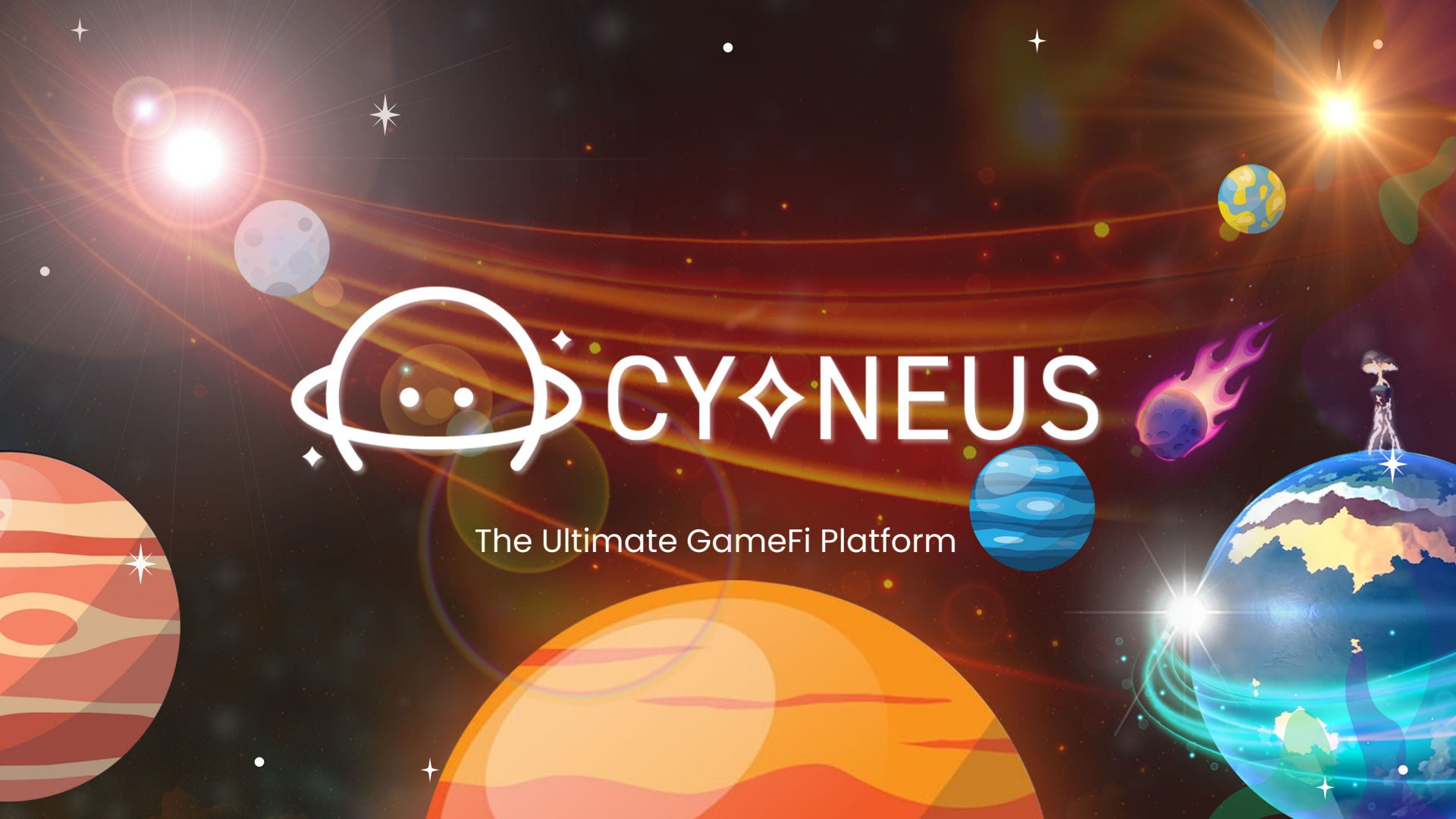




CY♦NEUS

The Ultimate GameFi Platform





1 PROBLEM OVERVIEW

ATTRACTING WEB2 PLAYERS TO WEB3 - BIG GAP



GAMER
3,100,000,000



BIG GAP



CRYPTOGAMER
1,300,000

PROBLEMS WE ARE FACING TODAY



DEVELOPERS

Web2 game developers have difficulties adopting web3 technology. High bar of entry and lack of development support.



MARKETING

No clear channel to market products and a high entry cost.



GAMERS

Web2 Players have difficulty adopting web3 games. Entry barrier is high, too complicated to start a game.

