



# CYBERPUNKS WORLD

Web3 game built on smart contracts  
with decentralized control and  
ownership of player data and assets,  
which enables true GameFi  
capabilities for each player





# Story Behind Cyberpunks World

Cyberpunks World is a thrilling 2D MMORPG set in a futuristic world. Players can travel through multiple cities filled with exciting in-game activities, including fighting with other players, hero enhancement, resource collection, crafting, dungeon exploration, NPC battles and many more.

## ■ The world



## ■ Mining drone



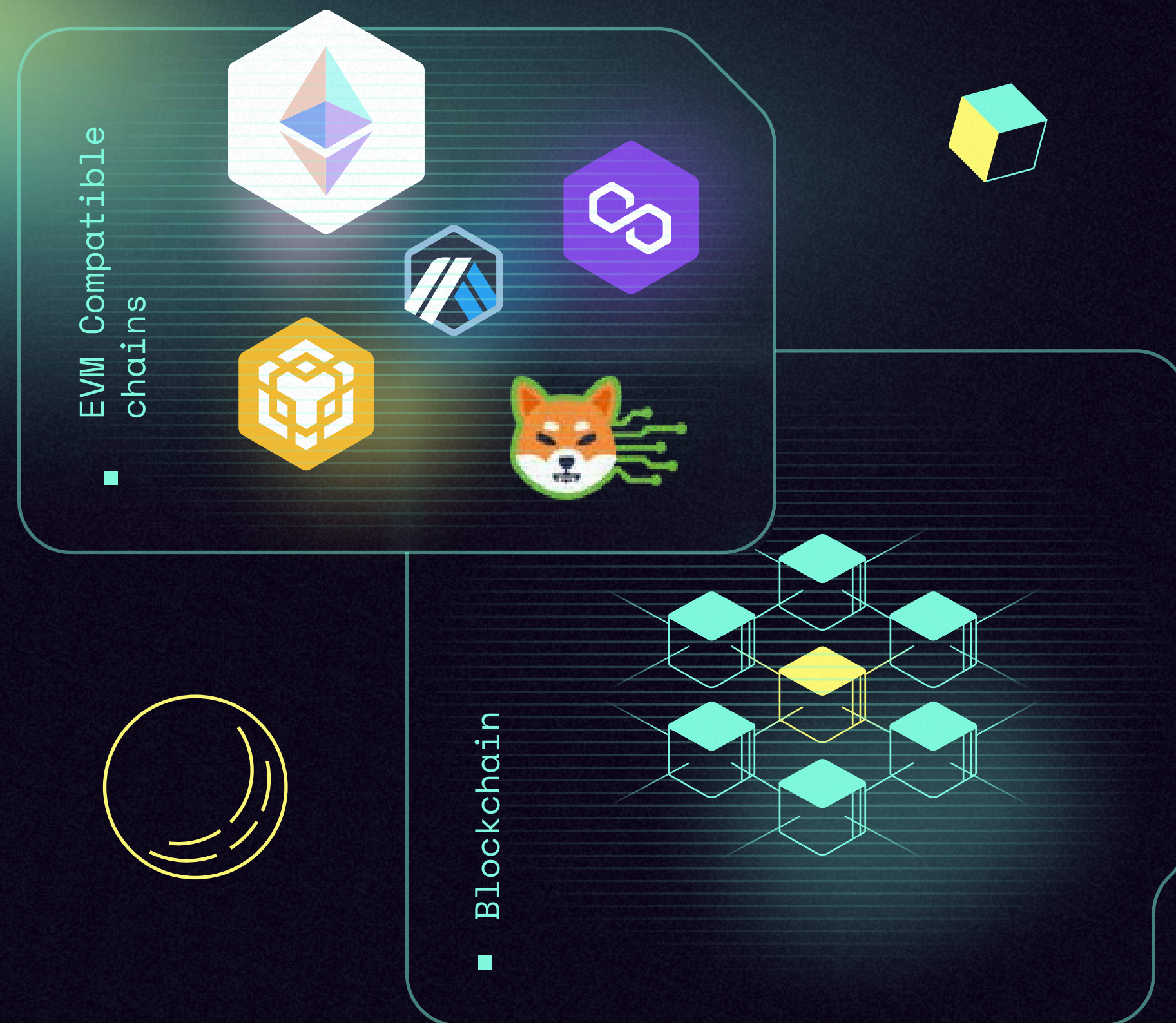
## ■ Heroes







# Tech Behind Cyberpunks World



Cyberpunks World is a game that is built entirely on the blockchain. With no centralized backend, the game's logic is powered by smart contracts on the Ethereum Virtual Machine, ensuring complete transparency in gameplay.

The game assets are represented as either Non-Fungible Tokens (ERC-1155 or ERC-721 standards) or Fungible Tokens (ERC-20 standard). The use of blockchain technology ensures secure and transparent record-keeping, giving players complete control and ownership of their data and assets.

Join the world of Cyberpunk World for a fun and transparent gaming experience, made possible through the revolutionary power of blockchain technology.





# Tech Stack

Cyberpunks World is a groundbreaking web3 game that combines engaging gameplay with web3 technology. Unlike many other games, its back-end is not built in mix with web2 technologies.



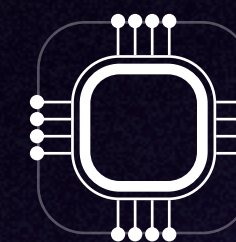
Solidity



Chainlink



The Graph



Generative AI





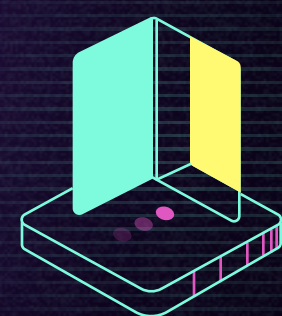
