



CYBERCAT

Fight • Metaverse • Earn

— WHITEPAPER —

CYBERCAT.WORLD

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01.Vision

CyberCat.World aims to gather the wisdom of the builders, developers, designers, producers and users through a decentralized self-governing community. Using blockchain technology and its innovation tools, together with the value attribution and flowing mechanism of Metaverse, create a magical digital world. Combining the virtual and real-world and integrating the economic and social system, a new generation of the distributed smart contract ecosystem could be constructed.



02.Product Introduction

CyberCat is a card trading and adventure blockchain game built based on Metaverse concepts. Breeders could earn their revenue through skilled playing or contributing to the CyberCat ecosystem.



02.01 CyberCat Characteristics

02.01-1 Decentralized Blockchain Gaming

With the most advanced public blockchain technology, game rules setting is self-governed with decentralization, and decentralized storage of virtual assets is becoming practical. This enhanced the breeder's experience and guaranteed the liquidity, transparency and anonymity of the value attribution and flowing mechanism.

02.01-3 Self-governed Community

CyberCat is dedicated to DAO management. The flexibility of interactions and rich information provided a diversified creative platform, trading, and social scenarios. Thus breeders are immersed and having fun with the game.

02.01-2 NFT Value Bearing and Empowerment

"CyberCat" uses the ERC721 inheritable Solidity smart contract standard. The non-homogeneous and unique features of NFT provides the underlying support for the generation, authorization, pricing, circulation, and traceability of digital assets in CyberCat. The "CyberCat" owned by the breeders is an actual asset that deprivation of its value and function is denied.

02.01-4 PLAY TO EARN

CyberCat's business model allows breeders Play-to-Earn(P2E). A revolutionary way to combine entertainment and finance so that breeders are attached with high returns of revenue.

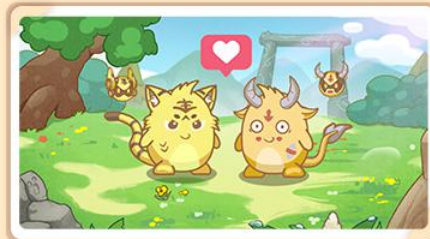


02.02 About cybercats



► CyberCat Classes ◀

CyberCat is divided into 6 classes, including Plant, Mech, Dragon, Beast, Aquatic and Bug. Each class has their advantages according to its DNA, maintained with its unique and powerful skills to defeat its opponents



► Breeding of CyberCat ◀

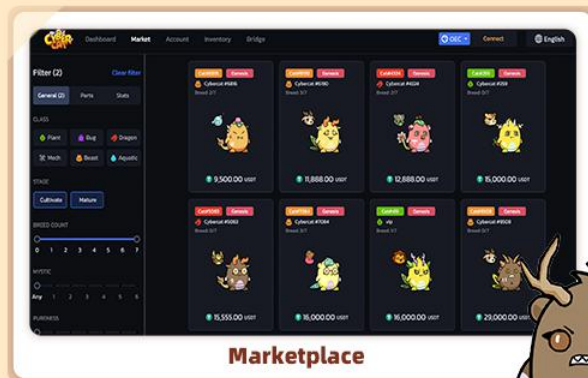
Through breeding from two CyberCats, no matter their classes, breeders will have a new CyberCat. Different classes and DNA combinations will have the opportunity to generate an unexpected newborn.

02.03 CyberCat Marketplace

The marketplace is a free trading place to ground the circulation of the CyberCat assets.

Breeders can sell CyberCat to earn a profit.

Breeders can buy CyberCats to boost their gaming revenue.



Marketplace



02.04 Gaming Mode



PVE system

Adventure with your CyberCats to win great rewards from passing through levels.

Mode one



PVP system

Fight opponent breeders with your CyberCats in the arena, winning massive seasonal rewards.

Mode two



Tasks system

Complete daily tasks and special tasks to win the additional token reward.

