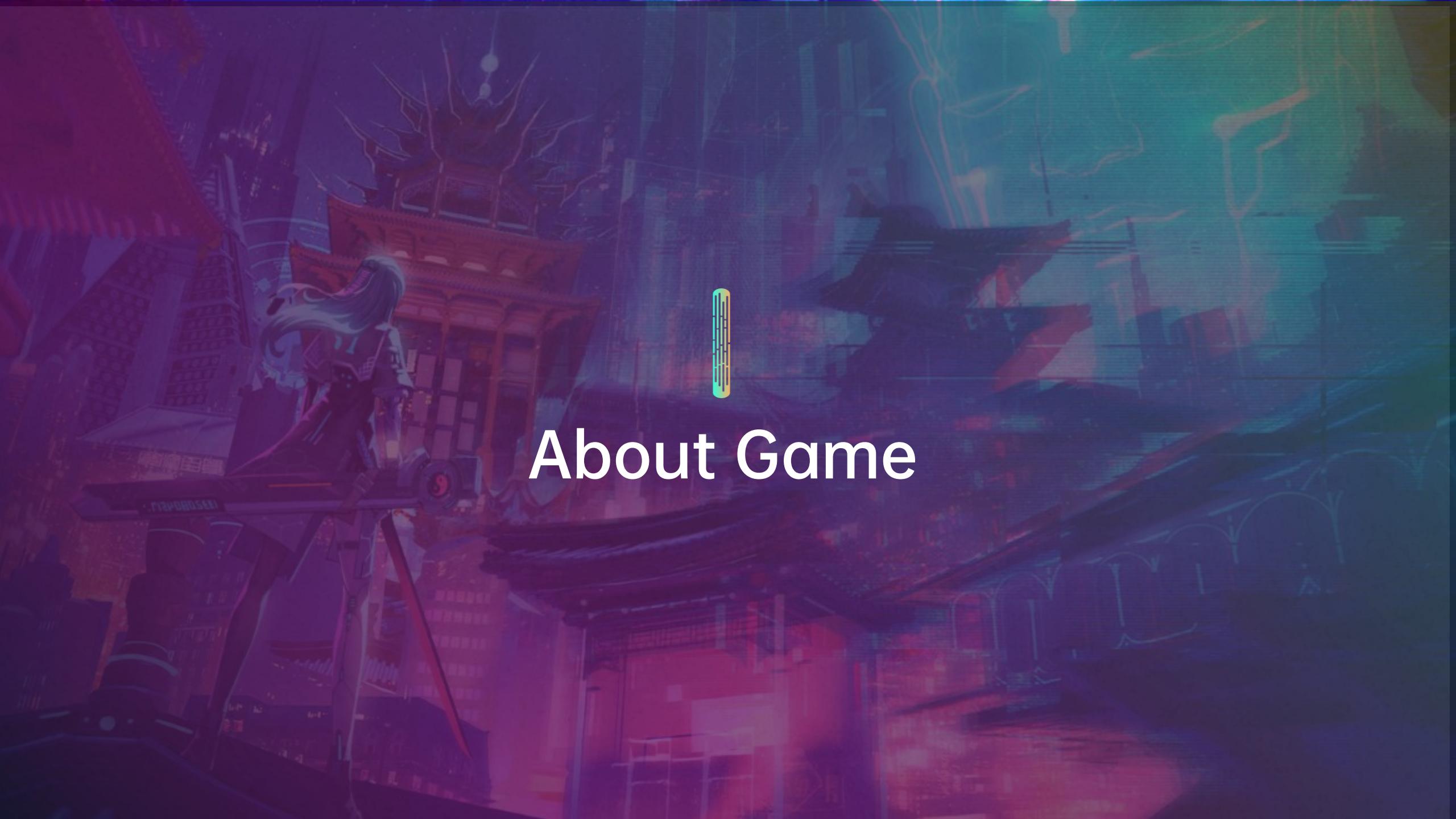


The background is a vibrant, futuristic city at night. In the foreground, a woman with long, flowing teal hair is riding a black motorcycle. She is wearing a dark, futuristic suit and a glowing red circular emblem on her chest. The city behind her is filled with tall buildings, neon lights, and glowing blue energy fields. A large, traditional-style building with intricate carvings is visible in the middle ground. The overall atmosphere is cyberpunk and energetic.