# Key Challenges We Aim to Tackle

1. Cyberpunks World aims to demonstrate that games built entirely on the blockchain can still be engaging and enjoyable, breaking free from the traditional web2 tech and establishing itself as one of the first true web3 GameFi projects
2. We aim to prove that a Free-to-Play model can be profitable and sustainable for game development, instead of relying on disruptive ads or paid content
3. Cyberpunks World will not only implement the latest advancements in decentralized finance into the in-game environment, but also lead the way in implementing meaningful NFT rental and leasing functionality which hasn't found meaningful use-cases yet





# Competitive Advantages



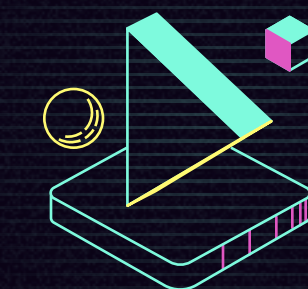
## Zero entry cost

You don't need to buy NFTs or other paid content to participate into the game



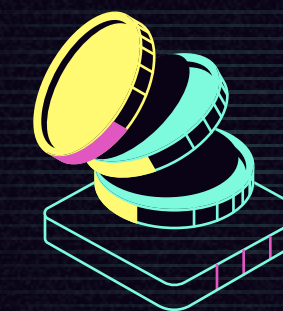
## Decentralized ownership

Own your assets, heroes, resources, and game progress



## Game first!

Feature-rich game which is engaging to play. Easy onboarding process - connect the wallet and you are in the game



## User-driven Economy

Full cycle economy with complete and transparent GameFi infrastructure



## All assets standardized

The community accepted standards ERC-20, ERC-1155 and ERC-721



## Use 3rd party applications

You can use 3rd party marketplaces to trade and 3rd party wallets to control and transfer in-game assets





# Smooth On-chain Gaming UX



Many GameFi projects avoid complete on-chain implementation due to the inconvenience of having to confirm every transaction with a metamask wallet. This often results in players having to repeatedly click “approve,” hindering the gaming experience.

