

December, 2021

CYBERPUNKS

INVESTOR PITCH DECK



ABOUT

The **Cyberpunks** is a “play to earn” game set in a universe inspired by cyberpunk culture. It’s the first blockchain game to introduce the cryptographically verifiable fairness protocol.

The unique character of the protocol is in its ability to receive random numbers from the players themselves independent of centralized services or oracles. Randomness is in the hands of the players.

All the players have equal chances, regardless of technical skills, understanding of the blockchain device, hardware power, and other factors. The opportunities are as follows:

- To get unique upgrades for a character;
- To unleash a powerful critical strike on the enemy when attacking;
- To avoid enemy attacks in PvP battle.

The player can choose their own unique earning strategy inside the game:

- To earn **RND** and **CBR** tokens as well as unique in-game items by completing game missions, daily tasks, and participating in seasonal events.
- To generate income through contributing to the in-game economy while farming.
- To create new NFTs and sell them on marketplaces.

A better result will be achieved by a player who learns how to combine the above-mentioned skills in the decentralized world of the future.



GAMEPLAY

The Cyberpunks is primarily players who produce in-game assets themselves and participate in Mooncity's life. The goal of our team is to provide the most engaging gaming experience possible in order to attract new players and increase product value.

Farming

Farming is an important part of the gameplay, as it allows you to get an in-game token, which is required to produce Characters and Upgrades for them.

NFT Minting

Minting an NFT is carried out by the players themselves based on the random values they produce. To mint a new NFT, the player needs to spend CBR tokens which can be obtained while farming.

Exploring

The player goal is to explore locations destroying enemies on the way and disarming traps. The result of the mission is to collect the reward.

Battling

While exploring the location, the player will bump into opponents and engage in battle with them. The turn-based combat system will make the process fun and easy at the same time.



GAMEPLAY

Farming

After launch **The Cyberpunks**, the only way to get the in-game NFT is to mint it yourself by burning **CBR** tokens.

The **CBR** token can be obtained as a reward for playing, but if you need to receive it regularly, you can invest the **RND** token in a character with the role of Corp.

How it works?

Corp characters are, in fact, the farming pools that bring profitability in **CBR** tokens and accept **RND** tokens as a contribution.

Players can contribute to any character with the Corp role, whether they own it or not. By investing in another player's corporation, the investor pays the player a fee assigned by the owner.

The higher the level of the Corp, the higher its rate of production of the **CBR** token.

Investing endlessly in one Corp character will not work, since any Corp has a maximum capacity.



GAMEPLAY

NFT Minting

To hire a new character for your team, you need to spend several CBR tokens. Who will join your team - a unique chance will decide. It can be either a common Corp or a legendary Netrunner.

The process begins after the release of the character only. The Cyberpunks world will allow you to do more through augmentations.

First, you can contact an anarchist and spend CBR tokens on mint upgrades. Anarchists are excellent rippers who are ready to reshape you through and through by stuffing you with some cyberware.

Secondly, good cyberware without great Software is just money to burn. You need to go to netrunners to get some new software: it will cost you CBR tokens, though. The Software provides useful skills for survival in the future world.

Note that the upgrades can be found on the marketplace as well. Remember: all the upgrades are granted to your character permanently. An overabundance of technology unambiguously affects the personality: it's simply impossible to manage a cyber-psychic that has lost its human traits.

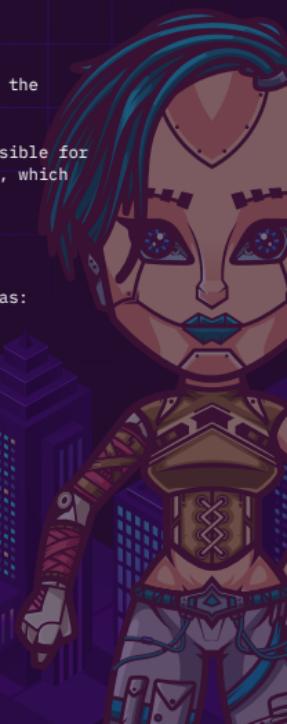
How the character is generated

The character is generated based on a random value produced by the user.

The random value is 32 random bytes, where each byte is responsible for one aspect of the character. Each byte can range from 0 to 255, which gives a rich amount of variability.