HIGH BAR OF ENTRY FOR WEB2 GAMERS



Exchange account
setup



Swap tokens



Learn how to trade
token

The image shows a transaction confirmation screen from a wallet. It has a light gray background with white text. At the top, it says "Account #1" and "Recipient". Below that, there are sections for "Details", "Amount", "Transaction Fee", "Total", and "Transaction Data". At the bottom, there are "Cancel" and "Confirm" buttons.

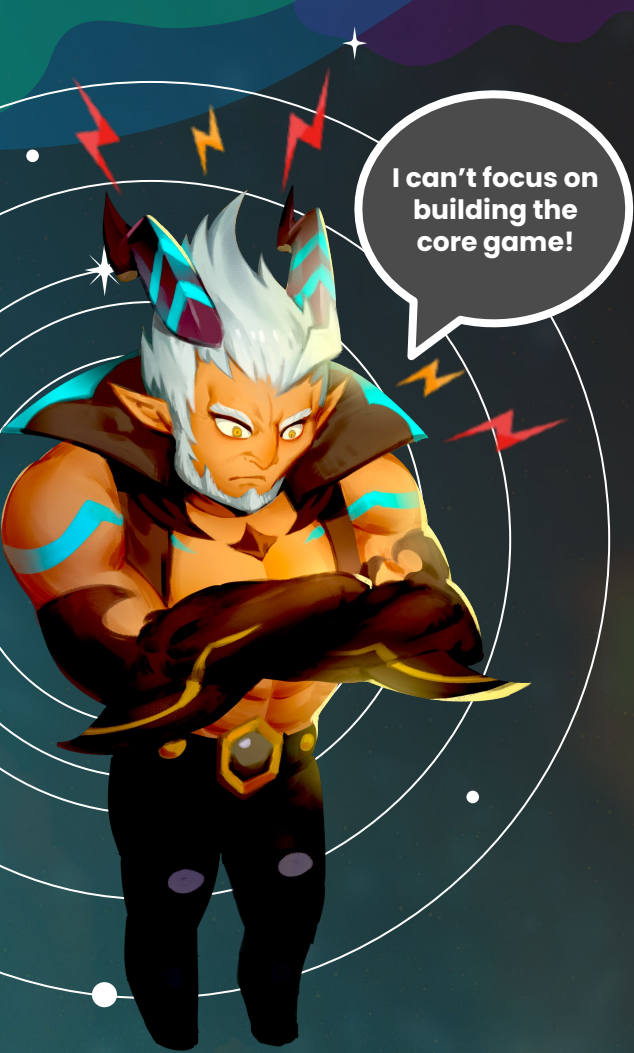
Stay alert to security
settings



Dealing with
stupid wallet

Geeze, this is convoluted. I just want to play a game!



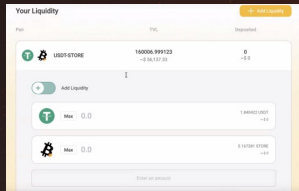


I can't focus on building the core game!

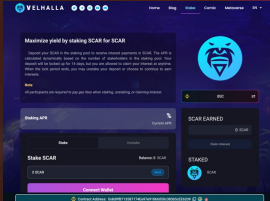
LIKEWISE, HIGH BAR OF ENTRY FOR WEB2 DEVELOPERS



