CyberThrone Technology

CyberThrone is a project of 10.000 hand crafted and unique digital token collection that utilizes art, music and technology to narrow the gap between web2 and web3 and aims to recreate the best of our social world in the digital space. The collection has been crafted from 200+ traits all inspired by pop culture. Holding a Genesis token opens a door to a web3 ecosystem filled with fun, rewards and likeminded community.

CyberThrone holders will receive airdrops from future collections that will provide access to digital book and music library. CyberThrone Technology LTD. will transfer limited intellectual property (IP) rights to token holders, who may license those rights back to the company for an annual fee equal to 25% of annual revenue derived from digital sales, including, but not limited to: royalties from current or future collections, software licensing, print-on-demand book sales, merchandise sales, music royalty fees, and graded TCG sales.

Traits, Color Schemes and Uniqueness
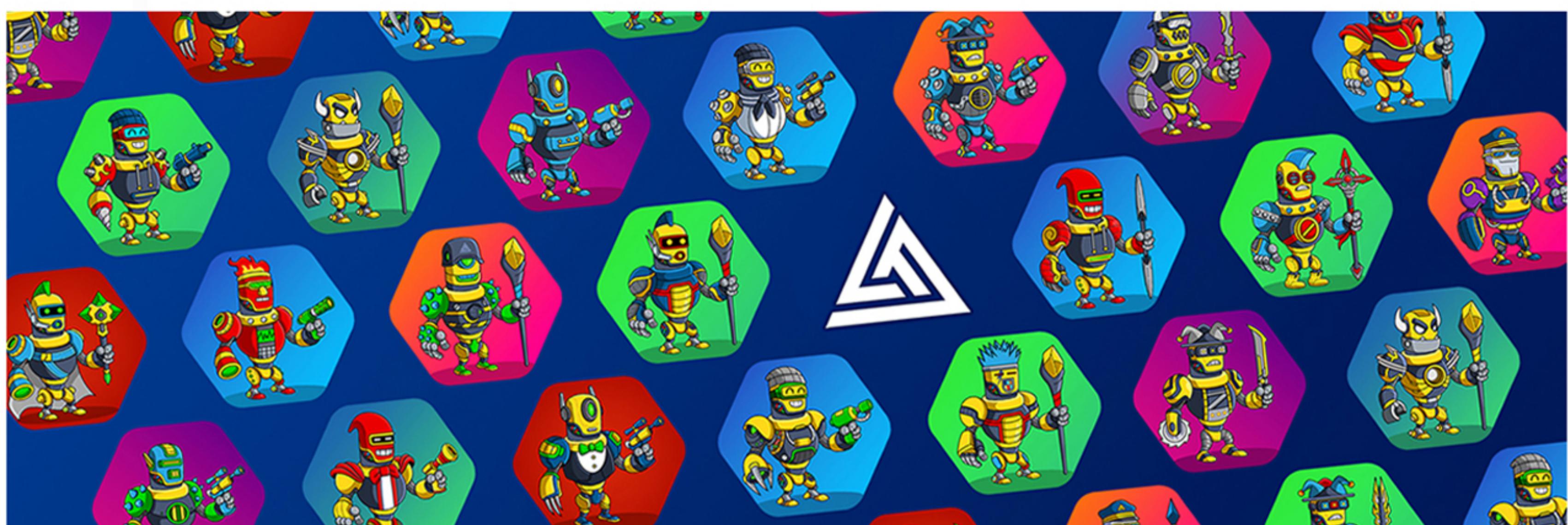
In traditional generative NFT collections, like CryptoPunks or Bored Ape Yacht Club, a fixed base model is customized with modular traits such as eyes, hats, or mouth, creating variations through additive layers. Our collection innovates by using multiple base models and making traits encompass the entire body parts, fundamentally reshaping the character's personality. This design prioritizes storytelling and individuality over superficial tweaks, enhancing authentic rarity and collectibility. Our collection stands out by featuring full-body characters, each presented with weapons and this approach prioritizes epic storytelling, visual completeness, and unique collectibility, setting us apart in the NFT space.

The Color Scheme that makes our collection so unique, as every single NFT has been colored one by one to create many color schemes and increase token rarity. The color scheme doesn't mean that we colored every parts the same way, it simply means that we had the freedom of coloring any body parts the way we wanted to show our creativity and make our art outstanding from all of the other collections. Even when two NFTs share identical body parts and color schemes, they can still appear entirely different, all thanks to the thousands of hours we' invested in the project.

Mint Information

We are proud to say that our mint is going to take place on amajor platform at the end of Q1 2026. We decided to mint our collection on Solana blockchain due to its low transactions fees, huge scalability and support for developers. The collection features 10.000 unique, hand-generated tokens.