Each character has several types of parameters:
Appearance, Personality, Rarity, Stats, Skills

For example, the generation of a character's appearance looks as:



GAMEPLAY

How the character is generated

Appearance

Appearance consists of several parameters:

- Hair
- Head
- Face
 - Eyebrows
 - Eyes
 - Ears
 - Mouth
 - Nose
 - Beard (male)
- Body
- Clothes
 - Jacket
 - Pants
 - Belt
- Shoes
- Cyberware
 - Arms
 - Legs



Personality

Name, Nickname, Role and Gender - who your character was born or what their role in the Cyberpunks world is entirely a matter of chance.

Rarity

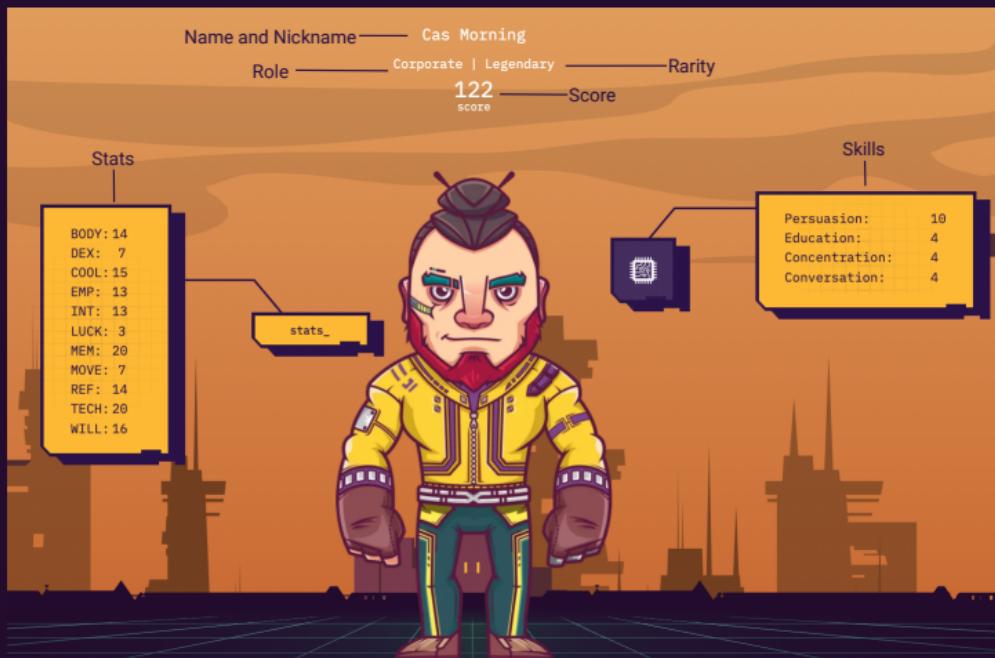
All characters differ in their level of rarity. The higher the level is, the higher the maximum of stats your character can have:

- Common - 6
- Special - 8
- Rare - 12
- Epic - 15
- Legendary - 20

Any stats of a legendary character, for example, BODY, cannot exceed 20 points at the start of the game.

GAMEPLAY

Character Screen



Character Token



GAMEPLAY

How the character is generated

Stats

Your character is given various stats, which add up to their level

- BODY. The higher your body level is the more damage you can take, the more weight you can lift, etc. With this being high enough, you can also knock out your opponent easily.
- DEX. Agility will allow you to dodge attacks or sneak past the security as you just took the kill shot in the head of the club owner.
- COOL. Charisma is an indispensable skill for negotiations with a crowd of anti-implant sect armed to the teeth.
- EMP. Empathy is your ability to remain human and understand other people in this crazy cyber-tech world.
- INT. Intelligence will allow you to improve your skills, see new details of the cyberpunk universe and show your educational level.
- LUCK. In a world where you can get shot every day, luck is a good thing.
- MOVE. Movement skill determines your speed.
- REF. How accurately you aim, catch and throw objects at enemies is determined by your reflexes
- TECH. Technical skills are needed to disarm traps.
- WILL. The power of will is able to bring you back from the dead. Or your enemies - depends on your luck.

Skills

Skills help the character perform various checks to complete missions.

