



# CYBERCLASSIC

Whitepaper

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JAN- 2022

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Cyberclassic whitepaper is a living document. This document contains philosophical underpinnings, technical foundations and the economic model. Any information presented in this document is subjected to change, and will be updated regularly. The basic structure presented in the document will remain the same, however any major change will be announced prior to implementation, on social forums and the website of Cyberclassics.

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# Abstract

Non-fungible tokens (NFTs) are digital tokens that provide unique ownership. This can be anything from a video file to a digital work of art or music. The main difference from a regular digital file is that the NFT is unique and can be seen by the author, the ownership of the NFT is a documented proof imprinted on the blockchain.

The recent NFT epidemic has its roots in the generation that grew up collecting Pokémon in both trading card games and video games. The latest evolution from the collection is blockchain-based NFTs like CryptoKitties, Cryptoclassic, and Beeple artwork that have sold millions of copies.

The NFT not only gives players ownership of the in-game assets they have purchased, but also allows the players to safely trade those assets. An NFT has multiple use cases across different industries. Due to its intrinsic proof of ownership property, these non-fungible tokens are used in health care, real-estate, IT, social media, Art, and other industries. From tokenizing a legal document to tokenizing an art work, it comes in handy in numerous possible events.

Additional opportunities to generate revenue through a fun and social experience will drive millions of people to blockchain and NFT spaces. This includes people who have never heard of blockchain. For example, in 2020, Axie Infinity will attract unemployed people around the world by developing a completely online virtual economy in-game, and provide livable income in many developing countries.

increase. Most recently, space exploded again in August, and OpenSea's daily volume exceeded 75 million.

Moreover, blockchain games have revolutionized the gaming industry predominantly. It has advanced the gaming industry to attain a monetized status. The gaming industry now offers full-time careers to enthusiastic players, providing significant income opportunities. As history suggests, blockchain-based NFTs are the future of gaming and we intend to be a part of this evolution. People are starting to realize the monetary value of their time and this trend of giving players the opportunity to monetize their playtime will inevitably replace traditional gaming models.

Aside from gaming, blockchain games also allow users to access different decentralized finance features. These features include multiverses, cross-chain, utility tokens and other similar features to enhance user experience or provide investment streams.

To create something that lasts, teams must be focused on what comes next. The world is rapidly entering a digitalization era in which advancements occur at breakneck speed. With four billion people worldwide having internet access, people are spending more time looking for lucrative opportunities to make a living online. Our vision is to assist in the development of engaging virtual economies that enable these opportunities.

# Introduction

Cyberclassic provides the infrastructure for a fantastic NFT game on Binance. The project includes the construction of several DeFi projects as well as a play-to-earn blockchain game based on NFT collectibles.

## Rationale

Cyberclassic is a remarkable gaming project in the NFT industry. In this project, you can make an immediate profit or add exciting and valuable NFTs to your collection by purchasing these exclusive and limited non-fungible tokens from the website; to be used in a full-fledged insane adventure. The game combines three Game styles: turn-based tabletop fantasy strategy; elements of RPG; robust tactics of card games based on free choice and luck playing dice.

We want to demonstrate how many possibilities remain hidden in the concept of an NFT and its participation in DAPPS. Each NFT in Cyberclassic serves a specific purpose. The majority of them can be utilized right from the launch of the project. Participation in the game atmosphere begins the moment you receive your first NFT. However, in the platform, during the first quarter only \$CLASS token will be available. NFT minting will be initiated in the second quarter.

Prior to the launch of other gaming models in the project, holders of Cyberclassic NFTs can buy and hold these NFTs for future gains or convert them to \$CLASS

tokens. These tokens can be used in the future to attain multiple benefits on the platform, which will include, staking, governance and game.

\$CLASS holders might choose to stake their tokens to access liquidity mining programs. (It is a type of yield farming that has become increasingly popular among different DeFi protocols, where the founding teams seek to decentralize the governance of the protocol).