We set the mint price on 0.33 Sol ~ $40, but it will be adjustable,which means if the demand will increase, we will increase the mint price to maximise the value of the mint. The royalty is set for a standard 5.55%, which will be enforced by the Metaplex Core Protocol. The mint limit is 250 which will allow investors to acquire a bigger amount of tokens if they are interested in the project.

Utility

Collective Revenue Share Program

CyberThrone Technology LTD. grants NFT holders a limited commercial right to use the CyberThrone intellectual property. NFT holders who choose to license those usage rights back to CyberThrone will be eligible to participate in the project's Revenue Sharing Program. Under this program, 25% of revenue generated from digital sales is allocated to a shared pool and distributed among participating NFT holders. Digital sales include, but are not limited to: royalties from current or future NFT collections, software licensing, print-on-demand books, merchandise, music royalties, and graded-tokenized TCG sales.

Commercial License Agreement

CyberThrone Technology LTD. will grant NFT holders a limited, non-exclusive, non-transferable commercial license to token holders. Owning one of our NFTs gives you the right to use the NFT designs, characters, and universe to create your own content or businesses. You may create, publish, and monetize projects such as:

- Merchandise: T-shirts, hoodies, hats, posters, prints, stickers etc.
- Comics, graphic novels, or illustrated books
- Animated videos, short films, or web series
- Games or mini-games
- Music projects inspired by the NFT characters or world
- YouTube channels, podcasts, and social media content

Important: While you may use the NFT designs and characters, our brand name, logo, and official branding may not be used to create or promote your own brand, company, or product unless explicitly approved by the team. If your project exceeds $100,000/year, please contact the team to discuss an extended license or partnership.

