CYBERPAPER

BY

CYBER INU

CYBERWORLD

Launched on August 7th, 2021, 'The Cyber Inu' (CYBR), a current ERC-20 and future coin was created with the purpose of unity, anonymity, and individuality all combined in what is called 'CyberWorld'. Its goal is to have developing and ever-growing decentralized ecosystems, multiple DApps (decentralized applications), acting as a one-stop-shop for all your needs. Two concrete examples will include 'CyberArt-Marketplace' and later down the line 'CyberTrade', a DEX (decentralized exchange).

The core development team strongly believed that freedom can only be achieved by decentralization, and the push towards centralization hinders humanity's rights. That is why the decision was made to launch on the Ethereum mainnet rather than on Binance Smart Chain. Ethereum is decentralized vs BSC which is semi-centralized. In the far future, there are plans to launch our own decentralized blockchain and mass migration will take place.

CYBR will include the community in its future projects by the means of recruiting new team members/partners along the way. Working with our fellow peers will provide us with an edge against the competition by directly receiving feedback. Knowing what the community wants, what they don't want, what changes they wish to see, and most importantly acting on it swiftly and efficiently is the objective. Additionally, having the community help us improve, or even participate in building our DApps would be the next-level community bonding we are looking for.

If our internal requirements/criteria for a project are met and someone would like to make their own DApp to include in the 'CyberWorld' ecosystem, we wish to support those individuals. The sky is truly the limit with a strong community, and our team and resources will be at their disposal. For example, these fellow partners will be able to use CYBR in their ecosystem as well as have access to artists, programmers, marketing analysts, etc.

CYBR will eventually act as the primary form of payment in the 'CyberWorld' ecosystem once migrated to our own blockchain, but Ethereum will be the more common currency used in the beginning. The decision to start with a supply of 1 quadrillion (1,000,000,000,000,000) 'CYBR', comes with the belief that this amount will allow for everyday use in its ever-growing ecosystems even if the burning of the token starts. In addition, it will allow individuals to hold CYBR as a long-term investment without having adverse effects in different areas of the project. Having such a large starting amount in circulation will less likely hinder 'The Cyber Inus' future plans.

CYBERART-NFT

Our first instalment under 'CyberArt' is 'CyberArt-NFT'. The premise of the idea is to release a collection of collectible NFTs (Non-Fungible Tokens) related to our metaverse. The decision was made to start with our premier character model half terminator half Shiba, VBT22. This first collection will be known simply as 'Cybrnators' and will feature hundreds of unique characters each being 1 of 1.

It will first launch on 'opensea.io' and each Cybrnator will have up to 8/9 traits max making it distinctive in the collection. The combination of these traits, some being rare and some being common, will develop a rarity number unique to each one. We do intend to upload the project to 'rarity.tools' so you will be able to see how common your traits are. Besides that, it will provide you with an overall rarity number of your NFT comparing it to the rest of the collection.

TYPES OF CHANGING TRAITS

Terminator Color	Terminator Eye Color	Shiba Color	Shiba Eye Color	Head type/ apparel	Body / Clothes	Weapon/Tool Right Hand	Weapon/Tool Left Hand	Total # of Traits

The way we plan to include 'CyberArt-NFT' into the 'CyberWorld' ecosystem is by having the profits from the NFTs purchase CYBR straight out of circulation thus increasing its value.

For example:

An NFT costs 0.1 ETH, 60% would go towards purchasing CYBR (0.06 ETH), 20% towards blockchain fees such as gas/minting (0.02 ETH), and 20% would go towards making more NFTs as well as listing/advertising(0.02 ETH).

Note - These numbers are not exact, testing needs to be conducted to make accurate estimates of the costs.

In terms of "buying the CYBR" with NFT profits, there are 2 routes we will either go down. The first option is burning the tokens that are purchased from the profit thus not only increasing the value of CYBR but increasing liquidity. The second idea is that the purchased CYBR will be locked to UniCrypt. This will also increase the value and liquidity of CYBR. We must thoroughly go over the benefits and drawbacks of both options.

Also, we do plan on programing an automated smart contract that will be doing the transaction instantly for us. This will also play a significant role in which path we decide to chose. However, upon the launch of the first collection, no matter which route we decide to go down, these initial steps will be happening manually. This is due to the rigorous testing the smart contract needs to undergo to be certain there are no issues in the code. After satisfaction from our end, a 3rd party audit will happen to double-check the everything works as it should in the smart contract.

It is worth mentioning that we will be receiving a sales commission fee for our NFTs, meaning every time someone buys/sells one of our 'Cybrnators' we will receive a cut from that transaction. This results in the Cyber community receiving a passive income from people trading our art/collectibles amongst themselves.

For example:

Person 'A' sells a Cybrnator to person 'B' for 1 ETH. If a 5% commission is implemented(could be more could be less), 0.05 ETH will go to us. This commission will once again be will be split up to purchase CYBR out of circulation, go towards blockchain fees, and make more NFTs along with advertising.

Beyond benefiting the 'CYBR' token, being a limited NFT and crypto art investment, we do have more use cases for them. As 'CyberWorld' develops, it has crossed our mind decentralized games are part of the future as well. It is inevitable that 'CyberWorld' will eventually have a game/games of its own under its ecosystem. We can guarantee the community, all of our limited NFTs will link to our game/games in one form or another. Have it be a skin, an avatar, or even a unique playable character, only the holder of the NFT will possess this item in the game. The options are endless, just as 'CYBR' will interact in the 'CyberWorld' so will its NFTs.

