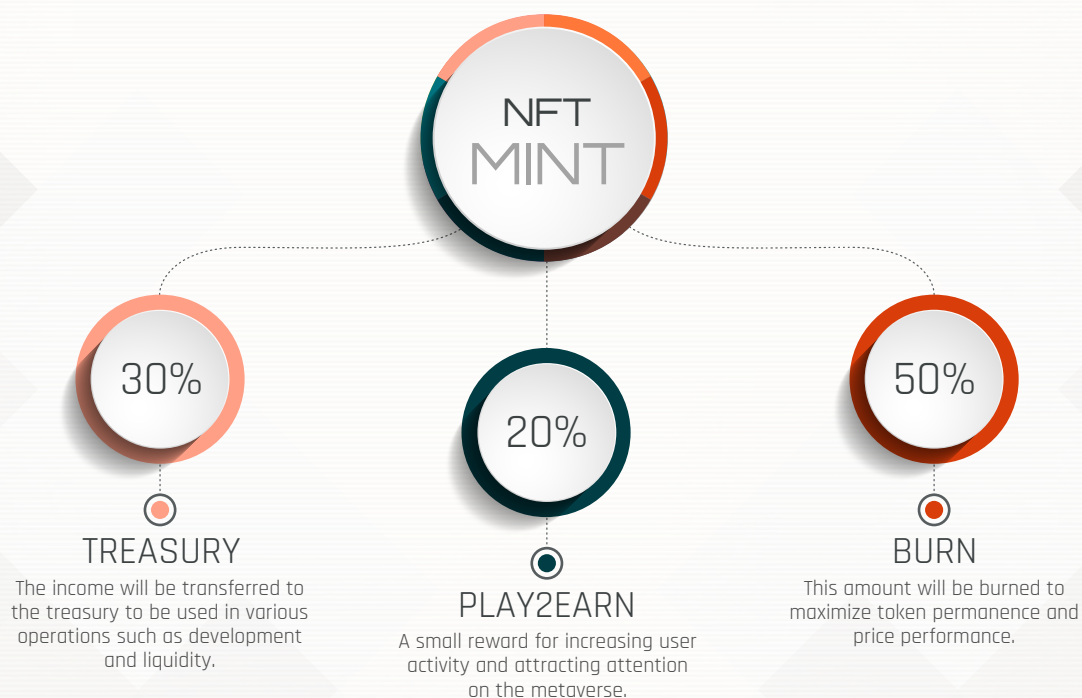**Earn:** Owners of the characters will generate a 20% income from tax distribution.
Rent: The characters can be rented out to generate passive income.
Vote: Every character has a single vote right and can apply to become a mayoral candidate.
All the characters will have a default set of items and equipment to help them start their journey in the city.

NFT MINT

30%

20%

50%

TREASURY

The income will be transferred to the treasury to be used in various operations such as development and liquidity.

PLAY2EARN

A small reward for increasing user activity and attracting attention on the metaverse.

BURN

This amount will be burned to maximize token permanence and price performance.

NFT ITEMS

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

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 multiple 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. You will be able to enjoy experiencing our vehicle collections alongside third-party's, which we plan to include 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 exciting items and fluid gameplay elements. Therefore, we pay extra attention to crafting 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 advertise their 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.

METAVERSE

The citizens of Cyberpunk City metaverse will have many social activities to participate in, such as nightclub parties, concerts, car meets, and various other social hubs in which the citizens can express their personality and creativity. At the same time, they can make friends (or enemies).

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

With the help of MultiversX blockchain and Ad-Astra Bridge, importing 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 destroyable CCTV cameras, which will stream live to our website.

DAO & GOVERNANCE

The citizens govern the city via the CitizenNFT 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 CitizenNFT 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 CitizenNFT 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 three categories:

CITIZENS

To become a citizen of Cyberpunk City, you only have to own a character from CitizenNFT 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
NFTs will be minted only with $CYBER.

Stake
Get up to 50% reward for staking.

MARKETPLACE

Cyberpunk City will have a robust marketplace with an order book 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.