To address this issue, we have implemented a session wallet with account abstraction logic (the idea is derived from ERC-4337). This automatically generates a wallet that is authorized to perform in-game actions during the current game session. The private key of the session wallet is securely stored in the player’s browser. This method not only ensures safety, but also offers a seamless gaming experience. Importantly, the session wallet does not hold any game assets and is unique to each game session. All players need to do is top up the wallet with a small amount of coins, which will be used as transaction fees for in-game actions. Check the next slide for more information on transaction fees.





# Transaction Fees

Another challenge facing many games that strive to go fully on-chain is the cost of transaction fees. In-game actions often result in a high amount of transaction fees.

In Cyberpunks World, we've overcome this challenge by utilizing the EVM-based Layer 2 chains. As of Q1 2023, the average transaction fees are around \$1 for every ~30-50 in-game actions. With the implementation of sharding (EIP-4844), we anticipate these fees to decrease by 10-100 times. This demonstrates that as Ethereum evolves and grows, the transaction fees for Cyberpunks World will continue to decrease significantly in the future.





# Play-to-Earn Capabilities

Every in-game asset can be sold or bought, used as collateral or exchanged, bartered or leased out to other players. You can earn on multiple in-game actions.



## Collect Resources

Buy/Sell/Barter resources. Use them as collateral to get loans or vice-versa



## Craft Items

Buy/Sell/Barter in-game crafted items as simple NFTs. Use them as collateral to get loans or vice-versa. Lease/Rent items for fights or events



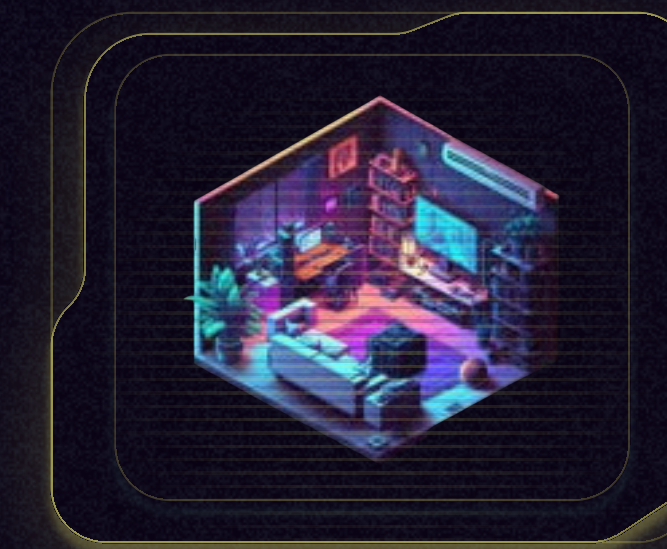
## Farm Dungeons

Buy/Sell/Barter in-game items that cannot be crafted as simple NFTs. Use them as collateral to get loans or vice-versa.



## Level Up Skills

Get hired to craft armor, weapons or to create consumables. Higher the skill better the item quality



## Real Estate

Buy/Sell real estate. Rent/Lease real estate.