CYBERART
MARKETPLACE

Uniting art, business, and community into one

CyberArt-Marketplace aims to create a unique decentralized place where meaningful art and cyberspace meet. A place where amateur and professional artists can put their work up for auction, thus allowing anyone the capability to purchase quality art at varying price ranges. Functioning as an online NFT auction house curated by professional art managers, our vision is to collaborate with artists directly and efficiently while maintaining decentralization. A beautiful thing about this concept is it's not restricted by distance or borders. This enables collaboration between people from all backgrounds and cultures, providing them an opportunity to work with one another. Something they may not have had previous access to.

We know there are already NFT marketplaces out there where anyone can list anything they please for free and with a touch of a button. However, we have established that the main struggle in the digital art world is being seen and recognized. As the art world shifts, the influx of creators (both serious and just bandwagoners) switching to digital has made this issue ever more prevalent. In real life, not all art is placed in a gallery nor sold. Unfortunately, in most cases, it comes down to reputation and connections. We intend to offer these services through 'CyberArt-Marketplace', so true artists may flourish in both worlds, physical AND digital.

CyberArt-Marketplace is here to bring real artists to the forefront of this revolution. Creating a balanced and established curated market in the NFT world.

How will it Work?

Artists will split into 2 categories:
Up-and-coming amateurs
Already established professionals

Each piece will be curated by people with expertise in both physical and digital art. There will be time-based auctions to provide each artist with a respectable display time. 'CyberArt' will be affordable to people from all financial backgrounds, with the primary goal of providing quality services and art investments.

The end goal for CyberArt-Marketplace is to display artwork in galleries around the world using tech frames specialized for NFTs varying from small to large. Frames will be used as canvases to match the artist's desired size and represent the detail placed in each piece. Our vision will allow the movement of art from gallery to gallery around the world with a touch of a button.

The way 'CyberArt-Maketplace' will interact and benefit 'CYBR' holders/users is by the site's advertising fees and listings fees. Just like in 'CyberArt-NFT', these fees that users will pay, e.g. their art being shown on the front page or selling their art through our services, will cost something. These costs, the site's revenue, is what will once again be buying 'CYBR', taking it out of circulation, and increasing not only the value but the liquidity for our token.

Currently, liquidity is locked via Unicrypt to Uniswap V2 in a 6-month contract that started August 7th, 2021, and is set to finish February 6th, 2022. The decision to launch on Uniswap V2 was made due to the development of our token taking place during a time V3 was not yet available. The brainstorming, planning, and testing took place all on V2 despite Uniswap V3 releasing during our developments. At the time it was still very young and there wasn't that much information about it so we decided to stick to our roots. The team felt comfortable releasing on V2 and felt that it was the safer route to go down as that's what we prepared on and had full access to throughout the project.

That is why our Unicrypt contract is only 6 months. During this time period, we will make sure to learn how to migrate to Uniswap V3 safely ensuring everything will play out safely. We will proceed to re-lock liquidity when the time is up on February 6th, 2022. By that time who knows, maybe Uniswap V4 will be out and we will reallocate funds there.

OWNERSHP & TOKENOMICS

Ownership thus far is not renounced. This decision was made as we do have plans that will require ownership. Do not worry, there is no minting function, therefore no inflation. There will never be more CYBR available! To clarify, the only function available is a burn function which may be implemented in the future with a few examples why and how explained above in 'CyberArt-NFT' and 'CyberArt-Marketplace'. Using this function will only benefit CYBR holders.

The tokenomics are quite simple, there is no tax, there is no redistribution, there is no reflection. The amount of CYBR you buy, sell, or send is the amount of CYBR that will be bought, sold, or sent.

We believe that these"benefits" other tokens advertise, and are giving out, comes at the expense of the investor. In our opinion, they were implemented as nothing more than a scheme to lure people in to purchase their tokens. These claims work by making people hold on to the "scammy" token, as they need to wait until more investors come along so they don't lose money upon selling.

> For example:
>
> You buy 1 ETH in a token where there is a "12%" redistribution. That means you lose 12% (0.12 ETH) on your purchase, therefore you're already starting at a loss. Additionally, you lose another 12% of your total token, meaning 12% of your '"total value" when you decide to sell. This means you would be down nearly 25% on your investment if you decide to buy and immediately sell, not including transaction fees.

Essentially, a lot of these tokens offer tokenomics where you have to wait and hope other people buy-in if you ever wish to break even. This concept to us is ridiculous, especially if we intend to have a use case for our token where redistribution would make a logistical nightmare. The same thought process is applied to 'renouncing ownership'. It's just another gimmick intended to make the token sound better and lure people in. By renouncing ownership we could not 'burn' tokens that our 'CyberWorld' ecosystem will buy up. Our hands would be tied and options would be limited, hence why they offer 'redistribution/tax' rewards.

We do not believe in the strategy of offering bogus benefits to get investors on board. You deserve more than that if you're willing to invest your hard-earned money in us. We believe in progress, application, and use cases. More importantly, we want to show you these things to prove ourselves. We are tired of tokens advertising unachievable promises and spreading false hope.

LOCKED LIQUIDITY

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CYBERTRADE

The place of business for everyone. For now, we imagine our DEX (decentralized exchange) as not only a place to swap for crypto and tokens but quite possibly acting almost like a bank or even a centralized exchange. Offering benefits, or interests to those who use it. Once again "CYBR' will benefit in one-way form or another from this DApp.

More info and ideas coming soon...