For example, Anarchist has the standard skill "Technology" for his role, which allows him to make a check to defuse mines and other traps. Anarchist uses this skill in conjunction with his "TECH" characteristic, the higher his characteristic, the more chances he has to pass the check and not get blown up by a mine

GAMEPLAY

Game Mechanics

Story Mode

The player is invited to go through the story line campaign by completing various missions and receiving rewards for this.

Daily tasks

Everyday the player completes a series of tasks for an additional reward.

Leaderboard

Players compete for a place on the leaderboard. To do this, they need to complete daily tasks and modify their character.

Rewards

As a reward, players receive **RND** and **CBR** tokens, as well as the opportunity to receive rare upgrades for characters.



STORY MODE

Exploring



Story Mode is a series of missions lined up along an exciting storyline. Explore various locations such as a nightclub and a factory for the production of combat drones.

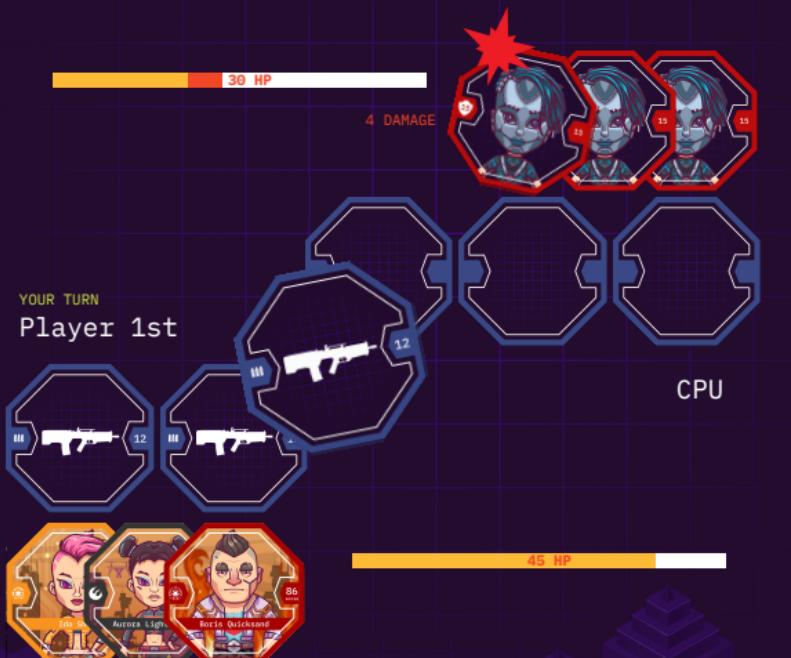
Make sure you assemble your team wisely as solving complex problems will require specialists in various areas. You will need a netrunner to hack the local network and peer through the surveillance cameras into the next room. The anarchists' technical skills are excellent for dismantling mines and traps. The tactful corporates on their side can help passing club security with no fight. Still, even if your team has a corporate in it, you won't always be able to bypass the enemy. Remember: there is always room for the chance to happen.



GAMEPLAY

Battling

At the beginning of the battle, the player and his opponent get into their hand a random set of action cards: weapons, scripts, buffs, debuffs. Characters from the team take turns using the cards with which they will most effectively perform the action. The winner is the one who first takes away all health from the opponent.



NFT MARKET PROBLEMS

Paradigm, in its article "[A Guide to Designing Effective NFT Launches](#)", drew the attention of the community to the problems, prevailing NFT-market.

One of the serious problems is "Exploitable fairness". Technologically qualified users can easily determine how to obtain a rare NFT during minting and take them away from other users, leaving them only common NFT.

It happens because NFT-mint algorithms and metadata are known in advance, and experienced users have no problem exploiting this.

The only solution, allowing users to give a random based equal chance in the distribution of resources - allows users to produce random numbers by themselves.

The cryptographically verifiable fairness protocol

Our concept brings a new, absolutely fair, and incorruptible way to distribute resources in the blockchain.

The basis of the concept is a verifiable random function (VRF). It allows calculating random numbers and cryptographic proofs of computation correctness, by using a private key. Any other participant can check, that the given number was found according to the protocol.

An important property for this way of random number generation is the fact that the player owns a random number by himself and nobody can determine it before the player showed it.