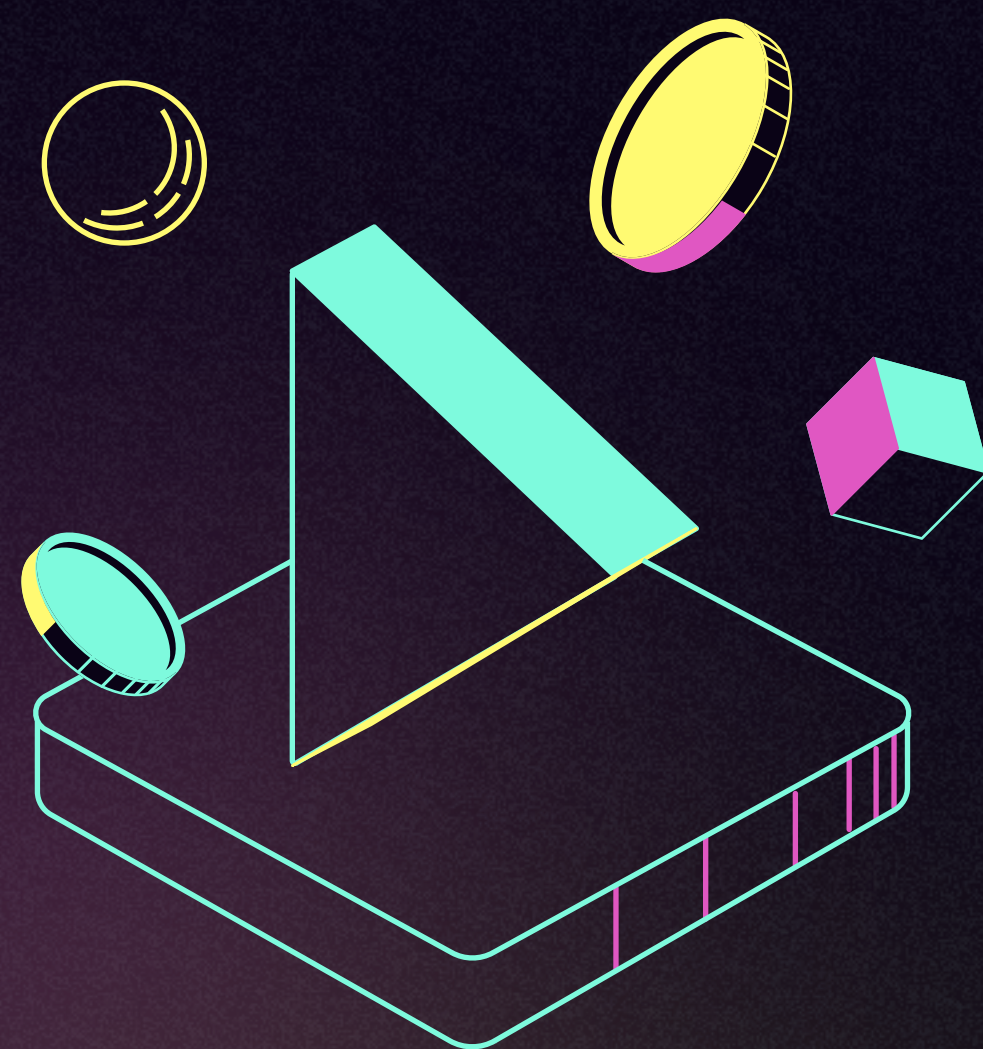
## Early Players Incentivisation Program

Get rewards as an early game player





# Free-to-Play and Monetization



Welcome to our Free-to-Play game! Unlike many games that rely on in-game paid content, in-app ads, or game prices, we have chosen to make our game mostly Free-to-Play. This means that transaction fees will be extremely low on EVM layer 2 chains, and every asset in the game can be found or made by the players themselves.

But how will we fund the further development of the game? The answer is simple: by creating a completely on-chain game with a free economy, we're building a complete in-game infrastructure based on smart contracts that allows us to charge fees from most economic activities, such as resources trading, item buying and selling, and lending and borrowing in-game assets. This monetization model is similar to any DeFi project, which charges relatively small fees to fund the team.

By creating a sustainable monetization model, we can focus on continuously improving the game and providing an enjoyable experience for our players.