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CYBERPOP NEW WORLD

New Metaverse UGC Game Combines Exploration, Combat, X-To-Earn



About Game

Game Introduction

Cyberpop New World is a 3D masterpiece featured by cross-platform, multi-play and high-value, providing a feast for your eyes and senses Game, **the game Theme highlights two main points: Cyber and Immortality.**

The Overall Game Art Style: high-tech elements surrounded by neon lights, and the world background is designed with a cool tone to create a lighting mechanical feel.

Game Technology: the latest gameplay and game mode are created by a 3D engine, digital space trading and multi-modal perception

Game Features: panoramic and immersive scenes, highly saturated colors of cold tones, mech-spacecraft, skyscrapers to improve the cyber-style; next-gen technolog to enhance the visual quality in an all-round way and present the cyber world with Ultra High Definition (UHD) resolution. Using the Tiangong Editor, the team provides developers and users with the opportunity to create weapons, armors, and a world of possibilities!



NFT Assets

Characters and Sects

Roles

Name	Background	Appearance	Price
Abraham	A member of the Cain sect work for the Asmai group. It is worth mentioning that most of the staff of Asmai group are disciples of Cain.	Height: 178cm Weight: 64kg Gender: Male Appearance: blond hair, blue eyes, rimmed glasses, uniform, always smile.	100U
Ying	A mysterious character, who is said to have been a disciple of the Chena sect.	Height: Unknown Weight: Unknown Appearance: a bamboo hat, a black suit, look like an Asian.	100U
Afrili	An ordinary high school student, who seems to have been in some trouble recently	Height: 189cm weight: 90kg Appearance: a strong black boy with a tattoo on his face, whose right arm is an electronic prosthesis.	100U