This idea provides opportunities for zero-knowledge games, when the player owns a deck of cards, but shows the proof of concrete card ownership only when necessary



THE CRYPTOGRAPHICALLY VERIFIABLE FAIRNESS

The explanation of VRF

Suppose we are using VRF as a hash function (`vrf`) that signs a message `msg` using a pair of keys that are a private key `sk` and public key `pk` and returns as follows:

`val` - the VRF result. In practice, this is the random value.
`pr(msg)` - proof that the hash was calculated using the message

```
val, pr(msg) = vrf(sk, msg)
```

Using the `pr(msg)` proof, the VRF result, the `pk` public key, and the signed message `msg`, each participant can fulfill the validation function.

```
verified = verify(pk, val, msg, pr(msg))  
# or  
verified = verify(pk, val, msg, pr(msg))  
verified - accepts the values true or false in relation to the  
statement: the val value was calculated from the message msg using  
the sk secret key.
```

To provide a unified way to generate random numbers, our protocol uses public entropy a single entropy source, which is part of the message being signed. Thus, the final VRF function in our protocol is presented as follows:

```
val, pr(msg) = vrf(sk, hash(public_entropy, msg))
```



THE CRYPTOGRAPHICALLY VERIFIABLE FAIRNESS

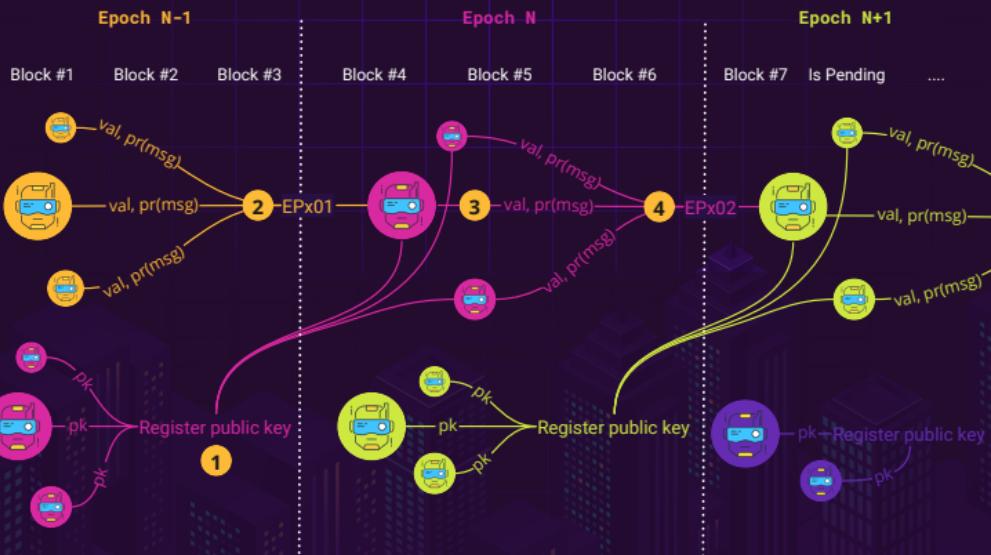
The generating random numbers scheme

All users' generated values are hashed into The Shared Entropy Pool, which is used as an input parameter in VRF.

To ensure the safety of random numbers generation, the blockchain is divided into epochs, where each epoch lasts N number of blocks. Each epoch has its own Shared Entropy Pool whose value is fixed at the end of the epoch.

1. Users register their public keys in the **N epoch**
2. The **N-1 epoch** is coming to an end with The Shared Entropy Pool (**EPx01**) fixed for it. The **N epoch** begins
3. Users that registered their keys during the **N - 1 epoch** receives its shared entropy pool (**EPx01**), calculate a random number from it, and provide it to the **N epoch**.
4. Once the **N epoch** ends, there's the common entropy pool (**EPx02**) to be fixed, which is the hash sum of all random numbers provided during the **N epoch**.

There exists only one condition for providing random numbers: the user can provide a random number only in the epochs following the one in which the user provided his key. This condition provides protection against a brute-force attack.