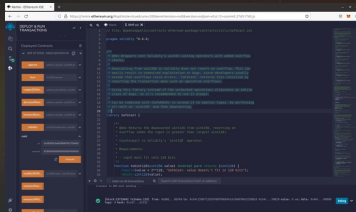
Misc. account setup



Liquidity setup



Dealing with the financials e.g. Tokenomics, IDO



Dealing with smart contracts e.g. Staking



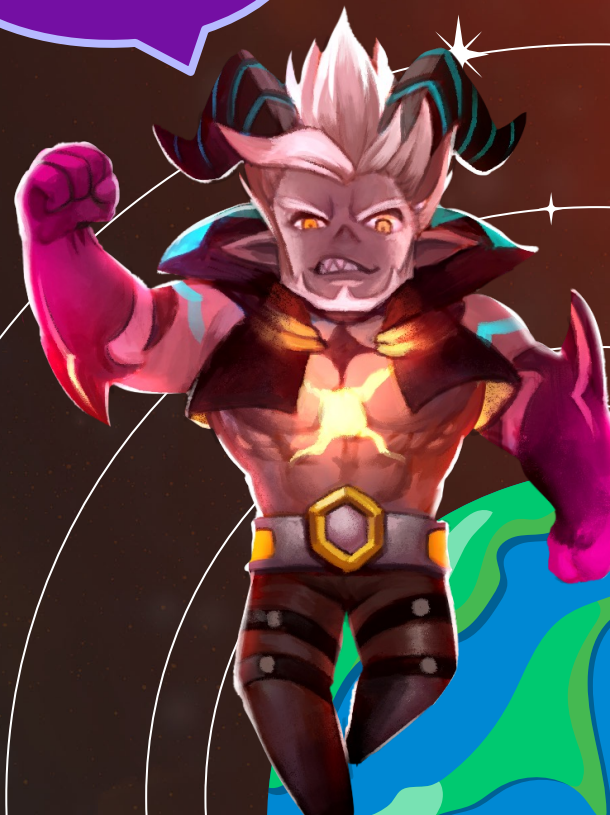
Wallet integrations

★ CAN'T MARKET TO A PRECISE TARGET AUDIENCE.

Give me a way to market to our audience!



Crypto-guilds? Press? Social Media?
Whitelist? Airdrops?





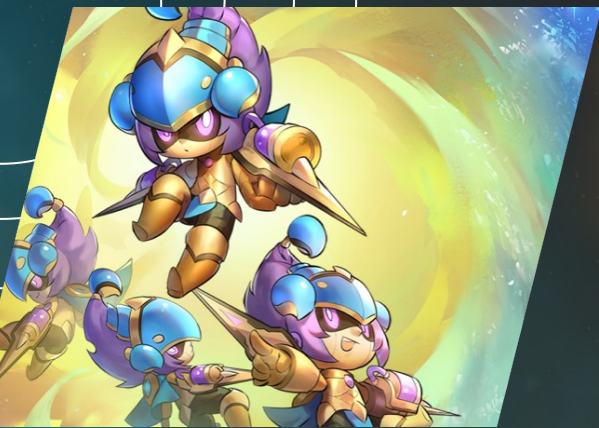
OUR MISSION

TO DEVELOP AN EASIER WAY TO
ADOPT WEB3 FOR WEB2
DEVELOPERS AND **PLAYERS.**



2

SOLUTIONS



OUR SOLUTION

The Cyoneus Project

- A framework or system built to host different games. It is a game launcher very much like STEAM that provides easy entry into different games.
- An SDK will be provided for the developer to easily set up and customize common Web3 features.
- A channel to market to target audiences.
- A built-in user-friendly Crypto Wallet.
- A private offering of a few vetted projects to guilds or private communities.
- A community platform for guild/community members to interact.

SERVICE OVERVIEW

B. LAYER-1 INFRASTRUCTURE

Web 3 Tools for Game Developer (e.g. Staking, Airdrops, NFT sales, Token launch, Lottery)

A. CORE PRODUCTS

1. Game Launchpad (The Galactic System)
2. User Friendly Crypto Wallet

C. LAYER-2 SERVICES

Project Funding and IDO.
Guild and community space and tools.

The players, developers and guilds have limited exposure to native Web3 complexity.

A1. Core Product

GAME LAUNCHPAD



A Galactic Framework with an inter-planetary system where each planet contains a game with all the associated features. A website game lobby will be independently designed and developed with a template provided by the Cyoneus Project.

A2. Core Product

SUPER WEB2 USER-FRIENDLY CRYPTO WALLET

Buy My Order

You Pay USD
0.0

Using payment method

VISA Card Payment

Binance Pay

0 USD Total fees

1USD = 34.645233STORE Rate

1% Slippage

You receive (estimate) STORE
0.0 BNB Chain

I authorize AlchemyPay to debit the above amount today from the payment method of my choice and understand that no cancellation, reversal or refund is possible.

I agree to [Terms of Use](#) and [Privacy Policy](#)