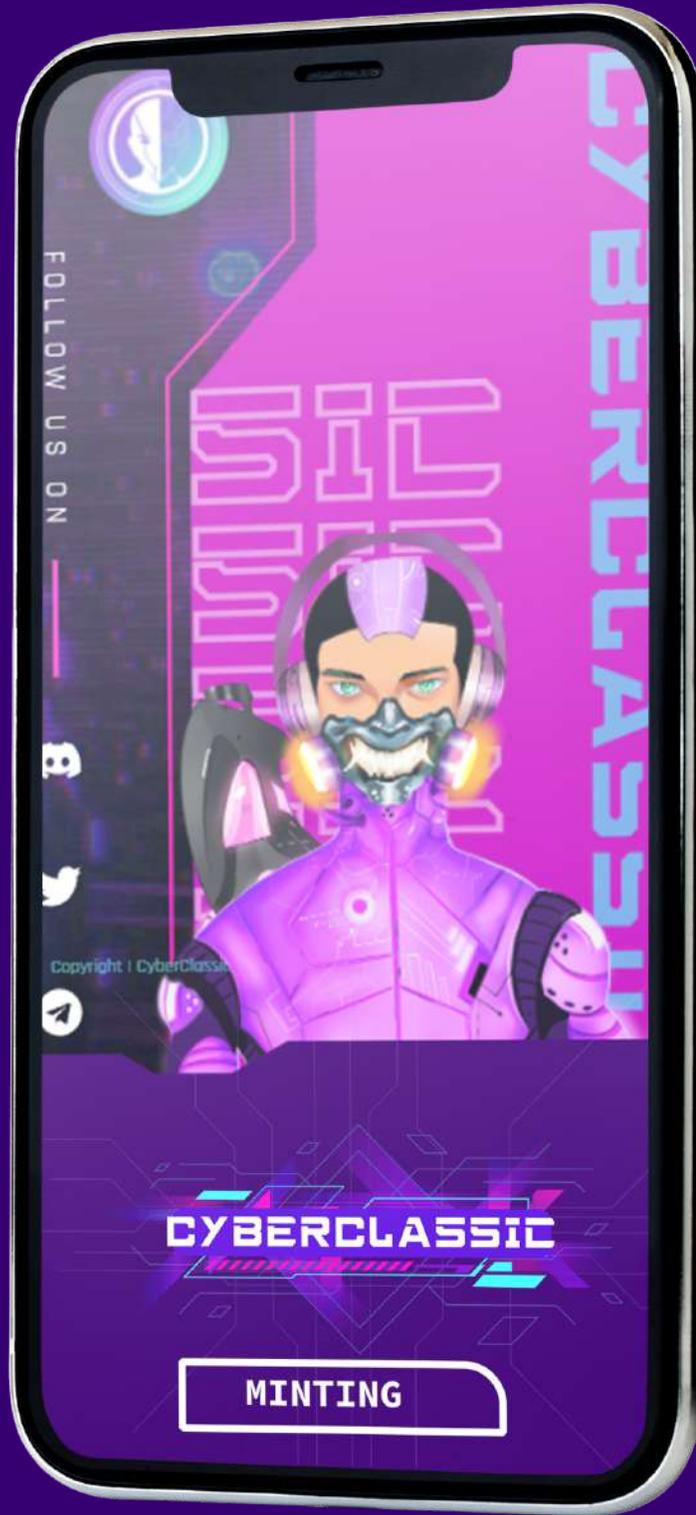
The liquidity mining program's goal is to distribute \$CLASS from the Cyberclassic Treasury to early Cyberclassic community members in order to:

- achieve a distributed holding of \$CLASS tokens across more of the Cyberclassic community.
- incentivize new people to join the Cyberclassic community.
- enable a more liquid and transparent market for \$CLASS trading. The larger the Cyberclassic community, the greater the chances of decentralized governance as well as a self-regulating community that discourages bad actors and game manipulation. Users can stake \$CLASS once the game is launched to show their belief and support for the game and its governance model.