MARKETPLACE

2%

MARKETPLACE FEE

2% transaction fee, which will be collected from Marketplace transactions, will be sent to the tax wallet.

8%

ROYALTY

Royalty fee for Cyberpunk City NFT collections is 8%

TAX

TAX WALLET

In Cyberpunk City, all revenues are collected in the TAX wallet. These revenues are distributed as indicated in the chart below.
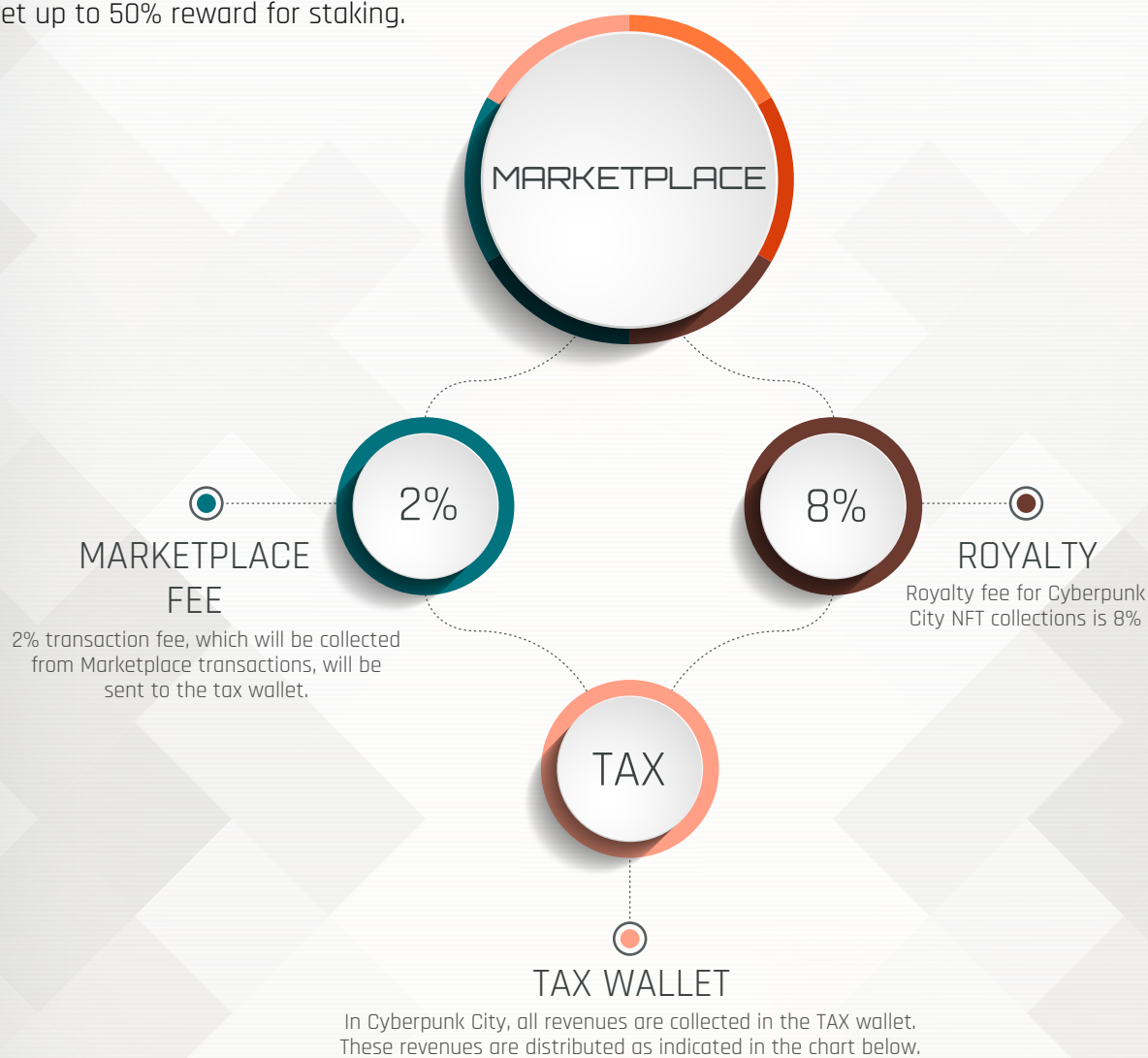
TOKENOMICS