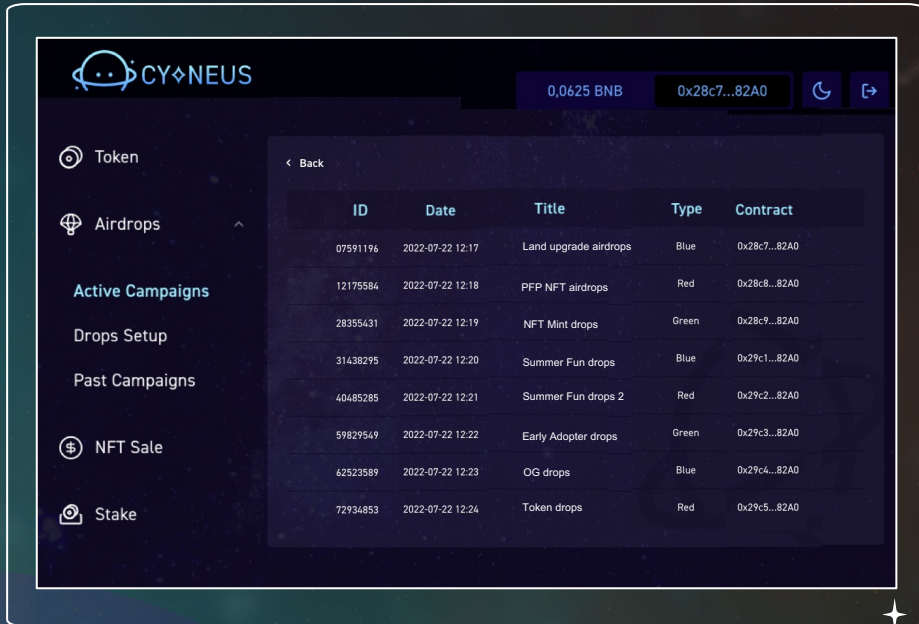
Buy

- A super user friendly web3 wallet for web2 users.
- No network setting required.
- No import token required.
- Pay with Visa/Master card.
- Easily inter-exchange with various crypto tokens on Cyoneus.

**MAKE WALLET-RELATED
OPERATIONS SIMPLE**

B. Infrastructure

COMMON WEB3 FEATURES SETUP WITH LIMITED CODING REQUIRED



A middleware provides common web3 GameFi features for web2 game developers

- **Token:** token contract/system for launching the project token.
- **Airdrops:** manages the project airdrop campaigns.
- **NFT Sales:** manages NFT sales (e.g. Land or PFP sales).
- **Stake:** manages the staking function.

C. PROJECT FUNDING AND IDO

SEED FUND

2. Each accepted applicant will receive 200K ~ 500K USD seed fund.

VETTING

1. Cyoneus panelists invite and review project applicants to join the ecosystem.

PROTOTYPE

3. Project Team delivers proof of concept for gate review before public sales. Gate review is a pre-IDO review procedure hosted by the Cyoneus panelists.

PRIVATE SALE

4. Once passing the gate review, a 500K ~ 1 million USD private sale for the project begins. Executed by Cyoneus Team.

PUBLIC SALE

5. A 500K USD FCFS public sale on various launch pads executed by the Cyoneus Team.

IDO

6. Initial DEX offering executed by the Cyoneus Team.

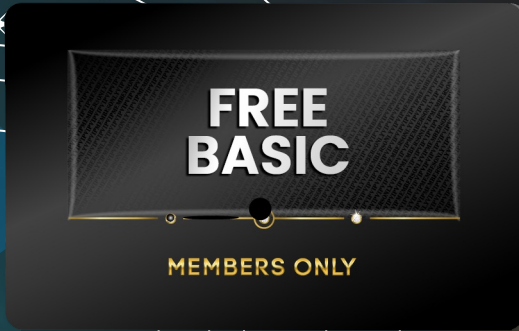
The Cyoneus Project will be responsible for the incubation and execution of the public market offering for each vetted project.

D. GUILD SERVICES



- A guild with 1000+ guild members may apply for a free planet in Cyoneus.
- A guild system (guild dashboard) will be available for each guild to manage its' members. (e.g. badge system, member system etc.)
- A guild score will be calculated based on the size of the guild and members' contribution. The higher the score, the more benefits the guild will receive.
- Guild members will receive early access to features in projects within Cyoneus.
- Guild members will get discounts on NFT sales of projects in Cyoneus.
- Guild members will receive NFT airdrops from projects in Cyoneus.

CYONEUS MEMBERSHIPS



FREE BASIC MEMBER ACCOUNT

- Limited daily missions to earn rewards.
- One account to access all the crypto-games.
- Wallet assets dashboard
- Trade functions
- Status and level



ADVANCED OR GUILD ACCOUNT

(In addition to Basic member account)

- Full daily missions to earn rewards.
- Advanced member-only events or discounts.
- Crypto-game airdrops

Cyoneus players/users are offered daily mission/rewards.



3

FINANCIALS

CYONEUS REVENUE MODEL



A. GAME EQUITY

- Owns 25-50% equity of incubated projects. Entitled to future revenue share of incubated projects.
- Entitled to token rights to incubated projects. % ownership determined upon negotiation



B. ADS/MARKETING REVENUE

- Show ads on the banner section of the Cyoneus Wallet. Ad viewers will be entitled to a portion of the ad's sale proceeds.
- Players are allowed to enable/disable the ad display.

CYONEUS REVENUE MODEL



C. TRADING TRANSACTION FEES

- Games items are tradable in the Cyoneus Shop. A 3% fee will be collected for every transaction.



