

THE CYBER-ENTERPRISE



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The Beginning

With the seed of the idea emerging around July of 2021; after being let down by projects time and time again, the Cyber Inu, and now, the Cyber Enterprise was created. August 7th, 2021, was the launch day of CYBR, and with that, the start of something new. With the primary purpose of creating a developing and ever-growing ecosystem on DeFi, eventually spilling over to the physical world, a new odyssey had begun.

CYBR Token

A total supply of 1,000,000,000,000,000 Tokens (1 quadrillion) were minted at the start. The total circulating supply will steadily decrease over time, thanks to our hand-crafted, systematic, manual and automated burning method – RUBBE. On project platforms working under the Cyber Enterprise, CYBR will be the leading fee payment method for ETH digital assets as CYBR payments will be a fraction of those conducted in ETH. In addition to this, the CYBR token will act as the launchpad token for the first round of ICO presales.

CYBR Tokenomics

The tokenomics are quite simple, there is no tax, reflection, or redistribution on sending, receiving or buying CYBR. There is simply a 2% buy tax, which is strictly allocated to the CYBR dead wallet. This amount was selected as it does not affect liquidity pool based token reallocation, and adds contract complexity. This contract complexity is a necessity for listing sites such as CoinGecko or CoinMarketCap.

Token Supply Minted
1,000,000,000,000,000



Tier Projects

As we have various goals ranging in complexity, be it time, funding, or workforce required, we have opted to create a Tier system to provide an overview of what to expect. Our most ambitious ideas are known as Symbiotic Projects, with our simplest being Tier 1's.

In the following document, you will find rough definitions of each tier, as well as a concrete example of what you should expect:



TIER 1 DEFINITION

These projects and improvements are very achievable within a month of starting. These projects and services which focus on creating brand awareness, revenue, fundamental improvements to the project's basic utility. The cost of these isn't too high or out of reach. With the community and marketing, they will pay for themselves. The cost will be below \$5000 or significantly below that. Things of this nature include Web Updates, Programmatic NFT releases, Listings and Cybernators-2026.

Tier 1 Project: Cybernators-2026

The first batch of Cybernators-2026 NFTs were custom made, both the art and the descriptions. The next 9 batches will be programmatically created, meaning they are made by code and completely random. Utilities are in the works for Cybernators-2026 and range from comic book ideas for the first batch, mini-games, or a key for another NFT project in mind.

Tier 1 Upgrades: User Experience

Right away, some of the key components to a respectable project is taking community recommendations and acting upon them. Key areas we are looking into are listings on sites such as CoinGecko and CoinMarketCap, as well as getting our token logo on UniSwap. To get the CYBR token logo on UniSwap, they require us to go through Trust-Wallet, Audit, and additional steps, but it is another Tier 1 upgrade we wish to achieve as soon as possible.

TIER 2 DEFINITION

These projects are achievable in over a month, but no more than 3. Increasing in complexity, time, and finances, these projects can also provide utilities to Tier 1 projects. The goal is to further create brand awareness as well as revenue streams for the CYBR token. The cost of these is high, but by no means out of reach. With solid marketing and a strong community, these projects will be able to pay for themselves using the revenue gained from Tier 1 projects. The cost of Tier 2 will exceed \$5000, but no more than \$20,000. Examples of this include: Simplistic CYBR Games, 2nd NFT installment, CYBR voting.

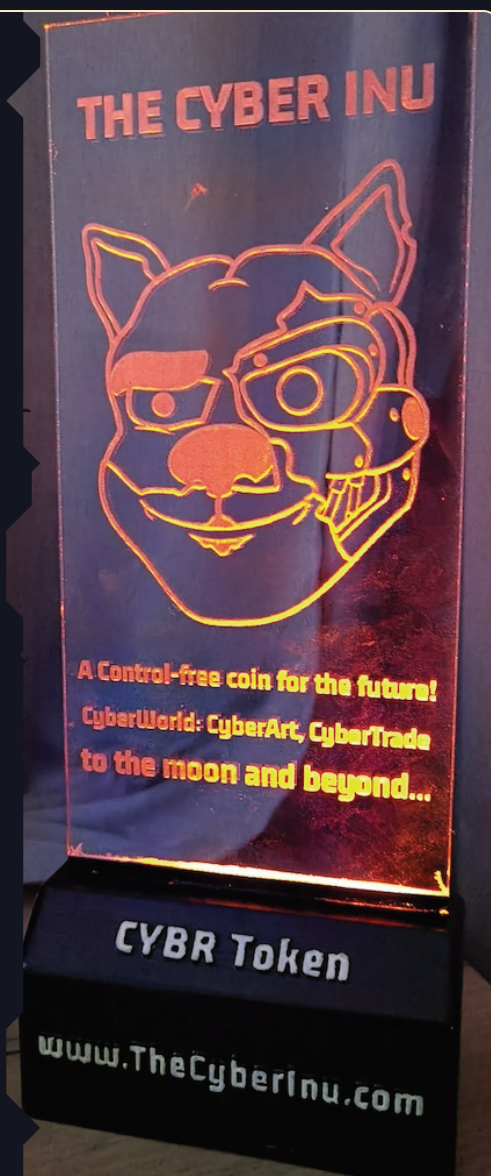
Tier 2 WebShop

Info: The WebShop will be split into 2 categories - unlimited and limited pieces.

