



# Whitepaper

Version 1.0

# Cyber Music (CYMT)

Modernize music streaming through the  
distribution of blockchain technology powered  
by Cyber Music

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# About the Project

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Streaming services have saved the music business and has become the most used instrument in the modern music environment, generating increases in the main markets and thus unlocking the enormous potential in terms of reaching the public.

Global recorded music revenues reached \$17.4 billion in 2017, up from \$16 billion in 2016 — an annual growth rate of 8 percent. Streaming revenues in particular have contributed to this growth, and were up 39 percent year-over-year to reach \$7.4 billion, or 43 percent of all revenues (Sarah Perez, Techcrunch, 2018).

Cyber Music is a new platform, that will be built using the Ethereum blockchain

The focus of the developers is one near to their heart. It is a project dedicated to musicians and attempts to solve a major problem for emerging artists. Through Cyber Music, musicians will have the opportunity of producing their own songs and listeners will enjoy and hear new content from any device they own

Cyber Music will provide the user with the possibility of using the platform in a number of ways from, free streaming, to requests for donations, payments and the insertion of advertising sponsors.

It differentiates itself from other music streaming platforms by assisting to finance music and video artists and gifting tokens to its users, from music/video enthusiasts to those for commercial activities).

## Vision Statement

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Our vision is to create a new revolutionary brand linked to music streaming that is unlike any other platform.

## Keys to Success

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Cyber Music will be the new point of reference for the music market and will be fully developed using the technologies that the blockchain has available. Using the blockchain affords Cyber Music with the means to be decentralized and be more community – based compared to its competitors. Currently viewing a music video is via YouTube, listening and streaming is via Spotify, marketing is on iTunes or Beatport and advertising is on social media. Cyber Music aims to solve this problem once and for all.

# Disclaimer

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The Cyber Music tokens being sold as part of the Token Sale are a functional part of the blockchain-driven music distribution platform described herein. The Cyber Music tokens are neither designed nor expected by us to increase in value over time. Cyber Music tokens are not intended by Cyber Music to be an “investment opportunity” of any kind and should not be perceived as one by purchaser. They are not intended to be treated as a “security” in any jurisdiction and, by purchasing tokens, you acknowledge this position.

Moreover, this white paper is provided "as is" with no representations and warranties, express or implied, whatsoever, including, but not limited to: (i) warranties of merchantability, fitness for a particular purpose, title or non-infringement; (ii) that the contents of this white paper is free from error or suitable for any purpose; and (iii) that such contents will not infringe third-party rights. All warranties are expressly disclaimed.

Under no circumstances will Cyber Music or its affiliates be liable to any person, entity, partners, partner’s customer or end-users for any consequential, incidental, direct, indirect, special or punitive damages, including without limitation damages for lost profits, revenues, lost business or loss of use of products whether or not Cyber Music has advised it in this white paper or any of the content contained herein, that such damages will or may occur, and whether such damages are claimed based on breach of contract, negligence, strict liability in tort or any other legal or equitable theory. No action regardless of form, arising out of this white paper may be brought against Cyber Music

# Problem

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When an artist creates a new single or musical album, he must invest his time to create that piece from an original idea through to the product.

They finance it with their own money, contact a record label in the hope that they are interested in the song, investing and publishing it to get the most sales. This all takes many months before outcomes can be achieved .

Often however, this does not happen, as the artist does not have the necessary funds to create a music video, because he does not have the right contacts, and because the record label (given the huge amount of songs they receive) rarely invests their time and effort into the song. An artist can often find they have spent substantial time and funds without gains or revenue.

Cyber Music, due to the Ethereum blockchain, finally wants to resolve these problems that hinder emerging artists within the world of music. Cyber Music will provide opportunities for the advertiser to easily reach their audience, thus avoiding intermediaries who only increase the advertising cost. We will give them the choice to choose the amount to invest in each individual advertising.

In addition, advertisers will get data to measure the results of their marketing campaign.

# Solution

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Cyber Music has resolved problems for the artist by permitting them to upload their songs without any need for a record label.

The artist can receive donations in CYMT tokens which can be converted to cash or it can help sponsor the development of their own piece of music. Artists can also get revenues from advertising generated by their piece of music and by reselling their own songs. This will be enhanced by the social network created on the Cyber Music platform and the loyalty of fans.

Funds via the Cyber Music token \$ CYMT will be credited to the artist wallet immediately and they will be able to withdraw or convert as they see fit.

Artists need no longer wait several months before a record label sends various reports, they can check the progress in real time directly within his Ethereum Wallet.

