CYBER ARENA
METAVERSE

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PROJECT OVERVIEW

Introducing **Cyber Arena** the world's first interactive battle metaverse powered by both Web3 & Web2 revenue from a massive motion capture studio, team has also contributed to triple-A titles in conjunction with multinational studios, such as The Witcher, Mad Max, Battlefield, and Star Wars Rebellion.

CYBER ARENA
METAVERSE
CRYPTO ARENA
JOIN THE FIGHT NOW
BITBOY
CRYPTO
FINANCE

CRYPTO ARENA

The first element of the Cyber Arena metaverse is the Crypto Arena minigame; the idea for this project came from how the team observed the dynamics of the crypto industry during the depths of the bear market. Noticing that the competition & tribalism within the industry was heating up, as project after project was affected by a cascading series of liquidity crises & failures starting with the infamous collapse of Terra Luna in early 2022.

The Cyber Arena team focused on highlighting some of the worst and best elements of the industry through the medium of a free-to-play 2.5D fighting game, showcasing the famous & infamous within the industry, allowing community members to embody their favorite crypto hero or villain & fight it out for ultimate victory.

"We noticed the industry was becoming more & more hostile as the bear market progressed & the liquidity crises deepened; we thought the community members would appreciate the idea of representing these adversarial relationships through combat." - CEO & Co-Founder Nikola.

GOAT

The GOAT is single-handedly evolving the human species, taking us to Mars, converting us to electric cars, and defending social media from the evil elite. A modern-day superhero.

DogeLord

DogeLord, the spirit of the people`s money, a complete Chad that will dump your meme-coin & pump your wife.

Sammy Bahamas

One of the world`s youngest Billionaires, he once planned to give everything away to charity. However, in the end, he succeeded only in giving everything away to political parties & struggling hedge funds.

VitalETH

Born on a distant planet VitalEth was transported to the earth as a boy, destined to bring smart contracts to the galaxy. Unleashing Dethereium in 2015, VitalEth is an unstoppable super genius.

Satoshi

The father of the whole industry, the creator, lord satoshi, the visionary. All hail the king.

CE

After rising to prominence for launching the largest centralized exchange 'Finance', CE eliminated the competition, using his intellect to outsmart his enemies. Savior of crypto or ruthless businessman? You decide

Michael Pilot

Michael Pilot is the chief defender of the Bitcoin Maxi's; after rising to fame by creating incredible software companies, he found his true life's mission: Destroying all Altcoins with his laser eyes.

Don't Kwon

Rising to fame through the massive Terra'ble protocol, his followers were numerous; they all expected to go to the moon, but ultimately they all ended up crashing down to Earth. "Steady Lads"

Broken Arrow

One of the most influential VC funds in the space, 'Two arrows no capital' became a dominant player in the bull run until their positions were ruthlessly destroyed by the evil empire Dalameda Research.

Diamond Hex

After calling the most tops, buying the most beautiful clothes, owning the universe's biggest diamonds, launching the biggest crypto communities, winding the most watches & doing the most live streams, DiamondHex knew he was unbeatable.

BitMan

Sammy's worst nightmare, BitMan, is big, bold, and in the Bahamas. He hosts the biggest show in crypto, chases down villains, and gets buff in the process.

Alski

The temperature is rising for Alski after the collapse of his centralized exchange, Fahrenheit.

If you feel any of these characters resemble you and you want it removed please contact the Cyber Arena team

CRYPTO ARENA LEADERBOARD

RANK	CHARACTER	POINTS
1	GOAT	23,912
2	DogeLord	17,392
3	Diamond Hex	14,251
4	Satoshi	12,972
5	Sammy Bahamas	12,316
6	CE	11,843
7	Michael Pilot	10,492
8	Alski	10,328
9	Don‘t Kwon	9,522
10	VitalETH	9,231
11	Broken Arrow	9,142
12	BitMan	8,723