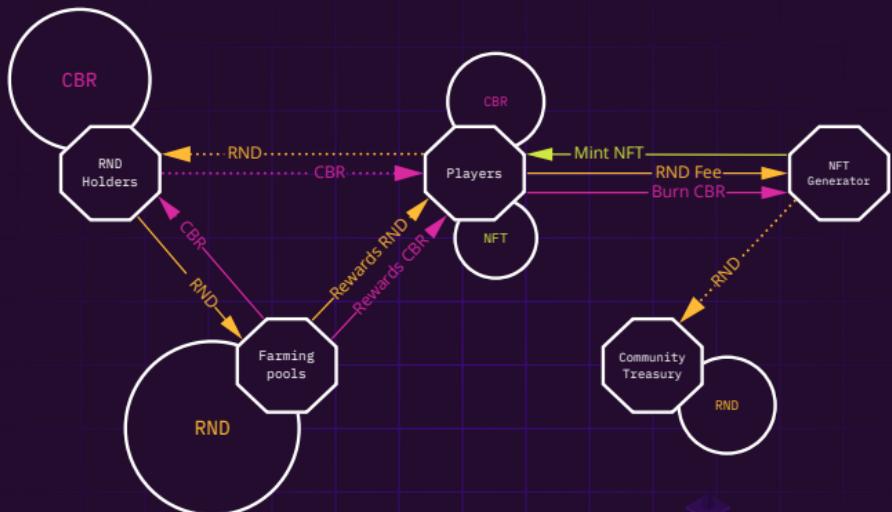
TOKENOMICS

The **Cyberpunks** presents two types of tokens.

The first type of token, which is **RND**, stipulates the economic growth of the product. The RND token is owned by investors, the team, and most importantly the players.

The **CBR**, which is the second type of token, serves as an in-game currency that players can earn and spend within the game.

Tokens flow



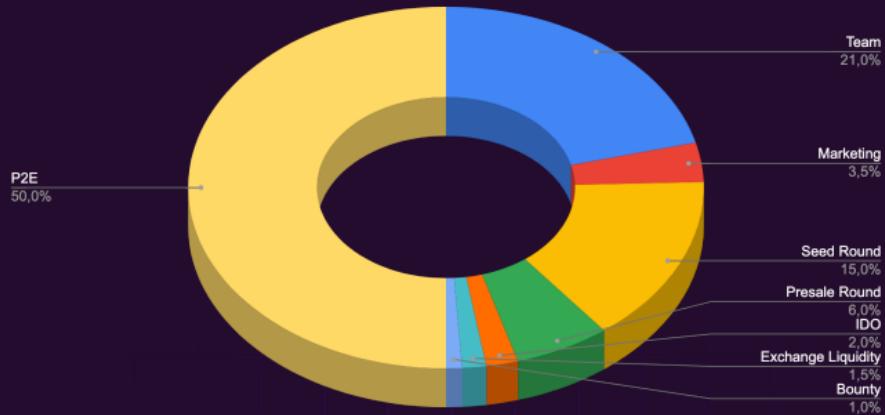
TOKENOMICS

RND

Randomness (RND) is a fungible governance token used in The Cyberpunks. RND token holders can be rewarded with CBR tokens for contributions to game characters. You can get the RND token by completing game missions, daily tasks and participating in seasonal events.

The RND token exists to provide economic incentives to all members of Cyberpunks.

Token distribution

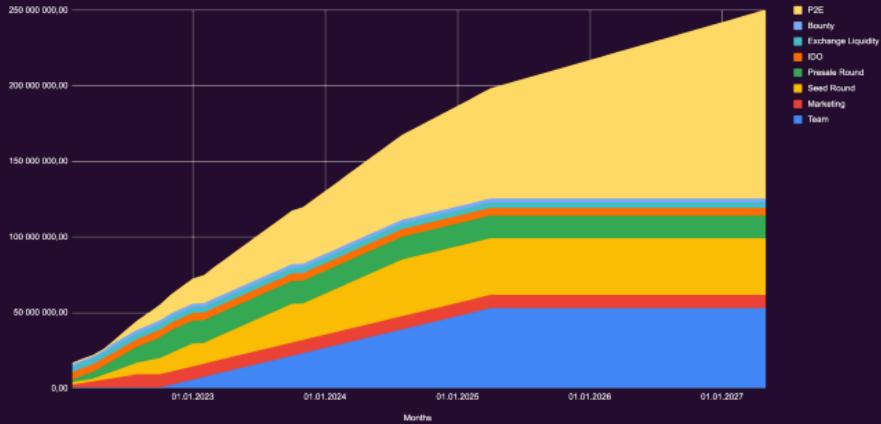


TOKENOMICS

Complete release schedule

Below is a graph of the full release of the [RND](#) token, where it can be seen that the full issuance will be reached in March 2027.

