



# Cypher

## Whitepaper

A Geo Location Discovery Application

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## 1. Introduction

Since Bitcoin's inception in 2009, the cryptocurrency industry has been growing substantially, literally thousands of projects readily available each generally with their own cryptocurrency token.

This has led to the cryptocurrency economy itself to now be a multi billion dollar scene with more projects to come. From a technical sense it's a very exciting time.

We would like to introduce you to our project, Cypher - A Geo Location Discovery Application with an in game token CYR.

## 2. What is Cypher?

Cypher is a mobile application that aims to use both geo location and augmented reality technology to deliver a unique in game experience. Using blockchain technology and its own cryptocurrency token (CYR) our project will deliver a functional and real world use for a cryptocurrency with a product that adds further to it's value.

## 3. Application Workflow (Cypher v1.0)

The cypher application will be listed on leading mobile application stores, firstly Apple's iOS App Store and in the near future Google Play Store.



Cypher works in correlation with a user account on the official website [www.cyphermobile.com](http://www.cyphermobile.com) where the user will register an account and enter a Cypher wallet address. This will be required upon registration.

Cypher will be built upon an explore framework, using the registered users real location information. A general user flow for the first incarnation of the application (v1.0) will be as follows:

1. User downloads a wallet from [www.cyphermobile.com](http://www.cyphermobile.com)
2. Register an account with name and CYR Cypher address
3. User installs Cypher Application to mobile device
4. Login using details confirmed at website
5. User explores user locale and roleplays the mining of CYR within game.
6. User occurs a balance of CYR within the application, withdrawal to the address given at registration



Cypher features in game assets named 'terminals'. These are scattered across the globe at randomly generated intervals. The user must physically locate the terminals using the in game interface. Once at a location of a terminal the player can commence mining.

The current withdrawal rate of CYR from any terminal is currently:

#### Terminal Monetary Specifications

*Maximum Supply per 24 hour period / 1440 minutes = 24  
CYR  
(1 CYR debit per hour)*



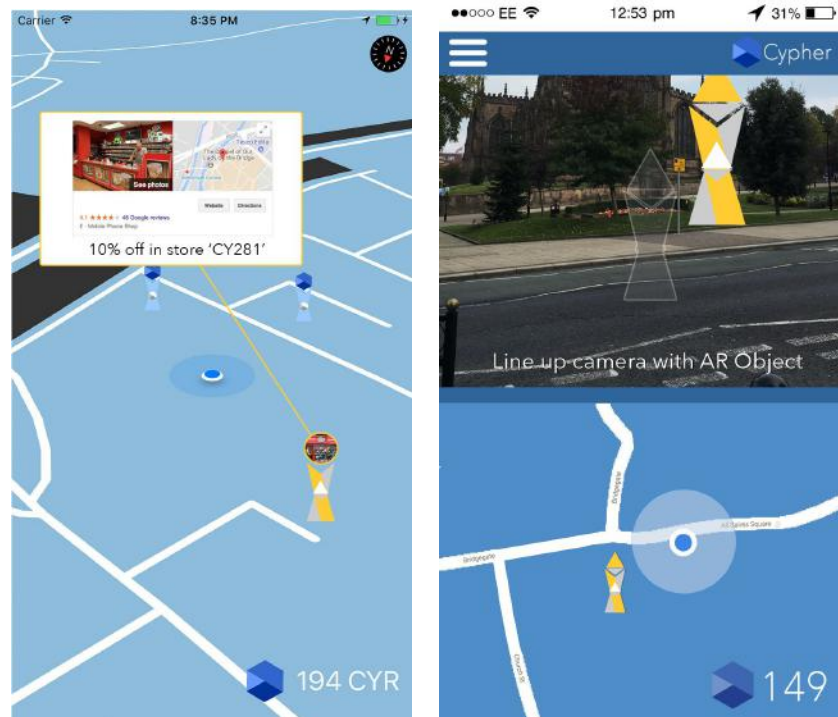
## 4. Application Development

Cypher Application will be developed upon over the coming months and years. From v1.0 we intend to add in additional features for the user to gain CYR and added geolocation features, map assets, as well as planned augmented reality experiences.

The features implemented will take priority based on community feedback. Cypher v1.0 is merely the base infrastructure for the full game experience.

Business Usage - Cypher will aim to become a platform where a business owner / company owner can purchase in game assets, such as terminals to be located at their premises.

This would create an additional customer flow step for the business owner as well as creating incentives for players to follow, such as a coupon code or loyalty scheme all from within the Cypher Platform.



Example usage of a purchasable asset for business owners

## 5. Cypher Coin Specifications

Total Supply: 140,000,000

Algorithm: Script POW

Block Reward: 50

Premine: 15% (21,000,000)

**Total Mineable:** 119,000,000

**Coins / Day:** 72,000

**Total Blocks:** 2,380,000

## 6. ICO (Initial Coin Offering)

Cypher will be funded via an initial coin offering and this will entail two stages, a pre-sale and main ICO event.

The ICO will be held only at [www.cyphermobile.com](http://www.cyphermobile.com) and not via any other domain. Please check your browser for the correct website. ICO investors will be able to register for an account on the website and secure the account with a 2FA Authentication. Each ICO investor will have a specific Bitcoin address of which to deposit funds, once funds are confirmed the CYR balance will be available.

Presale - Pre-sale will be open between 1st October 2017 00:00 midnight GMT until 5th October 2017 11:59PM GMT.

Pre-sale could be closed prior to this date if the supply is purchased.

All participants of the presale will have a bonus of **35% CYR** on any purchase within this period.