Meanwhile, there are no other blockchain games that offer cinematic quality effects NFTs for a multi styled game. Cyberclassic is an example in itself through providing a blockchain game that is both, fun and rewarding

Our primary goal is to create a product that is simple, open, dependable, and modern. And it is now possible thanks to blockchain technology, which makes

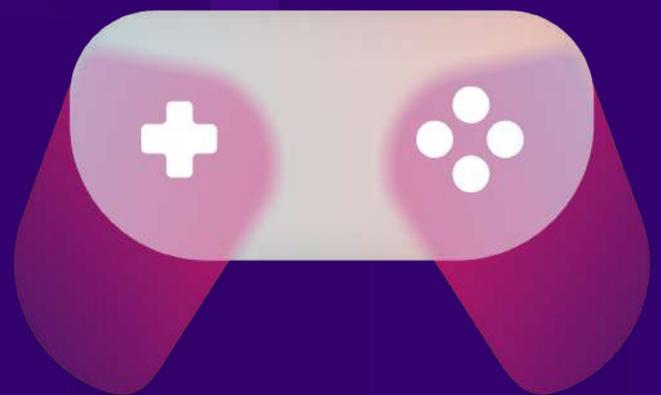
gameplay as clean as possible and eliminates the possibility of illegal influence on game results.



## Cyberclassic's core mechanism: Minting, playing, burning and exchange

The standard paradigm of most NFT games had become uninteresting and un-utilitarian from the beginning. Purchase a digital asset, own it, and hope that its value increases. Some games allow you to purchase NFTs and then use them in a game. While this was a significant improvement, we felt there was still more to the experience. There had to be a way to create an emotional bond between the players and their collections. We weren't the only ones to notice the gap and the subsequent opportunity it presented, but we wanted to provide the most unique and original solution: an emotive experience that was consistently intriguing and rewarding throughout the entire process, from discovery to completion.

In Cyberclassic you will battle other players or the automatic gamer in the game to fight against the other player. All Cyberclassic cyborgs are algorithmically generated NFT characters that are minted and stored in your wallet. When you manage to collect two members of the same family, you can fuse them together, which burns the existing tokens to create a more powerful character or a subsequent character of the next level.



The platform also does not bombard its users with excess GAS fees for each minor addition to their collection. The gas fee and other transaction fees on the platform are kept lower and transactions are kept faster, in order to let users focus on their sole agenda on the platform, Explore, Collect, Battle and Earn.

In addition to that, Cyberclassic enables users to trade NFTs on its web platform. It acts as a marketplace as well where users will be able to find Cyberclassic NFTs. In VIP modes premium users will find NFTs of the same family members easily comparable to regular users.

## Cyberclassic NFTs

Cyberclassic NFTs are cyborg characters that are a hybrid of machines and humans. The cyborgs have different families in the game. Each NFT of this project has a QR code on the bottom of the NFT that is intrinsic to each family present in the game. These QR codes can be used to find other family members as well as the identification of the hierarchy. There are a total of 12 families in the game and 10,000 algorithmically generated cyborgs.



## Cyberclassic NFT USE CASE

Cyberclassic NFTs can be used for multiple streams of income through different features present on the platform. The features include:

- **Selling power cards:** Users can buy and collect powerful cyborg NFTs with rare qualities to generate revenue.
- **Participation in weekly events:** Users can participate in weekly tournaments with their best at hand cyborg NFTs.
- **Receiving income with investor status:** The users will receive a constant source of income with investor status. Each week, an automatic payment is distributed among all users with VIP status.

## Cyberclassic utility token

Cyberclassic has its own utility token \$CLASS that is used as a native currency on the platform and its game. Players are rewarded with \$CLASS tokens to win battles, and tournaments. The intrinsic property of the utility token is demand driven, that increases its value based on the market demand. \$CLASS token value is determined through the revenue generating model of the project.

## \$CLASS use case

- **Store of value:** Cyberclassic native token \$CLASS has store of value property, which makes it a suitable asset to store and invest in certain cases to acquire future gains such as price appreciation.
- **Currency:** \$CLASS is used as a native currency on the platform and also treated as a currency among the cryptocurrency community. Its price is demand driven. It reaches market equilibrium through the invisible hand.
- **Tradeable:** \$CLASS is tradeable on different DEX and cryptocurrency swapping platforms.
- **Investment:** This native token can be used to provide liquidity in staking pools to earn a decent APY while the token increases capital gain. \$CLASS is an investable asset that can be used in multiple investing options to acquire decent gains.
- **Governance:** \$CLASS is also used on the platform to enjoy intertemporal service such as governance, that provides a decent degree of decentralization through mutual consensus protocols.