We strive to make the product stable and therefore vesting is provided for all early participants.



CBR

The [CBR](#) token can be granted for contributions to characters with the corp role. Corps are, in fact, the farming pools that bring profitability in [CBR](#) tokens and accept [RND](#) tokens as a contribution.

TYPES OF NFT

Character NFT

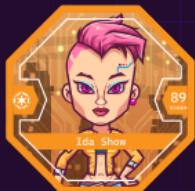
There are 3 types of game characters with different capabilities in The Cyberpunks



Corps are employees of mega-corporations, whose main task is to accumulate resources in their hands. They are excellent diplomats and can negotiate with anyone.



Anarchists are a resistance group defending the rights of citizens to a fair distribution of resources. Anarchists are also engaged in clandestine cyber implants production. Excellent techniques, indispensable for disarming traps.



Netrunners are loners involved in hacking and coding; they don't care who they sell their software to as long as they are paid well. Hacked video surveillance systems and more.

NFT Modifications

To improve the innate characteristics and skills of the character, players can use NFT Modifications.

There are 2 types of modifications:

- **Hardware** – augmentations from the best underground craftsmen. Hardware modifications offer opportunities for new skills as well as improve the character's specifications that will be of great use when completing missions.
- **Software** – programs created by netrunners. Software modifications allow you to get unique skills for exploring locations and boosting your fighting performance.

TOKEN DISTRIBUTION

Our team finds it unhealthy that there is excessive hype surrounding the release of NFT over there. The Cyberpunks is to be launched in stages allowing everyone to get enough game resources and start playing.

Public IDO

The initial placement of the **RND** token on DEX platforms will take place at this stage. Thus, the **RND** will enter the market being available to large groups of people. Further access to the **RND** token will only be possible when traded on an open market or through earning this in the game.

Whitelist NFT Event

Early adopters of the community will be added to a whitelist for selling NFT characters. The NFT characters will be available for the primary sale only at this stage. Further sale of the characters will be implemented only by the players themselves on the secondary market. As well, new characters creation will be entirely up to the players.

Farming CBR tokens

Once the **RND** tokens and NFT characters have been allocated to the community, it will be possible to invest the **RND** tokens in characters with the corporate role and farm the in-game **CBR** token.

Minting NFT

After receiving the **CBR** token, players will be able to burn it as a payment for new characters creation and improvements for them.



TEAM

Our team develops software 10+ years and decentralized applications since 2017.

DMITRIY PAVLOV - CPO, CO-FOUNDER



Dmitriy participates in product elaboration: from business model development to tokenomics and gameplay. He is responsible for quality and teamwork outcomes.

Dmitriy can see many product aspects and details through a vast of software development experience and business skills.

Products such as Blockchain Securitization of Real-World Assets platform, DeFi Protocols, and Cross-Chain Message Passing protocol in contributions already included in his merit list

STEPAN CHEREPANOV - COO, CO-FOUNDER



Stepan is responsible for the operating management of the company. He deals with synchronizing and management of all departments, organizes finance and legal support.

Much baggage of experience in outsourcing, hundreds of web, mobile and decentralized applications. Lots of experience in management, team building, and business. He has an extensive network of contacts in the blockchain field and a good partnership with other developing teams.

ROMAN GALKIN - CTO, CO-FOUNDER



Roman running the development unit. He designs software architecture and services interaction. Responsible for technology strategy and choice of development stack.

Roman experienced in a dozens of dapps in different roles - either developer or team lead. This allows him to be comfortable in the blockchain field, make modern and technological decisions. Roman has got a DevOps and a full-stack developer background, winner of many different IT contests.

ANTON GRISHIN - GROWTH LEAD



Anton is responsible for community building, community rules regulation, and new players attracting.

Anton experienced in organization professional communities: from local management and marketing community, to the curator role of Project/Product/Teamlead section in one of the largest Russian IT-conference (1800-3000 participants).

He led outsource developing teams, then became a leader of an IT unit in the e-commerce company. He is at home with processes organization within cross-functional teams.

ROADMAP