In Q2 2022, Cyberpunk City will generate its CYBER token. $CYBER will be issued as an ESDT (MultiversX Standard Digital Token) and deployed on the MultiversX 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)

%20 MARKETING

%10 PUBLIC SALE

%10 TEAM

%15 TREASURY

%5 SEED SALE

%40 COMMUNITY REWARDS
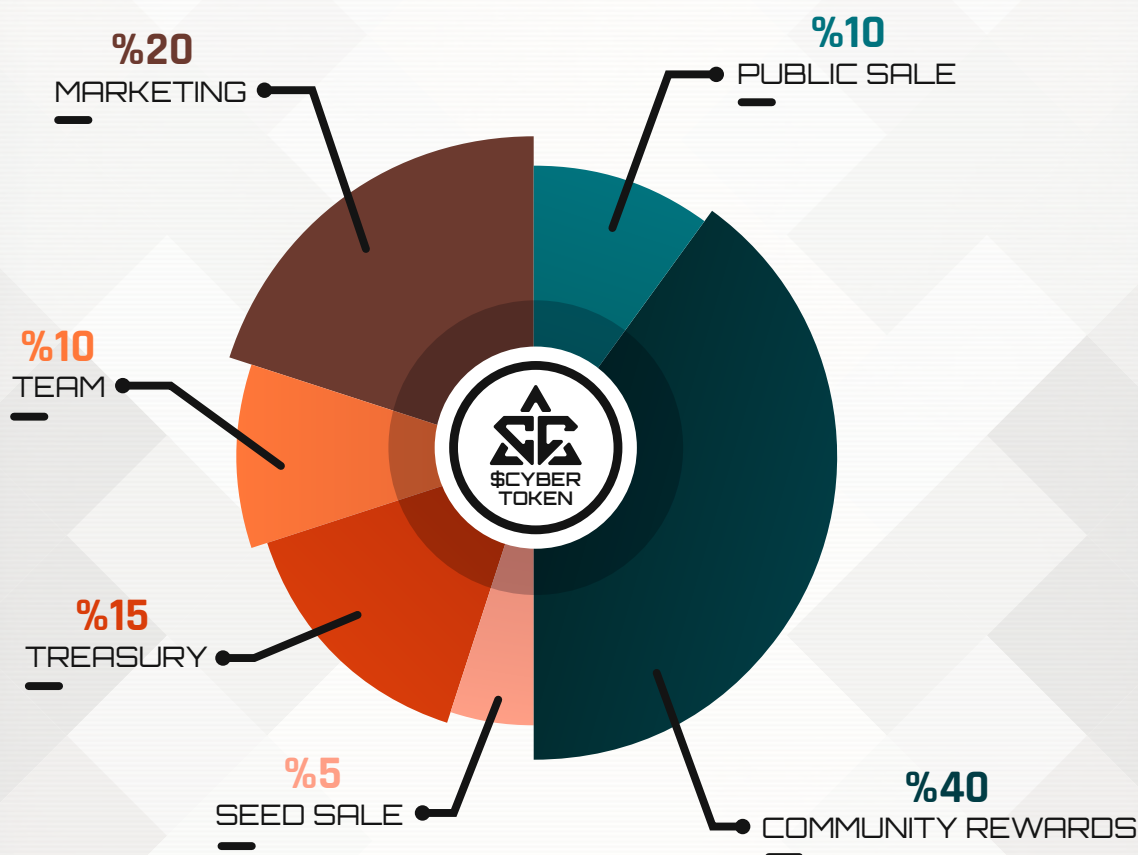
$CYBER TOKEN