## \$CLASS revenue model

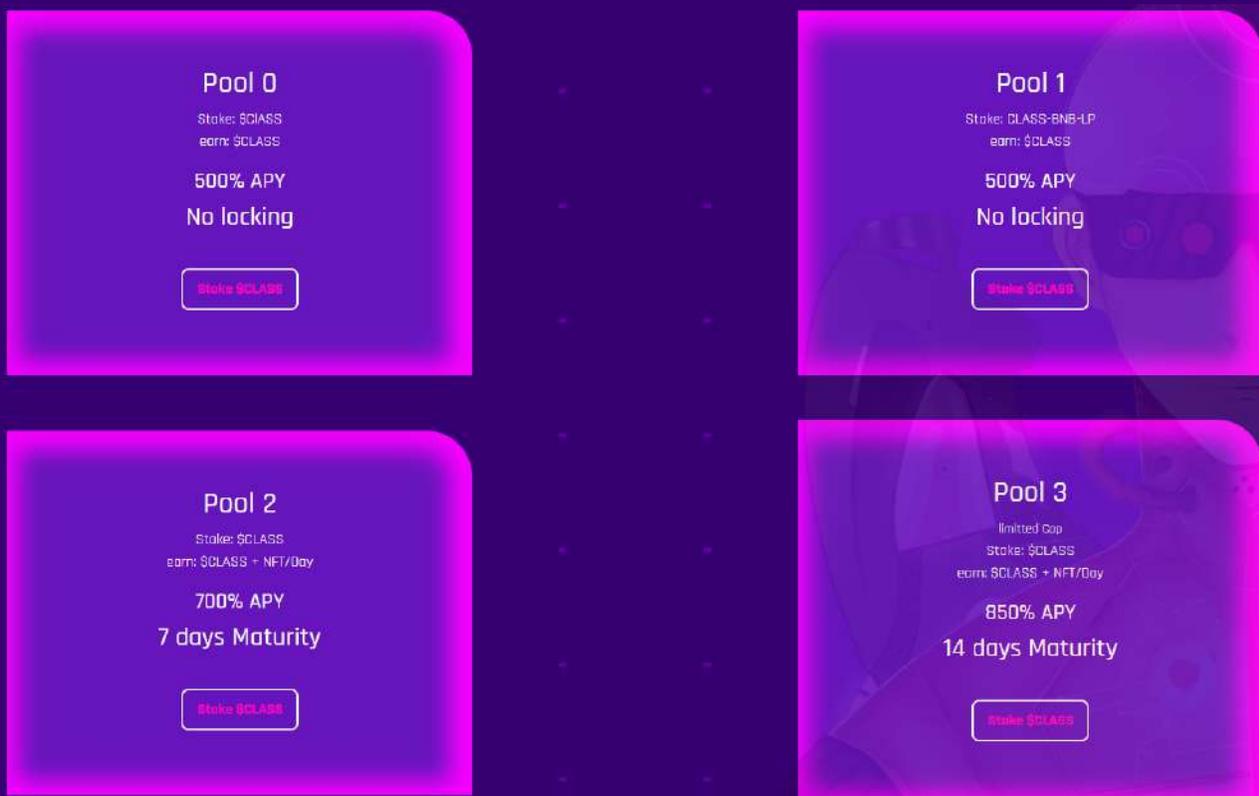
Cyberclassic generates revenue by charging a commission transaction fee of 0.5 to 1% on each transaction. The sale of utility tokens is another method of generating revenue. The utility token sale function is based on constant intertemporal utility and positive marginal utility. The fee model, on the other hand, includes the function

$$\int_0^{\infty} e^{-\delta\tau} X(f + \kappa\tau) dt$$

Where the fee charged  $K$  should be less than or equal to  $F-f$ . The fee functions like a tax that increases the price consumers pay and decreases the equilibrium quantity to  $qdX(f+K\tau)$ . And  $\delta$  is the interest rate,  $d$  is the subscript of the inverse demand function.

