



◆ 1. INTRODUCTION

- Digital ownership
- Strategic assembly
- Assigning an Upland residence for increased passive earnings.
- Burn & upgrade mechanics.
- Competitive Team challenges & PvP gameplay for more earnings and rewards.

Players build powerful robots by assembling modules onto a chassis, upgrade their core power (CP) and their combat stats (CS), and compete in various cities across Upland..

2. CORE CONCEPT

Each robot is composed of:

- **1 Chassis (base unit)**

There are 2 different Chassis models: 1 for each Robot Clan - Onerion and Zeronex.

- **5 Modules:**

- Helmet
- Torso Armor
- Leg Armor
- Weapon
- Back Gear

There are 10 different sets of modules for each Robot Clan distributed over 3 rarity tiers: Common, Advanced and Elite, named as follows:

	Onerion	Zeronex
Common (5)	ON-1, ON-2, ON-3, ON-4, ON-5	ZX-1, ZX-2, ZX-3, ZX-4, ZX-5
Advanced (3)	Astra, Nova, Pulse	Vortex, Codex, Flux
Elite (2)	Dominus, Shogun	Apex, Nexus

The chassis serves as the persistent identity of the robot, evolving with time and providing a base CP, while modules add power, increasing the CP of the robot.

3. SUPPLY

Cyber Authority will launch with a strictly limited Genesis supply of chassis and Common modules. This initial release defines the **foundation of the ecosystem** and represents the opportunity for early participants to secure assets at the lowest entry point.

Advanced and Elite modules can only be acquired through burning or purchase on the secondary market. With progression-driven demand and the deflationary burn mechanics in place, the number of modules will decrease over time, with a **maximum of 54 advanced robots** for each clan possible to be fully assembled. This number will decrease to **30 only** as the **maximum of 8 elite robots** for each clan is assembled.

Participants who secure assets during the Genesis phase will hold a **long-term strategic advantage** within the ecosystem.

4. CORE POWER (CP)

CP (Core Power) represents the total power of a robot.

Formula:

$CP = (\text{Chassis CP} + \text{Sum of CP of equipped Modules}) \times \text{Module Sync Bonus}$

- **Chassis CP**

Mints 1-10 of the chassis provide higher CP according to the following table:

Mint	CP	Mint	CP
1	60	7	38
2	48	8	36
3	46	9	34
4	44	10	32
5	42	11+	24
6	40		

- **Module CP**

The CP of Modules is dependent on the rarity tier according to the following table:

Rarity Tier	CP
Common	12
Advanced	48
Elite	96

- **Module Sync Bonus**

Equipping a robot with modules from the same set provides a **Module Sync Bonus** according to the following table:

No. of modules from same set	Module Sync Bonus
2	2%
3	5%
4	8%
5	12%



5. POWER INDEX (PI)

PI (Power Index) measures your robot's CP relative to the highest possible CP. It tells you how strong the robot is.

Formula:

PI of Robot = CP of Robot / Highest possible CP

According to the tables above, highest possible CP is 60 (Mint 1 Chassis CP) + 96 + 96 + 96 + 96 + 96 (Sum of CP of 5 Elite modules) x 1.12 (Module Sync Bonus for 5 modules from the same set) = 604.80

Therefore, PI of Robot = CP of Robot / 604.80

6. ASSEMBLY/ DISASSEMBLY

Players assemble/disassemble robots by equipping/removing modules onto/from a chassis.

Assembly Process:

1. Player sends module(s) NFT.
2. Pays **30 MUT per module**.
3. Module(s) NFT is stored and the Chassis NFT updated.

Disassembly Process:

1. Player pays **20 MUT per module**.
 2. Chassis NFT is updated.
 3. Disassembled Module(s) NFT are sent to player.
-

7. BURN (FORGE) SYSTEM

Modules can be upgraded to higher rarity tiers through burning:

Common → Advanced

- Burn **5 Common modules**
- Pay 100 MUT fee

Advanced → Elite

- Burn **3 Advanced modules**
- Pay 150 MUT fee

Modules burned must be for the same Robot Clan and of same type (e.g. Onerion helmet) but can be from different sets. Upon burning, you get a random module from the next rarity tier, for the same Robot Clan and of same type as the modules burned.

This system reduces supply and increases value, with underlying deflationary mechanics

8. ELEMENT SYSTEM

Robots may optionally have an element, which come into play during PvP.