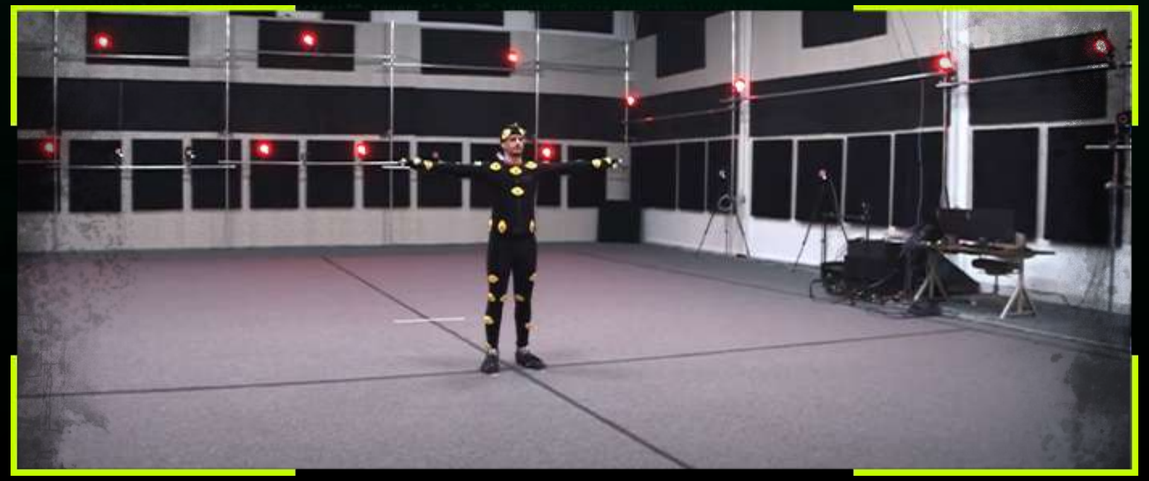
CYBER ARENA
METAVERSE

CYBER ARENA PVP

Cyber Arena will be the full real-time PVP version of the limited feature set showcased in the minigame, complete with its own lore & backstory. Cyber Arena will be the first of a set of metaverse games to take place within the same cutting-edge game world.

CYBER-ARENA.CO

MOTION CAPTURE STUDIO



GAME LORE PT. 1

Set in the year 2154, a dystopian crypto-powered technocracy has taken hold; technology has reached immense heights; cyborgs are commonplace & cybercrime, mercenaries, and gangs plague society.

Early in the 22nd century, humanity was almost destroyed following an environmental catastrophe. The resulting economic collapse caused a divergence of the human species into a ruthless class system enforced by brutal repression and total technological control.

The bottom 90% are the Grounders, fighting to survive constant food shortages and brutal oppression in the undercity. Next are the clans - having carved out some control over the basic resources in the undercity, they battle for control using mechanical body modifiers called Symb-Tech, with devastating results. Then there is the Syndicate, a shadowy organization feared by all in the undercity and the last line of defense between the oppressed peoples of the undercity and the prospering Megacity above, whilst the Syndicate & Clans co-exist, in an unofficial arrangement that preserves order the Syndicate eradicates any clan that dares to become too powerful.

GAME LORE PT.2

The megacity itself, shining as the only beacon of recognizable civilization that remains, is under the total control of the corporations. Seizing the opportunity presented to them by the economic collapse, they utilized mercenary groups to crush all opposition and high technology to solidify their technocratic control. Employing an all-encompassing surveillance grid, they allow society‘s elite to live in relative peace whilst the mass of humanity struggles to survive so long as they don‘t step out of line.

For those living in the undercity, there is only one way out - to win the crowd‘s devotion in the CyberArena, a sick re-imagining of the Roman Colosseum in Cyber-Punk style, where thousands of unfortunate souls fight to the death against the most savage cybernetically enhanced people the undercity has to offer. The winners get resources, reputation, and premium technology.

Will you find glory in the arena or be ripped apart?

GAME MODES PT.1

LEAGUE MODE

Progress through the league divisions, climb up the ranking system, reach a higher rank, claim exclusive NFTs, tokens, and receive trail rewards at the end of each season.

STORY MODE

Each Character has a unique storyline, playthrough experience, and gaming life path. Upgrade characters and assist them in achieving and realizing their personal vendettas or liberating goals.

GAME MODES PT.2

VERSUS MODE

Create your own Fight Proposal where you set the rules, including the number of rounds, character level limit, & token wager value.“ You can also accept another fighter‘s proposal and start duking it out for $CAT tokens winner takes all!