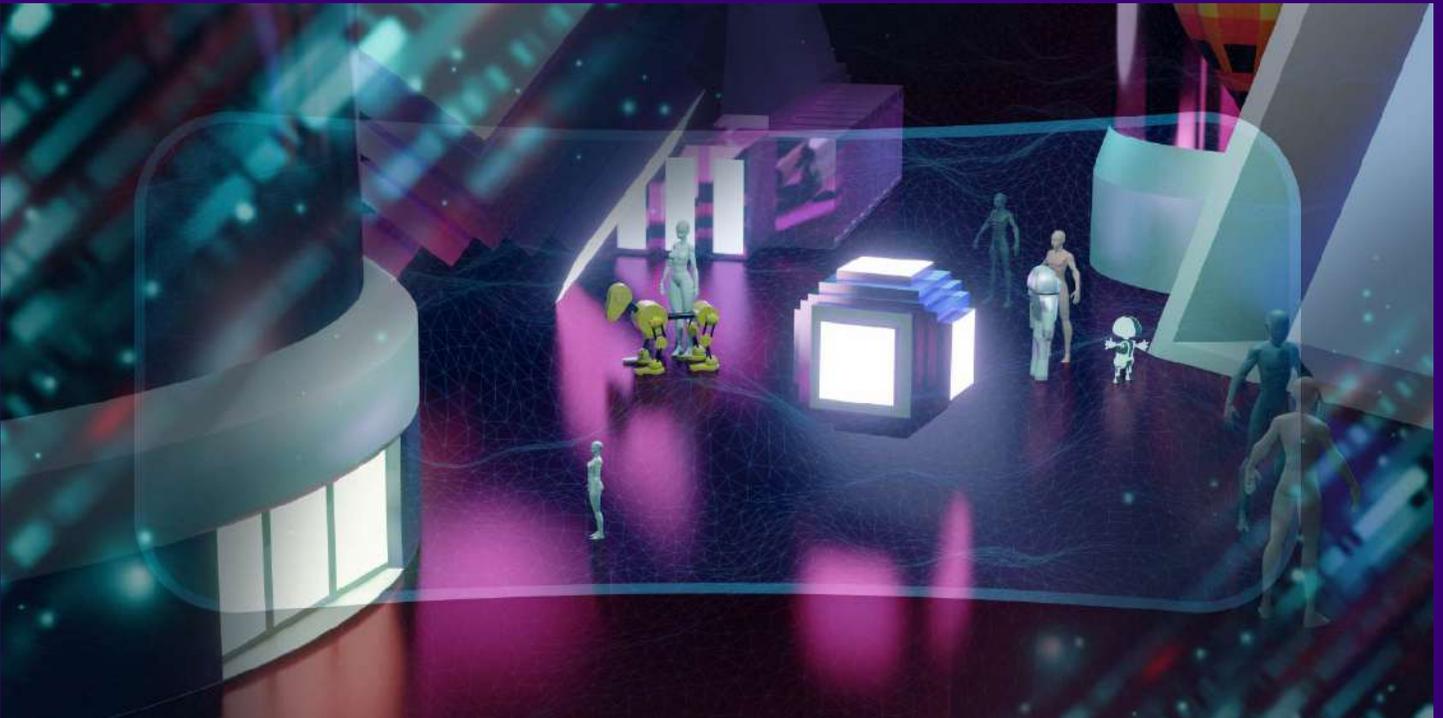
# Cyberclassic staking portal

Cyberclassic aims to have a staking portal that enables utility token investment. Initially only a set of staking pools with locked liquidity presumption will be launched at the portal. These liquidity pools will have a liquidity locking time frame of small/medium/large liquidity cycles with APY ranging from 4% to 20% Each liquidity pool will possess a certain level of liquidity intake that will be based on the merit of first come first serve basis. Users can also increase their reward through opting for longer liquidity cycles.



# Web 3.0 and Metaverse

Web 3.0 is an overall advancement in the operations of the internet. As of now, internet users are at the verge of a drastic transition from web 2.0 to web 3.0. Cyberclassic tends to smooth this transition for its community: through pairing a set of advanced features like, decentralization, Metaverse, and user anonymity.