D. NFT SALES

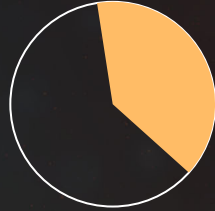
- Cyoneus Shop will offer bundle items at a discount from time-to-time to its community members.
- Premium pass. Players may purchase premium pass to join special missions and earn additional rewards.

TOTAL SUPPLY

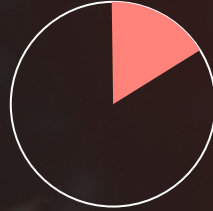
How to earn \$CYON :
Stake \$CYON or Cyoneus projects' tokens, solve daily mission.

Usage of \$CYON :
Purchase Cyoneus project NFTs, in-game purchases, transaction fee for virtual item trades, collaborate with real-world stores.

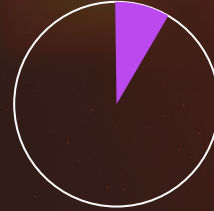
CYON TOKEN - \$CYON



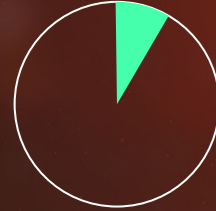
40%
ECOSYSTEM FUND



15%
TEAM



10%
LIQUIDITY



10%
MARKETING



10%
PRIVATE SALE



5%
PUBLIC SALE



5%
ADVISOR/PARTNER



5%
STAKE REWARD

FUNDING PLAN AND USE IF FUND

Expecting Angel Round : \$5M

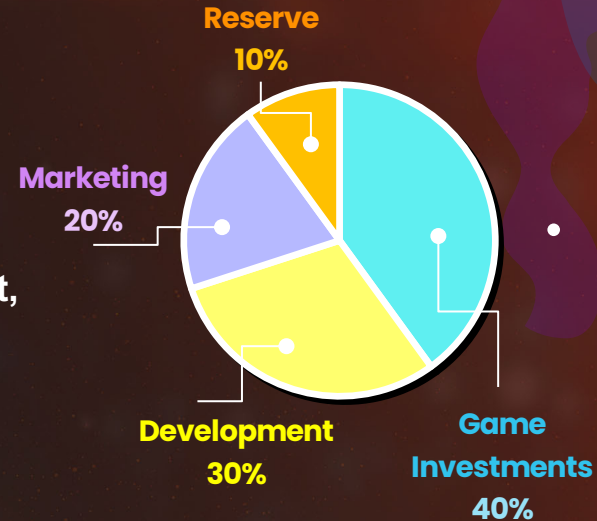
Development 30% : Cyoneus platform R&D.

Marketing: 20%: KOL, promotion and project-base cooperation.

Game Investments 40%: Seed fund to 1-3 game projects.

Reserve: 10%: Operation expenses and reserve for Development, Marketing or Game Investment.

Use Of Angel Round FUND



Angel Round:
\$ 5 Millions USD
Valuation:

Q1 2024



Seed Round:
\$ 10 Millions USD
Valuation:

Q2 2024



Pre-A Round:
\$ 30 Millions USD
Valuation:

Q4 2024



4

**ROADMAP
AND TEAM**

ROADMAP



MOREGEEK X THE SCARQUEST CORE TEAM



Moregeek Entertainment is a leading independent game studio that has developed over 20 game titles over the past decade. As a trusted developer, Moregeek has experience with the movie industry in working with Columbia Pictures on the MIB movie IP and Paramount Studio's Top Gun Maverick game. Furthermore, Moregeek has a history of proven success through working with industry giants such as Yahoo! Japan, PCCW, Aiming and Bandai Namco. More recently Moregeek is actively involved in all aspects of GameFi development and has participated the Velhalla.io, metafame.com and lightnite.io project developments.

Douglas Yu-Cheng Su

CEO, Founder of Moregeek Entertainment, Inc.

- *Electronic Arts, Technical Director*
- *M.S. Computer Science at USC*

Greg Chang

Advisor, MetaFame and Moregeek Entertainment, Inc.

- *Head of Games, Disney China*
- *VP of Asia at Glue Mobile*
- *MBA, Columbia Business School*

Chris Mo'e

Founder of ScarQuest

- *Creator Team of the NIMIQ blockchain project*
- *Founder of Coin Bros. Crypto Podcast and Music*

Kalani Mo'e

Former Creative Director and Digital

Strategy for Coin Payments

- *Director of Ecosystem Growth at Velas Network AG*
- *Founder of The Divi Project*

Daniel Rojas

Founder of CryptoReds

- *Crypto Ambassador for Costa Rica*
- *Spanish Crypto Influencer*
- *Engineer*



**THANK
YOU!**