## 6.1 Main Initial Coin Offering

Main ICO date will commence between 20th October 00:00 midnight GMT - 27th October 11:59PM GMT. Participants within the first 48 hours (20/10/17 - 22/10/17) will have a **10% CYR** bonus on top of their purchased balance, this will then be reduced to a **5% CYR** bonus between 23/10/17 - 25/10/17).

The remainder of the ICO will have CYR purchasable at the standard, no bonus.

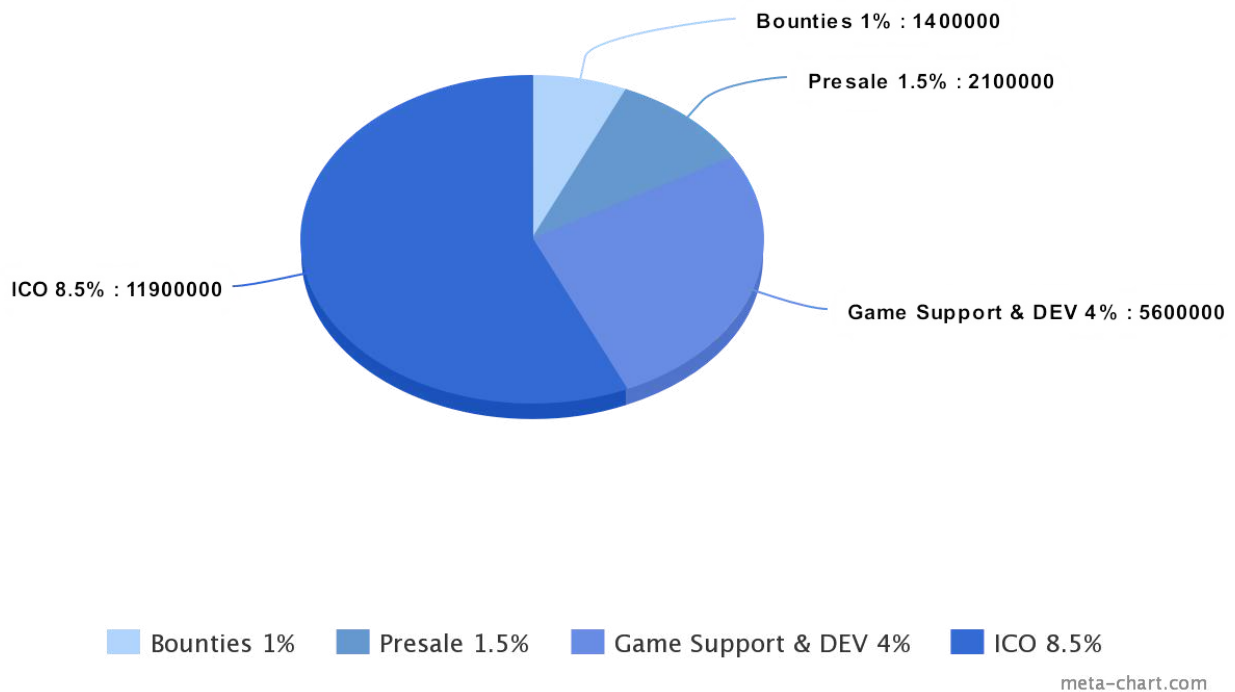
### ICO Dates Summary

**Presale** (35% CYR Bonus) 1/10/17 Midnight GMT - 5/10/17 11:59PM GMT

**ICO** - (20/10/17 00:00 Midnight GMT - 27/10/17 11:59PM GMT)  
20/10/17 00:00 Midnight GMT- 22/10/17 11:59PM GMT (10% CYR Bonus)  
23/10/17 00:00 Midnight GMT- 25/10/17 11:59PM GMT (5% CYR Bonus)

Note: Once the initial coin offering has finished users will be able to withdraw CYR directly from the website to a wallet address of their choosing within 48 hours.

## 7. Coin Distribution



A total supply of 15% from the overall maximum supply of 140,000,000 will be broken down as the following:

Bounty Wallet	1,400,000
Presale	2,100,000
Game Support & Development	5,600,000
ICO	11,900,000

## 9. Development Team

The development team behind Cypher consists of a team that's well established within the cryptocurrency community, each excelling in various skillsets and experience from past projects or cryptocurrency teams to bring innovative features to Cypher overall.

Jonathan Heald

[jon@cyphermobile.com](mailto:jon@cyphermobile.com) 

Skillsets - Core Developer, Mobile Development, Server Development

Michael Wheeler

[mike@cyphermobile.com](mailto:mike@cyphermobile.com) 

Skillsets - Graphic Designer, Web Developer, Marketing

Brian Hemlock

[brian@cyphermobile.com](mailto:brian@cyphermobile.com)

Skillsets - Core Developer, Wallet Development, Quality Testing

## 9.1 Advisors

Advisory roles to the Cypher Project.

Martin Repetto

[martin@voxelus.com](mailto:martin@voxelus.com)  - [www.voxelus.com](http://www.voxelus.com)

Martin has been working for the past 20 years developing everything from e-commerce platforms, dynamic web development, mobile applications, to video games.

## 10. Conclusion

Cypher will aim to become an application playground for development bringing in further technology to the gameplay features, using and emphasising on blockchain technology to process transactions within the application and web backend it



will become another example of real world use for the technology.

With a solid team backing the project and potential to take an advantage in the mobile application market which itself is growing exponentially as well as the creation of a new economy with the cryptocurrency token.

Website: [www.cyphermobile.com](http://www.cyphermobile.com)