## Metaverse

The Cyberclassic metaverse serves as a gateway to a new virtual world full of opportunities. As of now, our team aims to launch virtual reality for the community, where our community and board members will be able to have virtual meetings. New technologies and options for this feature will be added in the future.

# Cyborg Marketplace

Cyberclassic marketplace is a bazaar of opportunities; where our users can gather to trade their bionics. Our marketplace moves the market game up another step by offering metaverse. Metaverse's virtual reality component will capacitate users to conduct virtual meetings for efficient trading. This will enhance user experience by facilitating transactions and providing options.

## Use Cases

### Digital collectible

Cyberclassic provides a wide variety of cyborg characters on its platform, that too, in the form of collectible non-fungible tokens. These cyborg NFTs are a view of the future, a future of genome engineering, AI, machine learning and robotics. These collectible NFTs are a sneak peek into our advanced research and development.

### Entertainment

Cyberclassic constantly entertains its users through periodic events and tournaments on the platform that invites all users to participate while providing them a chance to earn exciting rewards.

## Game

Cyberclassic game is a merger of three gaming models that includes a subsequent type of RPG with a combination of card games and NFT collectibles. The intrinsic model of Cyberclassic games is a play to earn model. The basic agenda of the game is to incentivize game play.

## Investor status

Cyberclassic platform offers staking on \$CLASS utility tokens in return for 70% APY. Prior to the launch of the game, staking will offer users of the platform to earn exciting rewards as a passive source of income.

## DAO governance

Some cyborg NFTs are voting tokens. These NFTs especially enable its holder to participate in all matters of the Cyberclassic platform, from tokenomics, to the launch of new features and NFTs. The vote token holder will be a member of the governance society where all members gather to reach a mutual consensus for the advancement of the platform.

## Balancing via governance

Balance patches can be executed much more dynamically than traditional matches due to the data-driven nature of the underlying Cyberclassic codebase. Each patch will be a Neural Net Assisted update that is voted on by the council and takes into account the thousands of expected matches in the game.

# Membership

## VIP 1 membership

Possession of a VIP 1 NFT in your inventory brings you the benefit of access to all white listings for future Cyberclassic collection drops.

## VIP 2 membership

Having a VIP 2 NFT in your inventory benefits you through providing access to all white listings for future Cyberclassic collection drops.

The Silver membership: Each week there will be a giveaway among VIP 2 membership holders. The winner of the giveaway will be choosed through random probability. The prize will be a predetermined number of NFT minting.

Each week the event will alter and reset an altogether new rules for the weekly giveaway

## VIP 3 membership

Having a VIP 3 NFT in your inventory benefits you through providing access to all white listings for future Cyberclassic collection drops.

Gold elite membership: Members of the VIP protocol will have a giveaway each week where the winner will be decided through a random probability structure.

The prize of the winner will be an access to the rarest features added to the Cyberclassic.

VIP 3 card holders automatically receive 1 type of standard pack from all future drops to their account.

## Game overview

The Cyberclassic game is designed in relevance to the future of technology where all things will be robotics. In the game, players travel to the future in an advanced city where everything is based on robotics. Humans are two no longer all flesh and bones, rather they have advanced their features through mechanical prosthetics and robotics.

In the game, players will compete with each other or against the computer depending on their gaming modes to earn \$CLASS as rewards and enhance their portfolios.

## How do I play?

Cyberclassic is a fiction based RPG + NFT collectible game. The game is a hybrid of the aforementioned gaming models. The game most likely revolves around cyborg Cyberclassic NFTs that compete with each other and are traded and collected.

The Cyberclassic game has two playing modes, player versus environment (PVE) and player versus player (PVP). Players will be able to play in either mode. Upgrading in The game is incentivized, so players in each playing mode will be incentivized to outperform themselves.

Initially, the game revolves around 1000 basic cyborgs with 80% common characteristics and 10% family centric characteristics that distinguish them from one another.

Furthermore, each Cyberclassic cyborg has some enhanced combat abilities that give them an advantage over their competitors. The game allows various cyborgs to compete, allowing for a detailed comparison of each cyborg's strengths and weaknesses. The winner of the two competing cyborgs is determined based on these characteristics and a calculated probability of survival against the competitor.