Unlimited pieces will be bought directly through the 3rd party service; therefore, the Cyber Enterprise team doesn't handle payment information with our users. These items can be T-Shirts/Shirts, sweaters, and memorabilia items.

Limited pieces are done in-house by the Cyber Enterprise team. Designs on apparel are custom made, with things such as embroidery and various materials. They will be sold as NFTs, and will be sent out in-house. Souvenirs and limited pieces are other items our E-Shop intends to sell.

Limited NFT Example: A hundred custom Sweatshirt Design #1 Size M, NFTs are made as an ERC-1155. This significantly reduces the minting fee as it's being split across a large amount. The gas needed to pay to get your NFT, means we cover the shipping. Upon the purchase of the NFT, Sweatshirt Design #1 Size M, the buyer will receive a unique code that is unlocked upon purchase. This code is then registered on the website, which correlates to an actual code in the database. Once the code is used, it will be deleted. The individual with the code preferably sends us P.O. Box to add emphasis to anonymity of sensitive user data.



TIER 3 DEFINITION

These projects are still achievable if given multiple months and should take no more than 6 months. They act as a foundational layer for all projects falling under the Cyber Enterprise. Their aim is to support user experience, provide utilities, support the ecosystem's growth, and reinforce the "one-stop-shop" idea by providing the user with the basic necessities and rewards for using the services. The cost of these will be significant, over \$50k but not more than \$250k. It will be out of reach for quite a while, but with solid community backing and strong marketing, we will be able to pay and develop these project game-changers.



Tier 3: The Cyber Swap

The Cyber Swap will enable the Cyber Enterprise to provide rewards to those intending to stick around with us as we progress through this odyssey together. There are 2 versions of earning rewards within the Cyber World ecosystem via SuperCharging and ReCharging.

The reward stream will come in 2 forms:

SuperCharging (Liquidity Providing):

Holders will have the ability to become liquidity providers and earn rewards. You will yield the most of that respective token by doing so.

ReCharging (Locking Tokens):

Holders will have the ability to lock tokens for a portfolio of all the rewards within the Cyber Enterprise ecosystem. Have that be CYBR, CYBRC, any and all additional tokens.

The first set-up pairs we will be setting up are CYBR/ETH, ETH/BNB, and CYBR/BNB. A CYBR/BNB pair will mean that a bridge solution must be present and in play on the swap. Upon the release of our Cyber Credit Token (CYBRC), additional pairs will be added such as CYBR/CYBRC, as well as CYBRC/BNB.



SYMBIOTIC PROJECTS

The focus area would be the Crypto game-changers we would like to bring to the market. These projects can take up to a year to achieve but can be achieved within 6 months. Dedicated teams of experts are needed, bearing the financial cost of roughly \$250,000 - \$500,000 for it to be done correctly.

Symbiotic Project: The Cyber Creditors

The Cyber Creditors will be a decentralized application (DAPP), available as an app and at the domain TheCyberCreditors.com. This will be the platform that will allow its users to borrow money against different types of crypto assets. These assets can be items such as ERC-721's, ERC-1155's, Tokens, and other items on the Ethereum and Binance blockchains. These assets will act as collateral for those lending the funds. The digital assets, put on the platform, will be split into shares, and the shares will be allocated to the lender, based on the percent of the loan provided. Those who own the shares of the digital item are able to sell their share at any time, for others to collect the interest upon repayment.

In essence, the platform will enable its users to 'Pawn' their digital goods, and those lending liquid assets to make a profit from the interest of the loan, upon repayment. After the repayment is made, the 'Pawned' item is returned to the original holder of the digital asset. If the repayment is not made, the lender/s will keep their share of the item. The lender owns the share, therefore they may do with it as they please. We will be acting as a real-world margin lending site, but on the blockchain. It will operate on the ETH and BSC networks, with more networks to be added in the future.

Tier 4 - Symbiotic Project: Cyber Credit (CYBRC) Token

The native token for the Cyber Creditors platform is Cyber Credit (CYBRC), and will act the same as CYBR does on the Cyber Creditors platform. The key difference is that CYBRC is on the Binance Smart Chain, as opposed to CYBR running on Ethereum Mainnet. Using CYBR means cheaper fees for ETH digital assets, and using CYBRC will yield the same results for BSC digital assets. The Cyber Credit token will act as shares for this specific symbiotic project, falling under the Cyber Enterprise ecosystem. Cyber Credit can be bought, or earned by either token locking, liquidity providing, or from token contract rewards.