# Feature-Rich Game





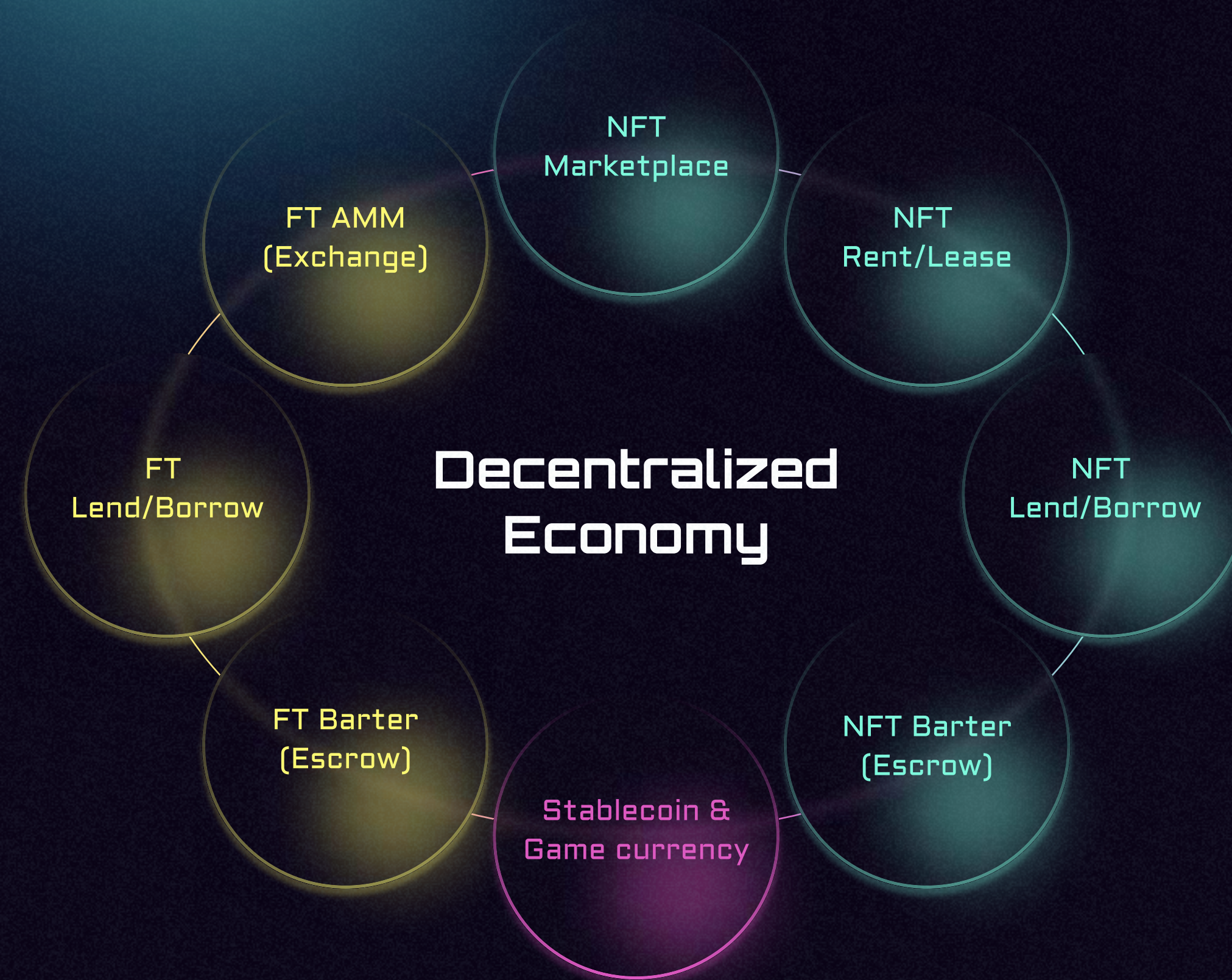


# Decentralized Free Economy

GameFi infrastructure will power player-driven economy.

NFT - Non-fungible tokens. These are unique in-game tokens like heroes, armor, weapon, potions, real estate, etc.

FT - Fungible tokens. These might be in-game tokens like currencies, resources, experience points, etc.