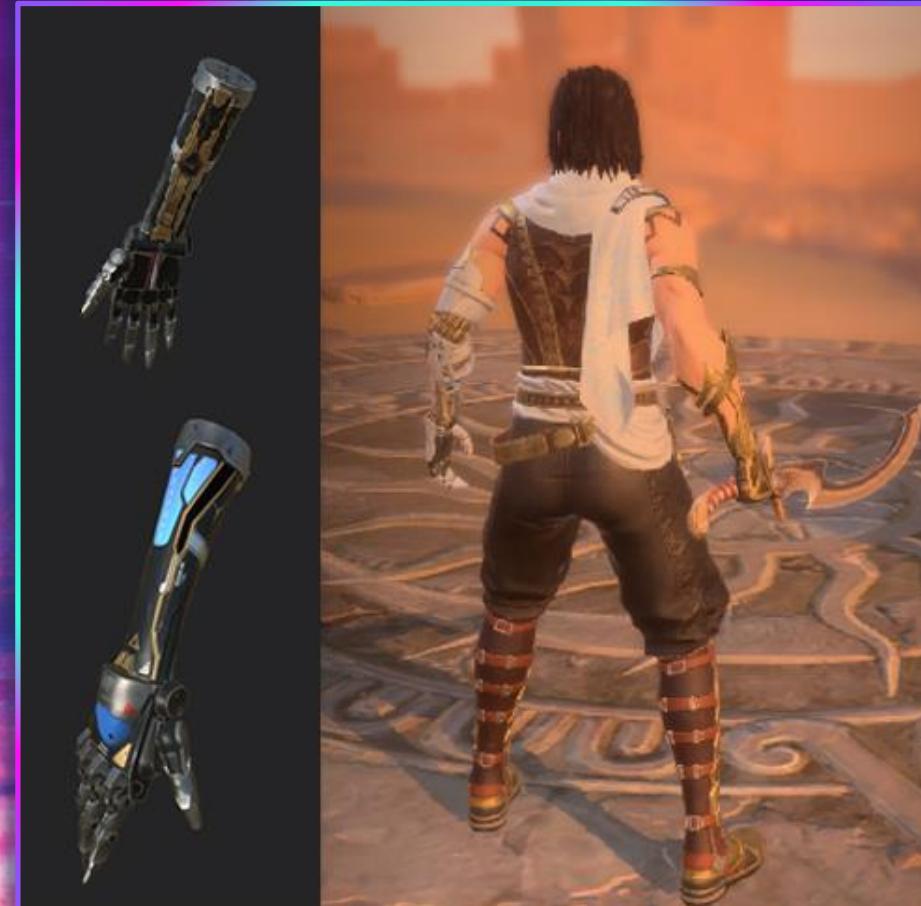
Property

Electronic Prostheses

Players can purchase electronic prostheses to equip the character's body. Different electronic prostheses can increase body agility to different extend and they can replace battle-damaged body parts.

Classification	Additional Attribute	Price
Mechanical brain	Intelligence Agility	2% 1% 3U
Mechanical arm	Agility	2% 2U
Mechanical leg	Agility	2% 2U
Mechanical body	Resistance	5% 2U
Simulated skin	Charm Magic resistance	3% 1% 1U

Game-play



NFT Assets

Cultivation instrument

Different cultivation methods have different cultivation instruments. When players login in and select a sect, they should cultivate characters with instruments. To complete RPG, plays should join a sect.

Classification	Additional Attribute
Force enhancement	Instruments include knife, sword, axe and gun. Different weapons have different additional attribute. Combat will make weapons wear and tear and change the follow-up stories.
Quality enhancement	The instrument is classic. Classics can add multi-attribute values for players without reducing their own value.
Instrument enhancement	The instrument can be used as the second body for players to store their consciousness, and when the loss of the original body is overwhelming, their consciousness can be converted through the instrument.
Magic enhancement	Long-range damage can be used as an instrument for magic enhancement. The damage of such instrument is persistent. All instruments have a mission of use.



Example: conceptual



design 3D shape

It is said that gemstones are the beads left by the successful practitioners to reward and encourage the offspring of the practitioners, because different schools of practitioners leave different gemstones. These gemstones are the stone of wind, the stone of shield, the stone of spirit, and the stone of sword. Through different collocation can create different equipment.

3 The Game Plot



Chapter 1 sudden disaster

The character is struck by a sudden disaster, learns from other people's words that it is related to the cyber giant, and sets out to find the truth of the world. This chapter mainly introduces the background of the game to players, and foreshadows the hidden lines to players through the open line story, so that players have a preliminary understanding of the cyber world and arrange the main line tasks.



Chapter 2 long road to vanished truth

Join xiuxian party, through the plot characters and black market clues that cyber giant enterprises and xiuxian party has a relationship, the role of the choice to join the party, join the party need to participate in the trial, open the journey of xiuxian. This chapter shows the player the importance of monasticism.



Chapter 3 looming visions

Through setting up the secret environment, the player reveals some of the darkness of the clan, and shows the control of the giant enterprise on the cyber world and the real world. Consume NFT assets and items while advancing the story through secret missions.



Chapter 4 world truth

Players know that the world is about to inevitably go to the end of destruction through the clues in the process of xiuxian. The final result of Xiuxian is just a conspiracy to ensure the operation of the cyber world by adding players' thinking consciousness to the primordial logic. And the initial disaster is just a sure thing. The player is faced with a final choice, do nothing or go with the flow.

4 Explore The World

After the player finishes the story, each secret dungeon replica will be opened up for the player to explore. In the secret world, players will be richly rewarded.