Downloadable Content

High Resolution NFT Images
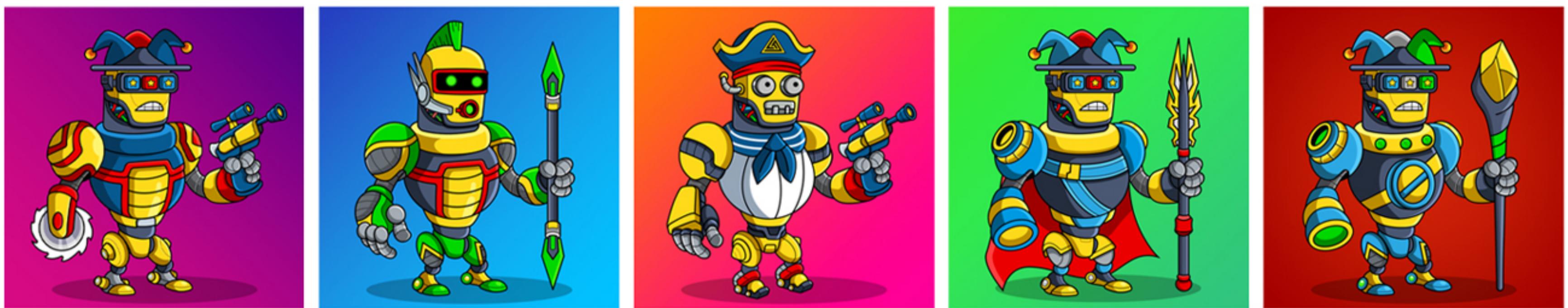

NFT with Transparent Background

Avatars

Mobile Wallpapers

Desktop Wallpapers

LinkedIN/x Banners
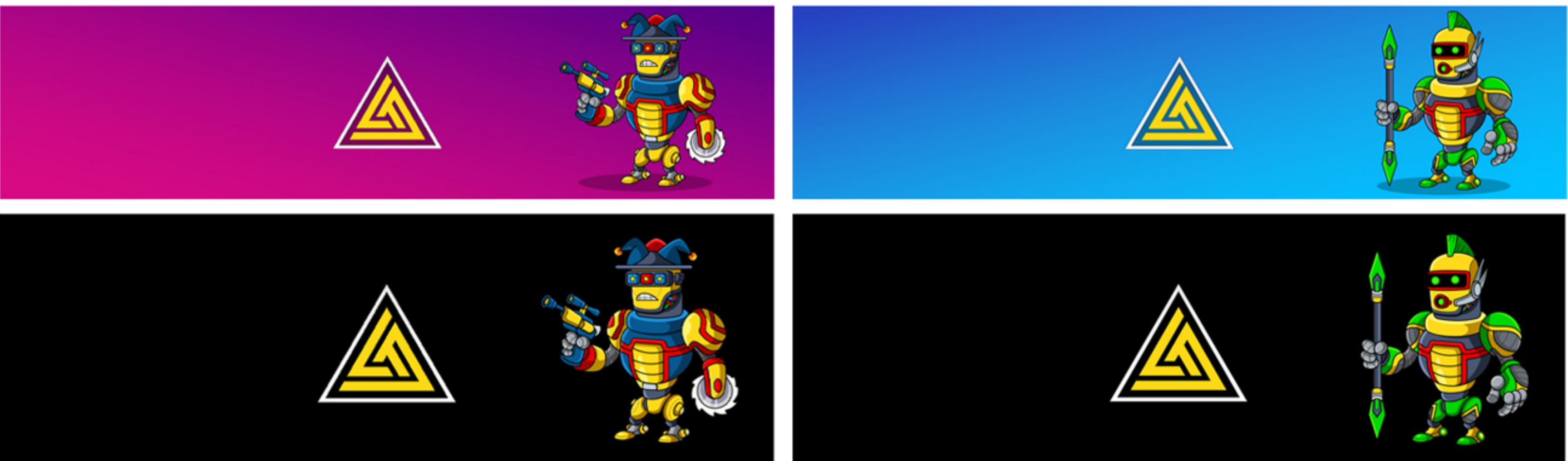
Rigged 3D Models

CyberThrone Activity Book - Proof of Concept

HELP THE ROBOT FIND THE WAY BACK TO ROBOVERSE

WORDSEARCH
FIND THE WORDS BELOW

VENUS
DWARF
ROCKET
GRAVITY
ICE GIANT
SPACESHIP

COUNTDOWN
ATMOSPHERE
TELESCOPE
UNIVERSE
MOON
PLUTO

CyberThrone Library & CyberThrone Records Airdrops

The downloadable book and music album serve as a proof of concept, showcasing what we are building in Web3. Each new use case introduces a new token, which will be airdropped to Genesis token holders. This token will unlock a new room in our digital world and provide access to a new revenue stream that is shared with holders who retain their tokens.

CyberThrone Library

CyberThrone Library is a digital book library that allows token holders to display or print books an unlimited number of times, as long as they are used for personal purposes. These books are provided by our partner, BookCreators, who have published over 100 books on Amazon and other print-on-demand platforms. The books will be republished under CyberThrone Publishing, and the revenue generated will be shared with token holders.

CyberThrone Records

CyberThrone Records is a music library that allows token holders to listen to, download, and use all available music commercially in their own projects. We will continuously develop monetization strategies for this music to create new revenue streams, which will also be shared with token holders.

Unique Art

Our goal was to create a truly unique NFT collection, which led us to rethink how traits beyond surface-level accessories. Instead of relying on small visual add-ons, we designed traits that span the entire body, fundamentally reshaping each character's appearance and personality. While the collection includes 18 core color schemes as traits, each individual body part can be colored in multiple ways within those schemes. As shown in the example below, this alone produces 1,000 + distinct visual appearances based purely on color variation. When combined with the full set of structural traits— including different bodies, heads, arms, legs, weapons and backgrounds— the total number of possible trait combinations expands dramatically, reaching thousands of billions of potential unique configurations.

Our Mission
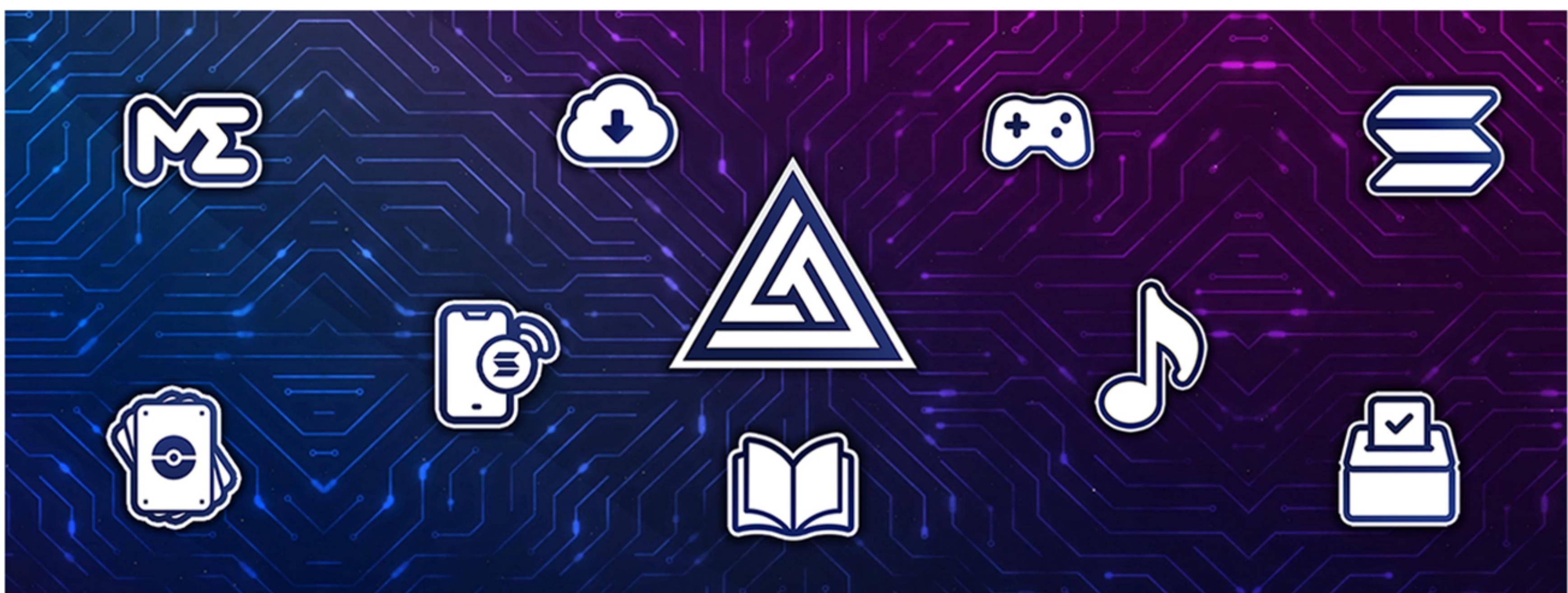
Our goal was to develop a unique, hand-crafted collection that would stand out in the market. What began a simple collection evolved into something much bigger. As the market cooled, we recognized the need to improve the collection to increase the value of the tokens. We dedicated all available resources to add more utilities into the collection and developed a business plan to attract future investors and holders. Our main focus to utilize art, music and technology to narrow the gap between web2 and web3 and aims to recreate the best of our social world in the digital space