TOURNAMENT MODE

Use a Tournament Ticket and pick various tournament difficulties and sizes with up to 128 players. Each tournament mode has its own difficulty and reward system. Pick the one that suits you best and start earning rewards!

GAME ECONOMY AND TOKENOMICS

$CAT TOKEN OVERVIEW

$CAT (Cyber Arena Token) is the primary token of the **Cyber Arena** ecosystem; the token economy includes staking, locks, liquidity incentives, buybacks, and burns. These are driven by demand drawn by both gameplay perks and value drawn from the metaverse economy.

In addition, 30% of the revenue from the Web2 motion capture studio that produced the other titles the team has worked on will be used to supercharge the value within the CAT economy, facilitating token buy-backs, additional game development & more.

Over time, the team also intends to tokenize all their previous titles to have them all functioning within the **Cyber Arena** metaverse, powered by **$CAT** tokens.

TOKEN UTILITY

- NFT Purchases
- In-Game Purchases
- Governance
- Staking
- Tournament Prizes
- Staked Play
- Community Growth
- Rewards

$CAT TOKEN SUSTAINABILITY

IN-GAME REVENUE

Buy-Backs: A portion of play and protocol income is used to buy tokens on the market.

Burns: Governance can burn up to 25% of the bought back tokens.

NFT Minting: Items purchased on the Web2 game can be upgraded to NFTs by burning tokens.

Marketplace Revenue

Discounts: A royalty fee is charged on the trades of game NFTs, i.e. wearables for avatars. This fee is discounted if the player is staking a minimum amount of game tokens.

Buy-backs: 50% of NFT trading fees are bought back on the market, which the DAO
may vote to burn.

Staking Yield: Up to 50% of NFT trading fees are available as staking rewards.

Staking

Staking: Staking $CAT and LP tokens unlock certain NFTs such as rare Arenas. Up to 50% of market-bought tokens will be distributed to stakers as rewards.

Locks: Staked tokens require a 10-day cool down for exiting, and bypassing this cool down carries a 12% fee on the principal stake. Half of the cool-down fees are placed into a lottery pool, divided among stakers every week.

Liquidity Incentives: LP tokens staking get a 50% higher weight in staking rewards.

GAME ECONOMY PT. 1

Play Income

- Micro-transaction: Non-power enhancing purchases such as map styles, character skins, weapon skins, tournament tickets, VIP passes, energy boosters, experience boosters, gold boosters, etc.

- Staked Play: Leaderboard rankings are only available for gameplay in which players stake game tokens. Rankings are based on players who win the most game tokens in a daily or weekly basis. The game takes a 2.5% fee on the stake.

- Tournament Mode: Tournament wins unlock CAT tokens or NFT skins and get a dedicated leaderboard. Participation in the tournament requires a ticket, purchases of which feed a prize pool, with the gaming taking 5% of all accrued ticket fees.

- Available tournaments with 8, 16, 32, 64, 128 that will have good sustainability, meaning that 50% of tournament participants will get rewards, so players need only to win the first game in tournament mode in order to be equal to the starting stake, every next win will be pure profit for players.

GAME ECONOMY PT.2

Protocol Income

- **Metaverse Marketing: All maps carry adslots, which sponsors can pay for.**
- **Modding: Third party devs can build custom maps and characters, and provide players opportunities to play in them. The protocol takes a 30% fee earned on modded play.**

AR/VR INTEGRATION

- VIRTUAL REALITY ARENA BATTLES
- AUGMENTED REALITY SPECTATOR MODE
- VR CO-OP MODE
- VIRTUAL REALITY BETTING
- INTERACTIVE AR STORYTELLING
- VR TOURNAMENT MODE

AR/VR INTEGRATION

AUGMENTED REALITY TRAINING MODE

Implement an AR training mode where players can physically practice their moves and combos in their real-world environment. They can see their virtual character superimposed in their surroundings, allowing for realistic and interactive training sessions.

VIRTUAL REALITY ARENA BATTLES

In VR mode, players can fully immerse themselves in the Cyber Arena, battling opponents in a visually stunning and dynamic environment. VR allows for a heightened sense of presence, making players feel like they're truly inside the game, dodging attacks and executing powerful moves.