## Leveling up in the game

Playing Cyberclassic is simple; however, leveling up in the game is not as simple as the game itself. There are two ways for players to advance in the game.

First and foremost, by amassing NFTs. As previously stated, each cyborg family has seven members. Anyone who collects five of the seven members will be able to advance to level 2. The family members are identified based on their visual similarity or by the unique code on each NFT. Second, users can upgrade their NFT to a level 2 or pro level NFT by competing against other NFTs in a battle. The Cyberclassic who outwits the other will be promoted to the next level.

Furthermore, each level in the game has its own set of benefits that encourage players to perform well. One obvious benefit of incentivizing player performance is that it increases player engagement and interest in the game. Players are incentivized by associating perks with their level, such as access to a variety of NFTS, premium bundles, and rare traits.

The perks associated with each level are mentioned in the section of memberships.



## Additional games

We designed the protocol from the start to be able to host multiple game types. RPG and Battle Arena, a 2D Auto Battler similar to DOTA Auto Chess or Teamfight Tactics, will be our first major release. The auto battler is currently under development. Additional games have already been workshopped, with some having their own detailed Game Design Documents. Expansions will be voted on by the DAO, and we are looking forward to seeing how that plays out.



## Mini games and collaborations

There are still many months until full release and during that wait we would love to give players a taste of the world. As such, we plan on collaborating with other developers to create cool ways of bringing the Cyberclassic world to life.



# Game and backend technology

## Game engine

Cyberclassic was created using Unreal Engine 4.26. The battles take place in a simulation written entirely in C++ that executes game instances in less than a few milliseconds. This is then connected to the Unreal Engine and visualized. The simulation is deterministic, which means that the server can save very small input values and replay any match. Cyberclassic will be able to easily archive every battle that has ever been fought.

## Cinematic mode

A cinematic mode (the one shown in the game trailer) allows individuals with less powerful computers to render out matches in high quality. This is made achievable because of the deterministic nature of underlying simulation.

## The level world

Each level in Cyberclassic is painstakingly crafted by some of the world's best digital artists. Due to the workflow that heavily relies on an extremely powerful render farm, which enables the game to preprocess much of the computational data so that the graphics load in game is lower, while still looking rich and detailed, proprietary technology is used to achieve a cinematic feel to the assets.

## Backend

Our backend is hosted on Amazon Web Services, a world-class Infrastructure as a Service (IaaS) and Platform as a Service (PaaS) provider (AWS). Our core backend services are built with AWS Lambda using a serverless model. This allows us to provide virtually limitless scalability while still maintaining a cost-effective solution.

DynamoDB is our primary persistence mechanism, and we use transactional features to provide an atomic, consistent, isolated, durable, and highly available solution. We use the entire suite of AWS monitoring and security services, including CloudWatch, GuardDuty, Inspector, Detective, and Security Hub.

## Payment channels

Cyberclassic is built on and backed by the binance smart chain. It supports all wallets that are supported by its parent blockchain. binance smart chain supports Metamask. The individuals that chose to play Cyberclassic must already possess a metamask wallet prior hand.

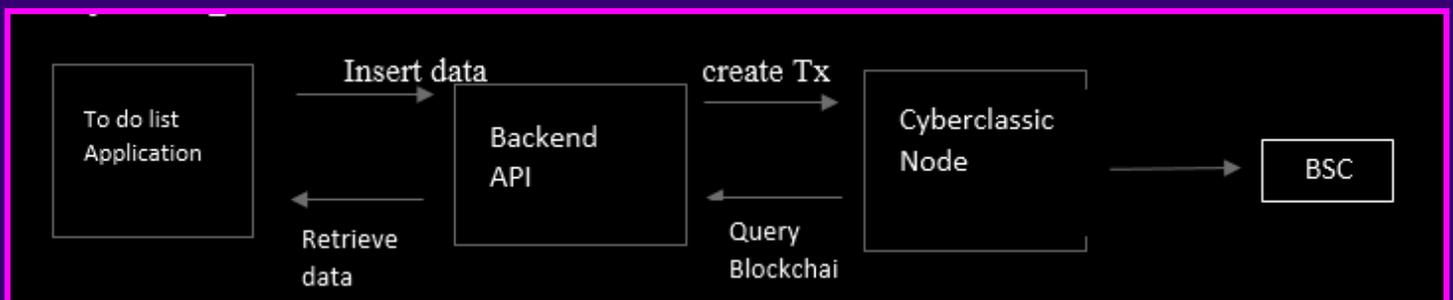
Once the user possesses a metamask wallet, he/she will have to convert their digital currency in \$CLASS, which is the native currency on Cyberclassic platform. All transactions on this platform are made in \$CLASS.