Through Cyber Music, the advertiser will also have greater clarity on costs and will not have to pay additional intermediaries. They can create their own advertising campaign through a special advertising tool within the Cyber Music platform, choosing the appropriate target.

Once a target is selected, the advertiser can choose the amount (in \$ CYMT) he wants to invest for each advertising session. The higher the bid, the more visibility the advertising will have. Finally the advertiser will not have to pay astronomical figures, as Cyber Music completely eliminates the intermediaries and allows the advertiser to decide the budget they wish to spend for individual advertising.

Cyber Music accepts within their platform, all songs, that are not plagiarism, but the result of the originality and work of an artist, without thereby harming the work of other artists.

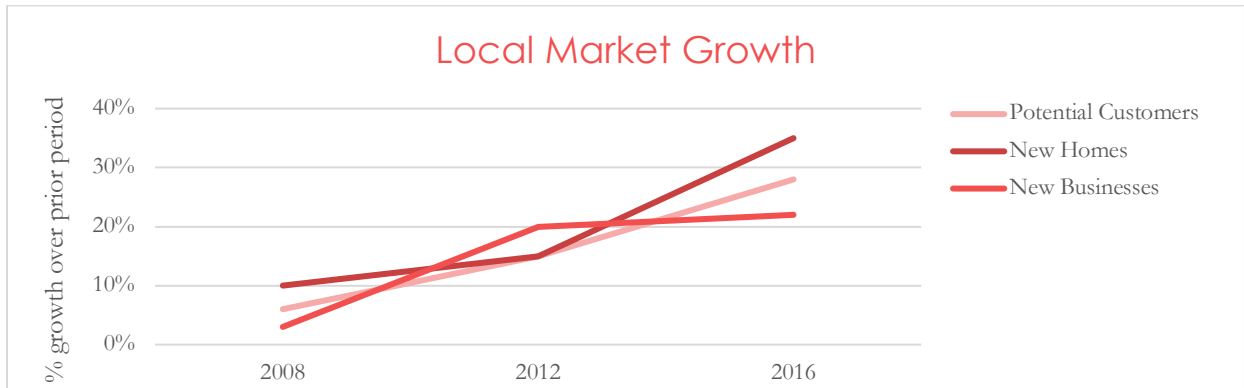
In the event that our technology detects that a song has already been registered previously by other users, the Cyber Music platform will require further verification through the official social profiles and certificates, to protect the work of the individual artist.



# Markets

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In recent years, the music industry has experienced a huge increase in sales thanks to the streaming and sale of digital albums.



The music industry is projected to grow exponentially over the next few years and is expected to reach a \$ 52 billion USD capitalization by 2020. The revenues arising from music streaming show a sharp increase and the trend remains bullish. At Cyber Music, we are revolutionizing the music industry by making the user and artist the main actors.

# Blockchain Overview

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All components related to Cyber Music's blockchain platform will run on the Ethereum network. There are two codependent facilitators of all interactions on the blockchain detailed below: Smart Contracts and the Cyber Music token

Ethereum is different from Bitcoin because it allows you to create smart contracts that can be described as highly programmable digital money. Contrary to many other cryptocurrencies, Ethereum is not only a network for the exchange of monetary value but a network to run contracts based on Ethereum.

These contracts can be used safely to perform a large number of operations: electoral systems, registration of domain names, financial markets, crowdfunding platforms, intellectual property, etc.

Cyber Music reserves the right to use one or more blockchains within its project. This will allow us to be totally decentralized without depending on a single technology.

# Token Informations

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The Cyber Music Token (symbol: CYMT) will be used as currency within our platform, and will therefore be used for donations, purchases. Using the Ethereum blockchain our community will be able to receive payments safely and quickly, thus eliminating the annoying problems and slowness of the fiat currencies.

Cyber Music is a long term project, all our calculations have been made in order to guarantee an “uninterrupted” production flow, (all this regardless of the various market fluctuations).

Our token will be essential for:

- Making a donation
- Purchasing a song
- Royalty Payouts

# Token Distribution

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The token distribution will be designed to increase community benefits and provide long-term incentives.



**PUBLIC SALE** - 70% of the CYMT tokens will go on sale. This sale will permit the development of the application and the expansion of our project. All the Tokens not sold in the Public Sale will be BURNED to guarantee the stability and maintenance of the value of our currency.

**RESERVE FUND** – 15% The reserve fund is necessary to guarantee “long-term” survival of the project and will be blocked for a period of 18 months. Later it will be unlocked (if necessary) in 10% monthly batches to refinance new features.