There are 6 possible elements:

 Air  Earth  Fire  Ice  Lightning  Water

The relative strength/ weakness is as follows:

- Earth > Lightning > Air > Earth
- Fire > Ice > Water > Fire

Rules:

- Neutral robots (with no element) → no boost.
- ANY element vs Neutral → **+5% CP boost.**
- Advantaged element → **+10% CP boost.**

Costs:

- Add random element → **100 MUT**
 - Remove element → **50 MUT**
 - Re-roll random element (among the other 5) → **75 MUT**
-

9. COMBAT SYSTEM

Activation

PvP participation requires activation of the robot for competitive play.

Players must acquire a **PvP-Ready NFT** to unlock PvP mode for their robot.

Once activated:

The robot becomes **PvP-enabled**

Combat star ratings are initialized at 1/1/1 on a 5-star scale:

- **Attack: 1** 
- **Defense: 1** 
- **HP: 1** 

Combat Calculation

A robot's battle performance is determined by its Combat Stats (CS), which are calculated as a product of the Robot CP (+10% boost if element advantage is applicable) and its combat star ratings.

- **Attack CS = CP x Attack star-rating**
- **Defense CS = CP x Defense star-rating**
- **HP CS = CP x HP star-rating**
- **Total CS = Attack CS + Defense CS + HP CS**

PvP

“Anyone can buy power. Only players can master it.”

PvP battles are **simulated**

Each battle requires:

- 50 MUT entry fee per player
- Winner gets 80 MUT and 10 XP while Loser gets 10 MUT and 3 XP.

★ Progression System

Players improve their robots' combat star ratings through PvP participation by earning XP. Upgrades require 50 MUT and XP as per the following table, with players free to choose which rating to upgrade.

Combat star-rating upgrade	XP requirement
1 → 2	50
2 → 3	100
3 → 4	200
4 → 5	400



Combat Index (CI)

CI (Combat Index) measures your robot's CS relative to the highest possible CS.. It tells you how battle-ready the robot is.

Formula:

CI of Robot = Total CS of Robot / Highest possible total CS

We already found out that the max CP of a robot is 604.80

Highest possible total CS is therefore 604.8×5 (5-star ratings) $\times 3$ (all 3 ratings) = 9072

CI of Robot = Total CS of Robot / 9072



10. EARNINGS MODEL

- **Passive Earnings**

Cyber Authority is a project under our **PES (Passive Earning Streams)** program, adding strategized gamification on top of passive earnings - earn by holding, earn more by playing.

Each month, Cyber Authority will generate a passive earnings pool which will be distributed at end of month among participants having fully-assembled robots. **The higher your robot's CP, the larger its share of the passive earnings pool.**

Since primary sales will be in WAX/ USD, passive earnings will be computed according to our **PES Evo formula**, leading to a gradual increase in the earnings % till they get capped in around 20 months.

- **Upland Residence: Passive Earnings Multiplier**

Assigning your robot an Upland residence grants you a passive earnings multiplier of 1.1, with that multiplier increasing with every additional robot assigned to the same residence, up to a max of 5 robots, according to the table below:

No. of robots sharing same residence	Multiplier
1	1.1
2	1.2
3	1.3
4	1.4
5	1.5
6+	1.0

The number of robots sharing a residence cannot exceed the number of living units available in that building.

- **Residence Rentals: Win-win situation**

You can rent out living units in your buildings to other players and earn rental fees. For example, if you have 3 of your robots assigned to a residence, with 2 more from another player, for a total of 5 robots, you'll benefit from a multiplier of 1.5 for your 3 robots while the other player will have a multiplier of 1.45 instead of 1.5 for their 2 robots (which is still higher than a multiplier of 1.2 which they would get by housing their 2 robots in a separate residence of their own), with the difference getting automatically credited to you as **rental fees**.

- **Gamified Earnings: Team Challenges and PvP**

Besides passive earnings, players have access to more earnings and exclusive rewards, including but not limited to Upland assets, from us by participating in Team Challenges on Upland, involving the different Robot clans, and PvP tournaments. This is on top of the 80 MUT awarded for every PvP win.



11. ROADMAP

Phase 1

- NFT mint (Chassis + Common Modules)
- Marketplace activation
- Assembly & Disassembly
- Passive Earnings

Phase 2

- Upland integration - assigning Upland residence for increased passive earnings
- Competitive team challenges across Upland cities

Phase 3

- Burn implementation
- Introduction of element

Phase 4

- PvP-ready
- PvP Arena launch - upgrade of Combat star ratings
- PvP tournaments for more earnings and rewards

Phase 5

- Expansion



CONCLUSION

Cyber Authority is a **modular, evolving NFT ecosystem tied with Upland** where:

- ownership meets utility with passive earnings
- progression meets strategy with more gamified earnings and rewards



Cyber Authority

Conquer the Cities. Rule the Grid.