Thailand

With the collapse of the cyber world, the entire human society is extremely chaotic. Cybernetic refugee organizations took advantage of the chaos to occupy Thailand in the real world, and both cyber giants and real-world government agencies were overwhelmed by themselves. The whole of Thailand became a place outside the law. Before a new order was established, this kind of situation will not change.



middle East

People who have accumulated a large number of wealth through the cyber world disappeared overnight because of the collapse of the online cyber cyberspace. In order to reproduce the glory of the past, they captured a large number of scientific and technological talents and forced them to rebuild the deformed cyber world. In order to deter, those who were unwilling to cooperate were secretly killed.



Hong Kong

The collapse of the cyber world has forced humans to enter the real world. The overexploitation of natural resources in the real world has led to the lack of basic guarantees for human survival. The entire society has fallen into nihilism. Under the influence of this social environment, Hong Kong has produced a "Taichu taught" that only Taichu and the cyber world can be saved. This teaching uses this as a doctrine to exclude dissidents.



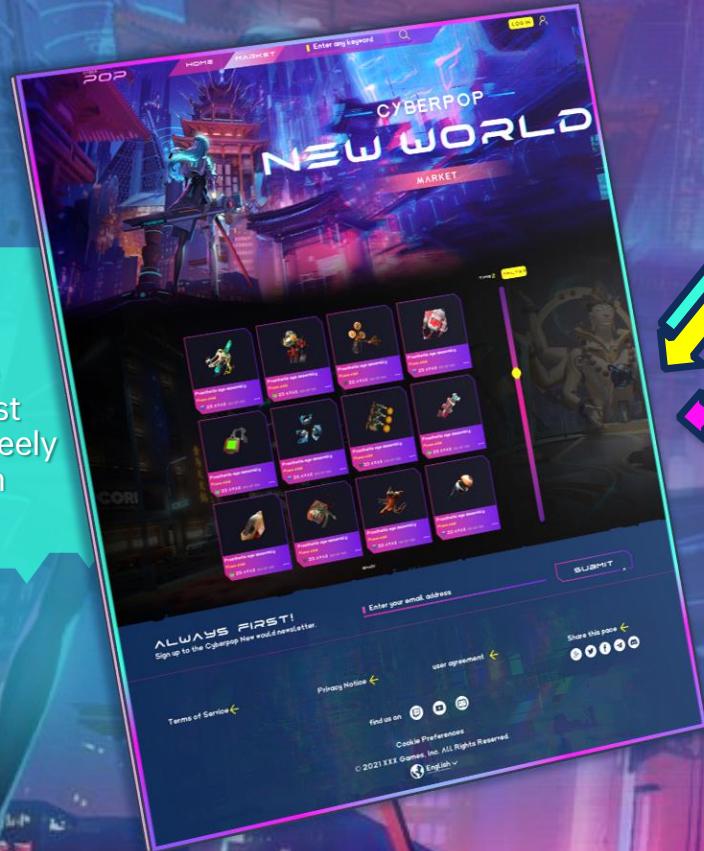
2

UGC

The UGC circulation

Market

Things produced by the player's UGC can be cast as NFT, which can be freely circulated and traded in the mall



The UGC module

Redefining player-generated content, players take dropped parts and rebuild them, including game items and buildings, to build a cyberworld

The Game module

The superb level of production integrates 3D modeling with cool action scenes

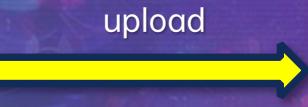
2 Cyberspace



Equipment to build

Equipment
manufacture

Housing construction



cyberspace

Players can upload their props, items and buildings to cyberspace, cyberspace is a shared space for all players, and all players will work together to build the cyberspace world that belongs to everyone!

3 Feedback system

When the player reaches a certain amount through the line recharge
We will open up some new features in Cyberspace for players



Entry music module

Other players within a certain distance of the player will hear the player's preset exit music.