Mode Three

03.01 CyberCat Ecosystem

CyberCat's ecosystem uses the dual token model of \$CHE and \$HEP

CHE (CherrySwapToken) is a token issued by CherrySwap, a governance token of CyberCat to the following scenarios,

- Leaderboard: The top breeders in the seasonal arena (PVP) will win CHE rewards
- Breeding: Breeders need to spend HEP and CHE to breed newborns to get more CyberCats
- Buyback: 30% from CyberCat revenue are used to buy back and destroy CHE
- Staking: Pledging CHE for the weekly reward

HEP (Health Potion) is an "incentive token" used in the following scenarios,

- Battles: during PVE and PVP, breeders can win HEP reward with their CyberCat team once their opponents are defeated
- Breeding: Breeders need to spend HEP and CHE to breed newborns to get more CyberCats
- Tasks: win HEP through completion of various tasks in the game.

- * CyberCat does not offer sales of HEP or provide HEP liquidity
- * CHE and HEP can be obtained from transactions on CherrySwap Exchange
- * For CHE, go to <https://docs.cherryswap.net/> for more detail

03.02 CyberCat Ecosystem



Token Allocation

HEP (Health Potion)

HEP (Health Potion) is an ERC20 compatible token.

Issuing Amount: 2,100,000,000

Issuance Price: \$ 0.01

Holders	Amount	Portion
Game Eco	1,995,000,000	95%
Airdrop to CHE Holder	21,000,000	1%
Marketing	42,000,000	2%
Strategic financing	42,000,000	2%



04.01. Production

CyberCat is produced and published by CherrySwap

CherrySwap is an automatic market-making protocol based on OEC.

It adopts the mechanism of Automatic Market Maker (AMM). It aims to achieve self-driven liquidity creation with diversified functions such as liquidity mining, IFO, NFT, lottery, and DAO to provide participants with the maximum value bonus.

CherrySwap, as a decentralized DeFi project, has won first place in the voting of the OEC Grant Hackathon Community during its testnet phase and has been the hottest project after being deployed to the OEC public blockchain since July 29, 2021. CherrySwap has once occupied 60% market shares of OEC.



CherrySwap official website: <https://www.cherryswap.net/>



04.02 Investors



OKEx Blockdream Ventures is the investment division of OKEx with an initial capital scale of 100 million dollars to support cutting edge blockchain innovations.



TrustVC comprises veterans in the investment and internet industries with rich experience in venture capital, capital operation and corporate management. TrustVC has led investments in over 100 startups, including ETH, Tron, Qtum and more.



日本マイニング協会

Japan Mining Association is an industry association for crypto-mining in Japan, mainly engaged in cryptocurrency mining, miner buying and selling, miner hosting, blockchain technology, blockchain project incubation, community management, etc. Currently, it operates different mining facilities in Japan and South America and provides real-time assistance for Chinese mining facilities. They are now strategically involved in the IPFS ecosystem to provide active one-stop comprehensive services for the great convergence of the NFT industry and metaverse in Japan and globally.



GoodHope

Goodhope Capital is a full-service provider specializing in M&A for SMEs, with headquarters in Tokyo and Osaka, with more than 500 corporate members. They have provided due diligence, fiscal services, compliance services, investment and financing services, and debt and liability processing for over 100 Japanese SME M&A cases. Currently, as foreseeing the rapidly developing blockchain and NFT industries, they provide comprehensive one-stop services for cross-border M&A and investment and financing for overseas blockchain and NFT-related enterprises; by taking advantage of Japan's relatively low-cost capital, well-developed and matured traditional industries such as comics, animations, movies, games, two-dimensions, and trendy artworks.



04.03 Production Crew



Producer

Over 15 years of experience in game production and worked for gaming companies such as EA GAMES, PopCap Games, FireSton Starmixs, etc.

One of the planners of the popular game Plants vs Zombies.