Moreover, rewards are also made in \$CLASS and the liquidity mining program also accepts only the native currency of the platform for liquidity pools.

Some parts of the Cyberclassic world in the game can be paid for through relevant NFTs that are required. A payment of this sort will also be applicable in some cases, as and when required.

## Cyberclassic use case



As the figure illustrates, users will get to interact with the to-do list application from where the data data will be inserted in Backend API to Cyberclassic node and all the way to binance smart chain. At the binance smart chain user inserted data will be permanently stored on the blockchain. The data can be retrieved later.

# Tokenomics

- **Staking:** 36%
  - ◆ P0 - 10%
  - ◆ P1 - 10%
  - ◆ P2 - 4%
  - ◆ P3 - 4%
  - ◆ P4 - 4%
  - ◆ P5 - 4%
- **Presale:** 30%
- **Liquidity:** 16.5%
- **Private seed funds:** 5%
- **Treasury:** 4%
- **Marketing/Airdrop:** 3%
- **Team/Advisory:** 2%
- **ILO Fee:** 2%
- **Contingency:** 1.5%
- **Ecosystem:** 1%



# Roadmap

## Q4 2021

- ❖ Key advisors commence development
- ❖ Website creation
- ❖ Whitepaper release
- ❖ Social media presence
- ❖ Smart contract audit
- ❖ Press release / Yahoo/Benzinga/Financial Post/Marketwatch
- ❖ Community reward/Giveaway
- ❖ Certik Audit/Solidproof Audit
- ❖ Strategic Partnerships

## Q1 2022

- ❖ 5% initial sale to exclusive VC's/investors
- ❖ Staking platform launch
- ❖ NFT minting
- ❖ Launch on pancakeswap
- ❖ Key influencers onboarding / AMA
- ❖ Coin market cap and coin market listing
- ❖ CEX listing
- ❖ Strategic partnership with key partners and leading brands

- ❖ RPG metaverse game on testnet
- ❖ Governance DAO
- ❖ Gaming Tournaments
- ❖ Coingecko/Coinmarketcap listing
- ❖ Deploy Contracts on Polygon blockchain
- ❖ Collaboration & Partnership
- ❖ NFTs Airdrop for presale participants
- ❖ Binance NFTs Marketplace magic box listing
- ❖ Pancakeswap NFTs listing

## Q2 2022

- ❖ Mobile app development
- ❖ Launch of test net game for cross chain
- ❖ Live NFTs marketplace on testnet
- ❖ Deploying of Cyberclassic NFT platform on main net
- ❖ NFTs Mint for 3rd round
- ❖ Mobile Application
- ❖ RPG metaverse game on mainnet
- ❖ P2E Game on Testnet
- ❖ VIP Membership

## Q3 2022

- ❖ Community attestation
- ❖ NFTs Mint for 3rd round
- ❖ Reward on staking NFT platform
- ❖ Media collaboration
- ❖ Research and development
- ❖ Unlocking lottery system  
(Lottery event participation that rewards Cyberclassic native token).
- ❖ P2E Game on Mainnet

# Our vision and mission

Our mission and vision is to revolutionize blockchain gaming while keeping the true essence of card games alive. Cyberclassic game is inspired by our childhood favorite pokemon cards. It is an attempt to bring new gaming technologies in our old games to strike the right balance of innovation and nostalgia.

We aim to transform Cyberclassic into an ecosystem. This platform is not limited to NFT

and tokens. We aim to provide entertainment and a fun way to learn and earn in crypto space. Cyberclassic is the future of NFTs.



**CYBERCLASSIC**

**THANK YOU**