Appearance effects module

Other players within a certain distance of the player will receive the exit effects set by the player. Special effects can be created by the player.

Fashion special effects module

Players will get exclusive character effects like costumes, special effects, wings, etc. Special effects can be created by the player.

4 Virtual idol

To build the virtual idol economy, players can create their own idols and idol teams through the pledge of cyber, so as to carry out a series of social and performance activities and gain profits



The background of the slide features a vibrant, futuristic cityscape at night. The scene is filled with towering skyscrapers, many of which have large, brightly lit digital billboards displaying various advertisements and data visualizations. The sky is a deep, dark blue, and the overall atmosphere is one of high technology and urban density. The lighting is dynamic, with streaks of light from moving vehicles and the glow of streetlights reflecting off the wet surfaces of the city.

3

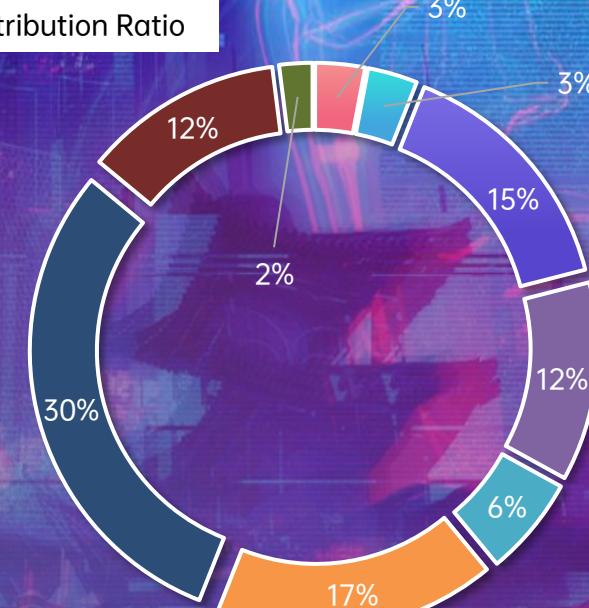
Economic models

Token Allocation Model (12000w)

Round	Amount	Unlock
Seed	3%	10 month
Institution round	15%	8 month

Category	Sales
Seed	3%
Consultants and legal services	3%
Investment institution	15%
Community building and airdrop	12%
Public offering	6%
Ecological construction fund	17%
In-game output	30%
Team	12%
Pledge and interest payment	2%

Distribution Ratio

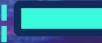


- private investment
- consultants and legal services
- investment institution
- community building and airdrop
- public offering
- ecological construction fund
- in-game output
- team
- pledge and interest payment

Community Building A	Community Building B	Community Building C	Community Building D
Airdrop 2%	Fundraising 0.5% Airdrop 2.5%	Fundraising 1% Airdrop 2.5%	Airdrop 3 .5%

Game Innovation	7%
In-game Activity	4%
list on the Exchange and promote the game	6%

UGC
Community
Building



2 NFT Economic



CYT



Coin



Role



Additional Att



Cultivation



Parts

Describe

Game governance token

Game Universal Token

The basic role of the game

The electronic prosthesis equips the character

All parts of the character's body are consumed during the battle, and the cost of each battle is 0 or 1.

As the basic unit of UGC

Output

Tasks through roles, advanced copy

Interact with most scenes in the game

Obtained through 1 CYT

Obtained through quests and levels; players make purchases and the system is unlocked

Obtained through missions and levels

Obtained by fighting in the free world

Consume

Advanced upgrade of the character and completion of immortal cultivation

Eliminate bubbles
Role-based tasks
Interaction in most scenes of the game

permanent

The character's body is used as an electronic prosthesis, and various parts of the loss are consumed during the battle, and the cost of each battle is 0 or 1.

those artifacts have lifespan limited use, and the player's fixed consumption value for each mission is 30% of the original lifespan, and the consumption process of each artifact is 1 chapter.

jointly build a Cyberpop New World.