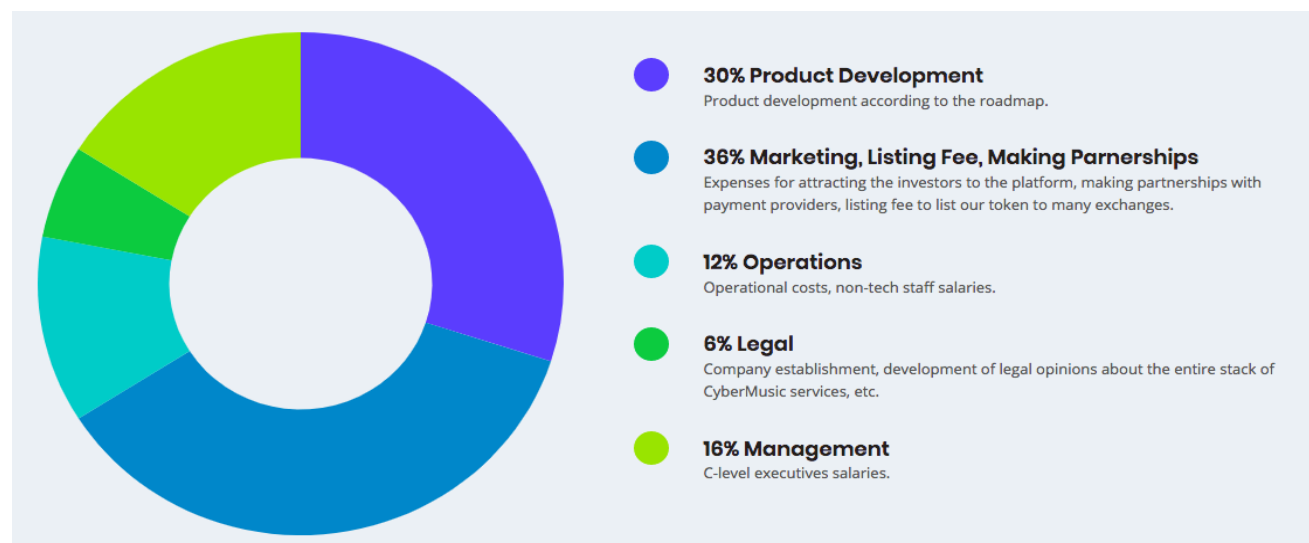
**TEAM** – 10% We have allocated 20% of the CYMT Tokens to the Owner Founder and the Team. This fund will be blocked for a period of 6 months, at the end of the 6 months the CYMT tokens will be unlocked in batches of about 2-3% per month.

**ADVISOR – 3%** In order to guarantee the success of our crowdfunding, we have reserved a 7% fund for our advisors and related costs.

**BOUNTY – 2%** The Bounty Program is born from the need to create a strong and sustainable community. In this case, all users who bring added value to Cyber Music will be rewarded with CYMT tokens.

# Budget Allocation

In order to be able to manage and exploit the funds available in the best way, Cyber Music intends to use them according to a strategy and a well-studied plan.



- **30% Product Development**  
Product development according to the roadmap.
- **36% Marketing, Listing Fee, Making Partnerships**  
Expenses for attracting the investors to the platform, making partnerships with payment providers, listing fee to list our token to many exchanges.
- **12% Operations**  
Operational costs, non-tech staff salaries.
- **6% Legal**  
Company establishment, development of legal opinions about the entire stack of Cyber Music services, etc.
- **16% Management**  
C-level executive salaries.

## Token Sale Stages

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ICO Stages	Dates	Token Sale	Hard Cap
ICO 1	September 01, 2018	1 ETH = 20,000,000 CYMT	Target: 150 ETH
ICO 2	September 16, 2018	1 ETH = 16,000,000 CYMT	Target: 100 ETH
ICO 3	September 24, 2018 -	1 ETH = 12,000,000 CYMT	Target: 80 ETH

## Token Details

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Smart Contract	0x78c292d1445e6b9558bf42e8bc369271ded062ea
Token name	CYBER MUSIC
Symbol	CYMT
Decimal	8
Max supply	20,000,000,000
Accepted payment	ETH
Term of token sale	30 days with the possibility of an automatic early completion in pursuing the final goals of ICO
Commitments	- All unsold and unallocated tokens will be destroyed and additional release of tokens will not be possible
	- CEO & Dev wallets will be lock 1 year.
	- Advisors wallets will be lock 3 months.

# Roadmap

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## **August 2018**

Preparing ICO (Whitepaper, website)

## **October 2018**

List CYMT on some exchanges

## **December 2018**

Release MVP Site

## **March 2019**

Release MVP on iOS

## **April 2019**

Intergrated wallet on iOS

## **July 2019**

Release Android app

## **November 2019**

Release version 1.0 (user can use CYMT to purchase songs)

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