AUGMENTED REALITY SPECTATOR MODE

Create an AR spectator mode where players can watch matches happening in real-time around the world. Using their smartphones or AR glasses, they can project virtual arenas and battles onto their surroundings, giving them a front-row seat to the action.

MIXED REALITY CHALLENGES

Incorporate mixed reality challenges that blend both the physical and virtual worlds. For example, players might have to dodge virtual projectiles coming at them in their real-world environment or interact with virtual objects placed in their surroundings.

INTERACTIVE AR STORYTELLING

Utilize AR to deliver an immersive and interactive narrative experience. Players can scan objects or symbols in the real world to unlock hidden story elements, character backstories, or collectibles. This adds an extra layer of depth and engagement to the game's storytelling.

VR CO-OP MODE

Allow players to team up with friends in VR co-op mode, where they can strategize and coordinate their attacks against challenging AI opponents or even other player teams. VR enhances the sense of teamwork and coordination, as players can communicate and coordinate in a more immersive manner.

AR CUSTOMIZATION

Provide AR customization options that allow players to decorate and personalize their real-world surroundings within the game. They can place virtual trophies, posters, or character models in their physical space, creating a customized AR arena.

VR TOURNAMENT MODE

Organize virtual reality tournaments where players from around the world can compete for fame and prizes. Spectators can join the matches as AR spectators, creating a sense of community and excitement around the game.

VR BETTING FEATURE

VIRTUAL REALITY BETTING

Immerse yourself in the thrilling world of virtual reality battles and take your engagement to the next level by placing bets on the match results. Before the VR match begins, players can analyze the competing fighters, their stats, and previous performances to make informed betting decisions.

WAGERING VIRTUAL CURRENCY

Utilize in-game virtual currency to place bets on the VR matches. As you accumulate virtual wealth through successful gameplay or other in-game activities, you can invest your earnings in the betting system to potentially increase your fortune.

HEIGHTENED EXCITEMENT AND STAKES

By placing bets on the VR matches, every battle becomes more exhilarating and meaningful. The outcome of each match directly impacts not only the in-game progress but also the potential winnings or losses from your bets, creating a sense of anticipation and raising the stakes.

STRATEGIC DECISION-MAKING

The betting feature adds a strategic element to your gameplay experience. Consider factors such as the fighters' abilities, strengths, weaknesses, and even their individual play styles when making your betting choices. Careful analysis and informed predictions will be key to maximizing your success in the betting arena.

VIRTUAL BETTING MARKET

Engage with other players within the Cyber Arena community through a virtual betting market. You can compete against other bettors and demonstrate your betting prowess by consistently making accurate predictions. Rise through the ranks of the leaderboard, earning recognition and rewards for your betting achievements.

VIRTUAL REWARDS AND RECOGNITION

Successful bettors who consistently make accurate predictions can earn virtual rewards, such as unique cosmetic items or special in-game bonuses. Show off your betting skills and become a respected figure within the Cyber Arena community.

RESPONSIBLE BETTING

While the betting feature adds excitement to the gameplay experience, it is essential to emphasize responsible gambling practices. Players should be mindful of their virtual currency usage, set limits, and approach betting as a form of entertainment within the game.

TOKEN VALUE FROM GAME ECONOMY

- Buy-backs: 50% of play and protocol income is used to buy tokens on the market.
- Burns: Governance can burn up to 25% of the bought back tokens.
- Staking Rewards: Up to 75% of market bought tokens are distributed to stakers.
- Locks: Staked tokens require a 10-day cooldown for exiting, and bypassing this cooldown carries a 12% fee on the principal stake. Half of the cooldown fees are placed into a lottery pool, divided among 2 stakers every week.
- Liquidity Incentives: LP tokens get a 50% higher weight in staking rewards.

TOKEN VALUE IN GAMEPLAY

- Staking: Staking tokens and LP tokens unlocks certain skins.
- Discounts: 5% royalty fee is charged on the trades of game NFTs, i.e. skins. This fee is discounted to 3.5% if the player is staking a minimum amount of game tokens.
- Buy-Backs: 50% of NFT trading fees are bought back on the market, which the DAO may burn.
- Staking Yield: Up to 35% of NFT trading fees are available as staking rewards.
- NFT Minting: Web2 skins in the game can be upgraded to NFTs by burning an amount of game tokens.