3 Roadmap

01

2021.3

Project Concept
Basic gameplay design
Game scene
Development
Game Art Modeling



02

2021.10

UGC project approval
website launched
Game demo online
Character Modeling

03

2022.03

Game trial launch
Game NFT Mall
Release UGC toolchain
Token CYT released

04

2022.06

The SocialFi mechanism
Game unions System

04

2022.10

Create virtual idols
Support for multiple currency systems



4

Team to introduce

Team Members



JIN HAOZHENG

Game Producer

Worked at Ubisoft Entertainment, gameplay programmer; participated in the "Might & Magic Raiders" project, an ORPG online game on PC, and the "Might & Magic Duel of Champion" project, a TCG online card game on PC and iPad; obtained Ubisoft EX's Greatest Performance Appraisal several times



CHENG HAOYANG

Chief Technical Engineer

Worked as a cloud computing engineer at Intel's Asia-Pacific R&D Ltd; Former cloud technology director of Huawei, responsible for cloud design, experienced in cloud computing and blockchain industry; set up a team to delve into the development of metaverse games and successfully designed an independent MMORPG game "Legend of Beasts" and its mall system



YANG JIE

Art Director

Responsible for the core artistic production of games, including Assassin's Creed, The Settlers, Rayman, Heroes of Might and Magic and so on; researched and developed the turn-based mobile game "Fantasy", the domestic IP-based mobile game "Armored Warrior", urban-themed 2-D ORPG mobile game "VGAME: World of Elimination"



LI JIAN

Content Producer

Worked at Chengdu Tencent Wolong Studio (T2); adept at internal project 2-D horizontal MMORPG (Windows), developing graphics, engines and tools; Self-developed 3A games: developed game projects (Windows, PS4) using UNITY, during which he researched and developed rendering solutions for graphics.

2 Team Members

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ZHANG YIXIN

PJM UX/UI Animation director

Formerly worked for Ubisoft
Chengdu

Implementation of UI functions of
Xbox/PS4 project in Hasbro
outsourcing project

In this project, I was responsible for
PJM (building highly customized
Jira platform), game UI and
interaction,
Animation director or related work.



XU JING

Marketing Director

Co-founder of Chongwang Technology
Company;
delves into the development of GameFi
and is responsible for the production
and market operation of "The Legend of
Beasts" project;

worked for the leading company in
block chain industry, and led the team
to complete many cases of company
assets reorganization and merge;
invested in and managed 8 companies,
involving a variety of industries.



ROLL

Overseas Marketing Director

Executive Officer of overseas
marketing of "The Legend of
Beasts"

Former Director of Operations at
MEXC and Head of Channel Sales
at Lbank; 3-year working
experience in cryptocurrency
exchange;

have unique brand marketing plans
and clear mind for operation



Shreyas Vasuki Kashyap

Technical Manager

Worked in Huawei Bangalore
Technology Center;
Worked as Founder&Designer at
DigitGenie.IN
the Technical Manager of this
project

3 Team Members



JIANG DENG LIN
Game Designer

Graduated from the Courant Institute of Mathematical Sciences, New York University; MSc in Data Science; familiar with random forest model for clearance and reduction characteristics, and important analysis means such as the importance of characteristics analysis; responsible for economic model design and deduction in the project



NIE XIN
Game Designer

Obtained Bachelor's degree of University of Liverpool, UK, and Master of Philosophy of Cambridge University, UK; responsible for overseas community building in the project



ZHANG XIAOLIN
Technology Development

PhD of Delft University of Technology, Netherlands have in-depth understanding of how to develop web applications; her master's thesis about text mining and NLP (Natural Language Processing) help the team extract knowledge from literature using information extraction methods.



Emran Malik
Marketing Director

Studying at Northwestern University
Major: Computer Science, Masters of Science (Ms) in Computer Sciences (MSCs)
Rich experience in market operation

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If Have question, contact us
business@cyberpop.online