$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	72 months	84 months

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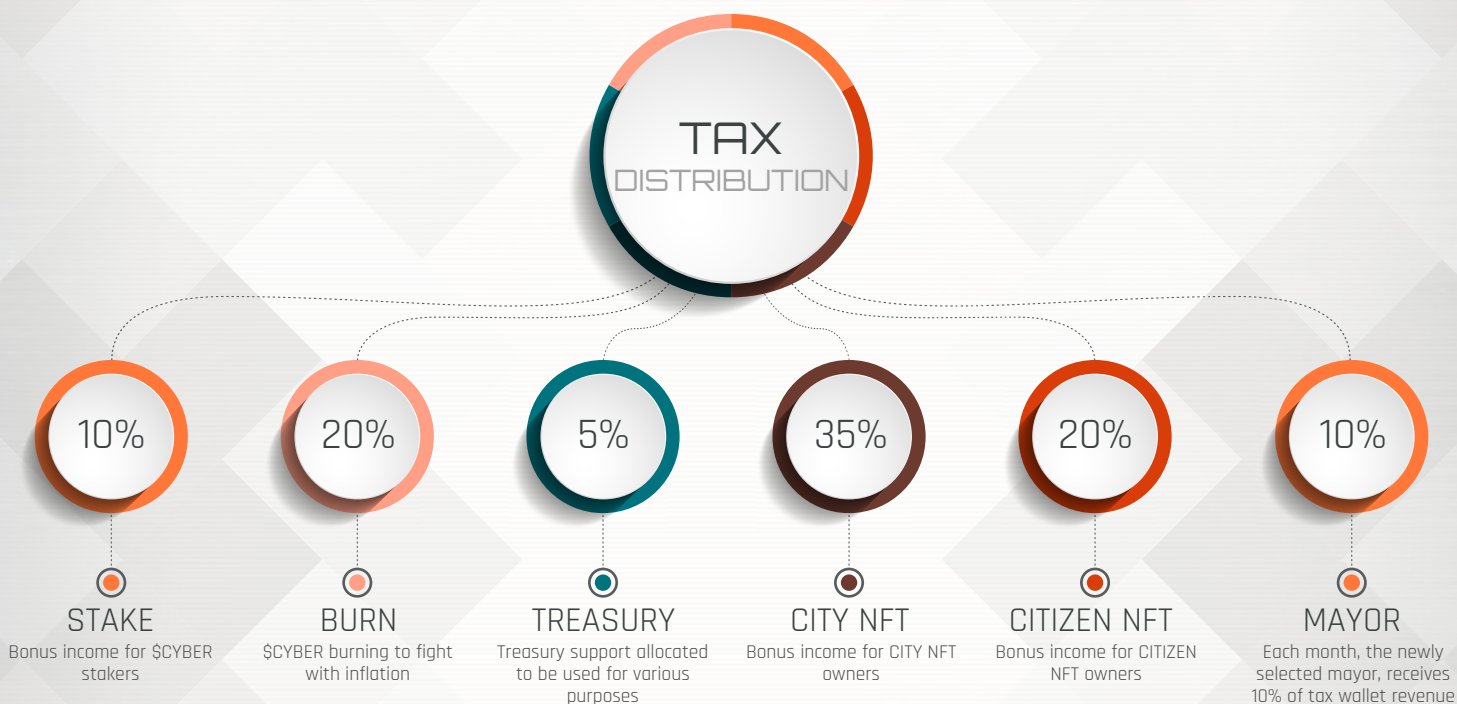
TAX

All the incomes in Cyberpunk City metaverse are collected in a single wallet in order to be distributed to investors.

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:

TAX DISTRIBUTION

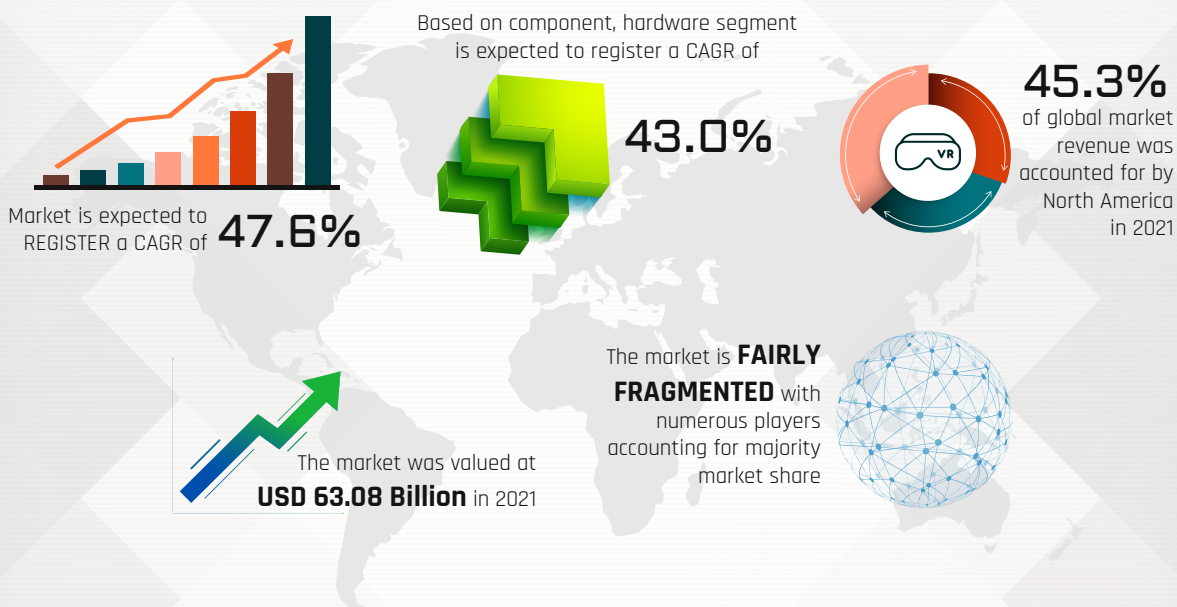| 10%	20%	5%	35%	20%	10%
STAKE	**BURN**	**TREASURY**	**CITY NFT**	**CITIZEN NFT**	**MAYOR**
Bonus income for $CYBER stakers	$CYBER burning to fight with inflation	Treasury support allocated to be used for various purposes	Bonus income for CITY NFT owners	Bonus income for CITIZEN NFT owners	Each month, the newly selected mayor, receives 10% of tax wallet revenue

MARKET

The global metaverse market size was valued at 63.83 billion USD in 2021. The market is projected to grow from 100.27 billion USD in 2022 to 1.5 trillion USD 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 is expected to REGISTER a CAGR of **47.6%**

Based on component, hardware segment is expected to register a CAGR of

43.0%

45.3% of global market revenue was accounted for by North America in 2021

The market was valued at **USD 63.08 Billion** in 2021

The market is **FAIRLY FRAGMENTED** with numerous players accounting for majority market share

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 the early stages with a lot of potential ahead of them. We aim to secure a 0.1% market share after the Beta release. This roughly equals 100 million dollars in a market that is 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, equaling roughly 7.5 billion dollars worth of market cap.

ROADMAP

Q4 2021

- Feature development
- Team assembly
- Creation of concept arts
- Initial design of in-game economy system
- Blockchain selection and evaluation – R&D

2022 Q1

- Initial development of Metaverse world
- City optimization
- Integration of community projects into our City

Q2

- Brand identity development
- Completion of website and hosting processes
- Development of teaser/trailer materials
- Whitepaper release
- CYBER token generation (TGE)
- Token airdrops
- CYBER token presale
- City NFT reveal

Q3

- City NFT collection generation & sale
- Staking rewards activation
- Citizens NFT reveal
- Citizens NFT collection generation & sale

Q4

- Minimum viable product (MVP)
- Maiar exchange listing application (community)
- Applying for Metabonding
- Potential CEX listings

2023 Q1

to be updated...

GAME TECHNOLOGY

Cyberpunk City's game technology enables us to provide a smooth user experience, top security, and AAA quality with the help of Unreal Engine 5 and MultiversX 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 using hybrid anti-cheat mechanisms.

BLOCKCHAIN TECHNOLOGY

MultiversX 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.

MultiversX

While other blockchains are having speed and scalability issues and trying to resolve these with Layer2, MultiversX 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 the MultiversX blockchain.

xPortal

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

# MultiversX (EGLD) 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

Offsetra | elrond

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.
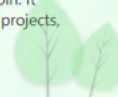
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