Technical Team

Several front-end and back-end programmers with 5-10 years of game developing experience. It is the top team of blockchain games in terms of R&D experience and efficiency. Not last, the team also has experience developing H5 games, console games or mobile games.



Art Designer Team

We have 2 chief artists with more than 10 years of experience and other artists or UI designers with 5-8 years of game developing experience who can easily manage 2D and 3D art projects. The team had also been involved in some outsourcing work for massive games (projects) globally and maintained rich experience in serving large projects.

04.03 Production Crew



Special Motion Effect Production Team

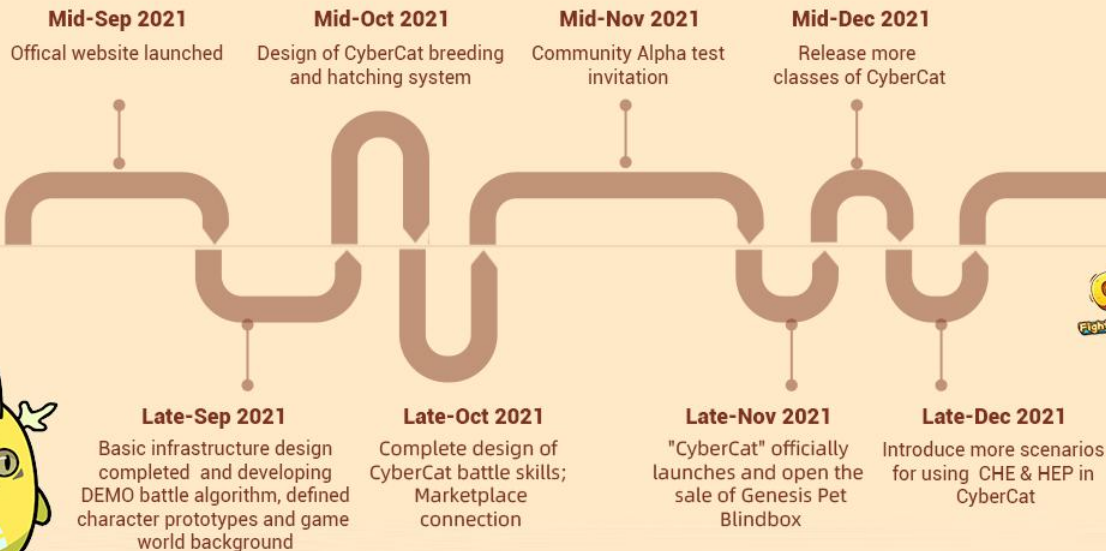
We have several members with 5-8 years of experience in game special effects and motions production, proficient in special effects and motions of various 2D and 3D game projects.



Sound Production Team

The sound effects artist has many years of experience in large film companies, served Sony Pictures, Columbia Pictures Group and other companies in the early years, majoring in sound production and editing. With mature technology and aesthetics, the work has met the demand of mainstream players and consumers.

05 Roadmap



06 Long Term Planning

Continuous deepening of the game playability

Introducing BOSS system gameplay; verifying the feasibility of gameplays induced from traditional games; coordinating gameplay with breeders in-depth demand; raising the low-threshold acquisition mechanism; deepening the core gameplay with expansion features.

Good cycling of the economics system

Provide more consumption and usage scenarios, and introduce aggregated pledging and earning to enhance players' incentives and motivations to use or transact the tokens, in turn providing a good cycle of liquidity for CyberCat.

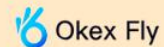
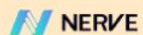
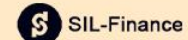
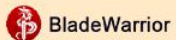
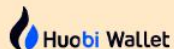
Ecosystem empowerment

expand the linkage with other industries to realize multilateral empowerment based on game NFT, such as joint NFT, NFT multilateral empowerment, etc., to create an infinite and borderless chain game ecology.

Continuously upgrade and optimize the user experience



07 Partners





CYBER CAT

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www.cybercat.world