POINT STRUCTURE

To accommodate the stability Web2 gamers are used to, the game will have a point system. All non-NFT game items, maps, skins, and other features can be purchased with "c4".

"c4" can be purchased with credit cards and is the in-game point currency. These points are available to players on the App Store and Google Play, meaning their purchase will cost the developer a 30% transaction fee.

Web3 players will have access to the NFT-version of all game assets. Additionally, Web2 players who choose to move from Web2 to Web3 will need to "mint" NFTs, turning their Web2 assets into Web3 assets. This process will require game tokens, not "c4". c4 purchases will also apply to Play and Protocol income staking yields of the token.

This expands the game's scope. Some assets will be only available as Web2 purchases, to accommodate that market. The same assets, and potentially more assets, will be available as Web3 purchases, as these are more monetizable.

Web2 revenues can outperform Web3 revenues only at mass scale.

DUAL TOKEN STRUCTURE

To bootstrap adoption from Web3 users, the game may have a play-to-earn function in itsearly stage. The play-to-earn token will have an infinite supply, and will be called "CATx."

Free to Play Access

A small amount of play-to-earn rewards may be available to players who have no NFTs. This will be solely to bootstrap the player base. If the game is addictive/exciting enough, these will convert into a regular player base.

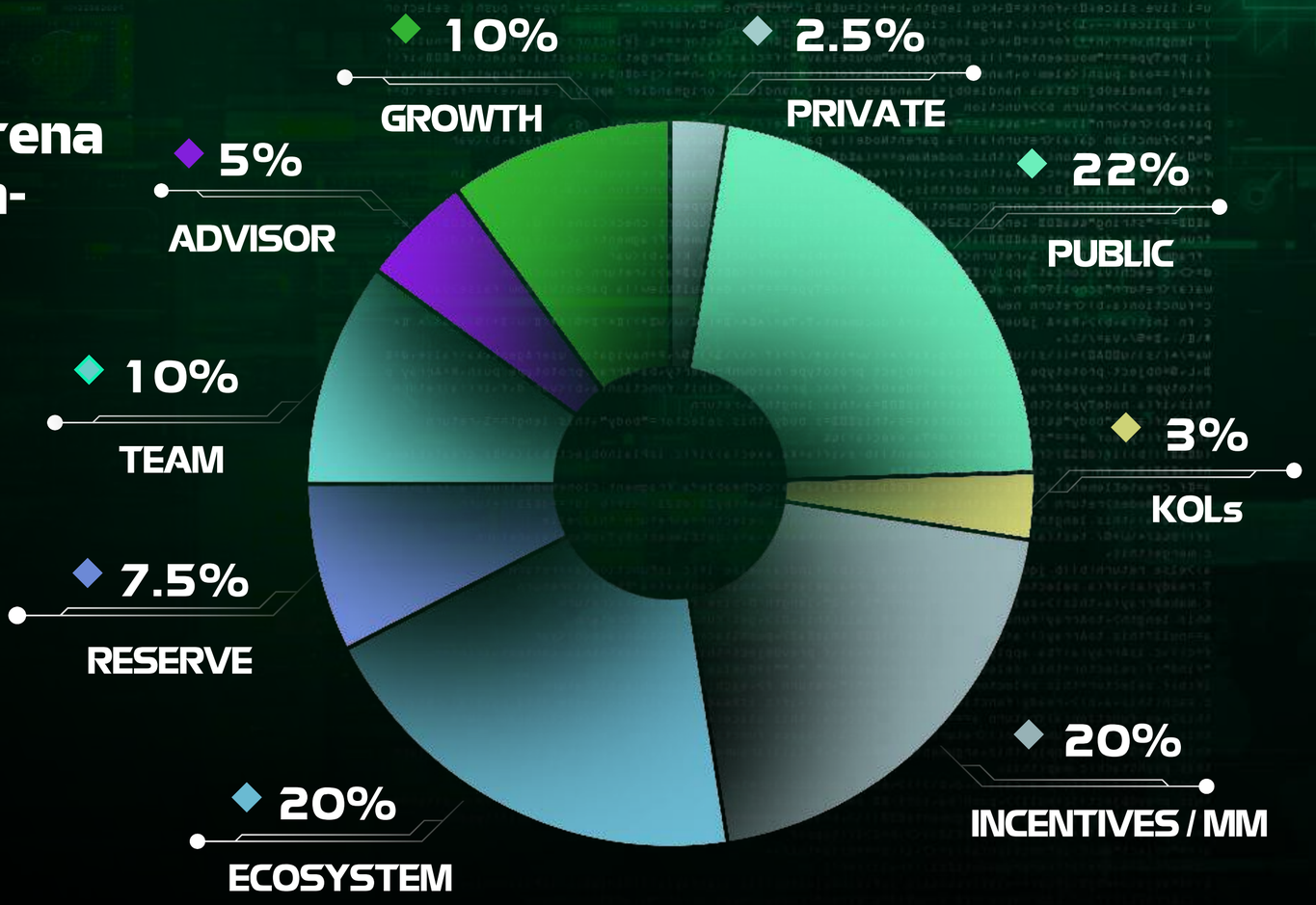
NFT ACCESS

The vast portion of play-to-earn rewards will be available to players using designated P2E cards which will be NFTs. These would be purchasable only with CAT. This way, the play-to-earn system self-sustains its initiation, till it eventually dies/depreciates.