# NFT

Potions & Consumables



Can be crafted and will have unique properties depending on skill and resources

Heroes

100 Health points  
3 Strength  
6 Dexterity  
1 Intelligence  
20 Power

Real Estate



Can be used for various in-game activities

Armor & Weapons



Can be crafted and will have unique properties depending on skill and resources

Each character will be represented as an NFT in-game asset.

It will be created during your first wallet connection to the game.

Class, Level, Skills, Body enhancements and assets will be tied up to your hero. It can be easily bought/sold like any other in-game asset

NFT - Non-fungible tokens  
FT - Fungible tokens





# FT

## Resources

Chromium

Voidium

Microchips

### In-game token



Main game utility token which might be used for in-game purchases and for governance purposes

### In-game currency



Stablecoin is great for decentralized economy as it gives an ability to the player to fix his in-game profits

Can be mined, collected from NPCs in dungeons etc.

Will be represented as Fungible Tokens and easily traded via Barter deals or on Decentralized Exchange against main in-game token, stablecoin or other resources which are pooled together.

Will be used for various crafting activities

### Non-transferable experience points



Players will be rewarded with experience point for in-game activities. They can be used for stats and body enhancements





Wrestling  
Tournament  
Winner



Eliminated 1000  
robo-dogs  
NPCs

# Achievements, POAPs, SBTs, Unique Token

Enhance your gaming experience by earning in-game achievements as personalized, on-chain tokens in Cyberpunks World.

Collect achievements to get access to some special events, contests and future drops/mints.





# Meet the Cyber World

Travel across various  
locations to participate in  
different activities





# cyber city

## Fight Club

Challenge yourself by participating in fights with other players

## Exchange

Buy/Sell/Trade resources and currencies here

## Hospital

Got a trauma during the fight or exploring the dungeon? Find treatment in the hospital location

## The Factory

Enhance your body. A place where unspeakable things are made





# Fighting Types



Get ready for an adrenaline-fueled experience. The outcome of battles will be determined by a combination of factors, including your ability to find or craft an effective set of equipment, your luck, preparedness, and strategic skills, as well as your character's stats, fighting abilities, weapon quality, and more.



Embark on an unforgettable journey as you traverse through dungeons, either on your own or with friends, to hone your combat skills, gather resources, and uncover mysterious magical items. With varying levels of difficulty tailored to your character's level and class, you'll face a thrilling test of your abilities. And don't forget the ultimate challenge: Boss Raids, an electrifying cooperative experience with friends.









To be fully prepared for a fight, you need to find the best way to craft the most effective armor and body implants to protect yourself and enhance your attack power. Consumables play a big role as well - without batteries to recharge your gun or health potions to heal yourself, it can be a risky fight. Additionally, abilities are crucial for developing your tactics.

In our game, we've created a deep and immersive fighting system that will challenge even the most experienced players.







# In-game activities

Our game is a unique technological blend in the gaming world, but it's still a game first and not just a gamified DeFi project. We've created plenty of engaging activities to make exploring the world and mastering your skills a truly immersive experience.

With so many exciting in-game activities, there's something for everyone in our game. Whether you're a hardcore gamer or a casual player, you're sure to find something to enjoy.

PVP Fights with Other Players

Collect Resources

Craft Items

Explore Dungeons

Raid Bosses

Master your Profession

Level Up your Character

Be a Part of the Game Economy

Complete Quests

Win Clan Wars

Participate into Tournaments

Socialize





# Connect

Website:

[cyberpunks.world](https://cyberpunks.world)

Knowledge base:

[wiki.cyberpunks.world](https://wiki.cyberpunks.world)

Email:

[connect@cyberpunks.world](mailto:connect@cyberpunks.world)

## Social media links:

 Twitter

<https://twitter.com/cyberpunksworld>

 Discord

<https://discord.gg/JPcPmKpQ>

 Medium

<https://cyberpunksworld.medium.com/>

 Github

<https://github.com/cyberpunks-world>

 Reddit

<https://reddit.com/r/cyberpunksworld/>