TOKENOMICS

$CAT is the eco-stream of the Cyber Arena ecosystem, including the blockchain, in-game items, NFT products and events.

- **TICKER - $CAT**
- **TOTAL SUPPLY - 5 BILLION**
- **NETWORK - DOGECHAIN/BSC**



Full token breakdown and vesting schedule available at cyber-arena.co

PROJECT ROADMAP

Q2 2023

- Partnership ANN
- IDO
- Community growth
- Internal SMS Testing

Q3 2023

- Pre - Listing events
- Marketing Push towards listing
- SMS final testing stage
- Finalizing Token integration

Q4 2023

- Listing
- Major marketing campaign
- Social Media Smackdown goes live
- Real time multiplayer is live
- NFT Staking
- Community growth - Ambassador program
- Internal Cyber Arena versus mode testing

Q1 2024

- Cyber Arena Versus mode goes live open beta
- Halloween NFT collection
- Christmas daily events
- Streamers and game promoters onboarded
- Initial AR features

Q2 2024

- Cyber Arena Versus mode full version
- Testing and dev other modes
- Keep onboarding promoters and ambasadors
- Initial VR
- Hosting major events

Q3 2024

- Cyber Arena full game beta
- New characters and maps dev
- Daily,weekly,monthly events
- Massive user acquisition marketing

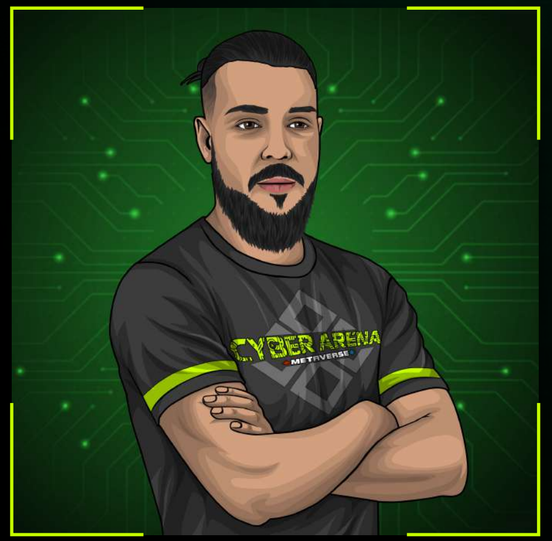
Q4 2024

- Cyber Arena full game is live
- New NFT collection regarding full game goes live
- Massive marketing campaign on both web2 and web3
- Dragging web2 players to web3 via game
- Hosting live in person major Yearly Tournament
- Introducing new 100% ready to play new games in CyberArena

Q1 2025

- Cyber Arena logo appears on MOON

CYBER ARENA CORE TEAM



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Sasa Bogdanovic

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THANK YOU FROM
CYBER ARENA
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