Our Team

Andras Imely - N1MR0D

As the founder of CyberThrone, I oversee all aspects of the project and I ensure that all project elements integrate seamlessly with one another. I started the project on my own, but soon realized that to deliver all of my ideas I needed additional support which lead me to assemble a highly skilled and dedicated team that has successfully brought my vision to life. I studied computer science and web design at the University of Szeged, so I have a deep understanding in blockchain technologies, development and graphic design.

I am the owner of BookCreators, a small business that self-published many books on major platforms, which we will integrate into our project to create something special. I also created a software that generates different puzzles by logical and mathematical operations and used it to publish 3 books with one of the biggest publishing group in Hungary.

Shei Cancino - SH31L4

I am the co-founder of the project and I was responsible to create a business plan, that helps us to grow, but also rewards everyone who participate in building the project. After the minting phase, I will handle the marketing and the social media posts. I studied tourism and marketing at Cancun University and spent more than 6 years on this field so I am confident that I will be valuable part of the team and I will be able to support our community.

Gyula Komroczki - GYU$Z1

I am the creative director of the project due to my extensive experience as 2D animator and 3D generalist. My role was creating promotional material, 2D animations to our website and turning this beautiful, clean 2D art into 3D and added a rig to them. I used the following softwares extensively on multiple projects: Photoshop, Illustrator, After Effects, Blender, Affinity Designer, Unreal Engine, Twinmotion, Substance Painter

I participated in the development of more than 25 games, including titles like MotoGP, Ride and Hot Wheels. Also, I am proud that I manage my own company (Meshvis LTD) so I can participate in projects like this without limitation.

Adrian Pontoh - 4DR14N

I am a freelance cartoon illustrator and graphic designer with over 15 years of experience creating character designs, mascots, and illustrations for various international clients. I specialize in 2D digital art with a focus on bold, clean lines and engaging visual storytelling. I joined to the project in its formative stages and helped to design the robots and some parts of the website. My hobbies include playing video games and traveling, both of which inspire my creativity and broaden my perspective as an artist.

My professional highlights also include working on animation projects for well-known franchises such as Star Wars, Hot Wheels, and Transformers, as well as contributing to the Karafuru NFT project. To date, I have completed more than 6,000 illustration orders for clients worldwide, building long-term relationships through consistent quality, reliability, and a passion for visual storytelling.

Imre Botos - K1SB1KK

I am a senior full stack developer with over 10 years of experience. I studied at the University of Miskolc and I worked on over 100 websites, which includes blogs, e-commerce sites and Web3 applications. My strongest programming languages: Java, Javascript, PHP, HTML & CSS. My preferred frameworks are: Laravel, Codeigniter, React, Angular and Vue JS.

Gergo Katona - K4T0N4

I am a senior software engineer with extended experience on JS, Java, Python, C, C++ and C# languages. In the past four years I started to give lectures to junior developers regarding the newest technologies. I helped the team to develop the Discord bot that assigns users to the right channel based on how many tokens are owned by holders. Also, I wrote some scripts to fasten the json editing and batch image exporting in multple dimensions.

I am proud that I received my degree from one of the best universities in the world and I work as senior software engineer and learn about the newest technologies which I use to teach junior developers.

Karoly Rosta - K4R3$Z

I am a 3D artist with five years of experience in the video game industry. I am skilled in modeling, texturing, and asset creation, with a strong focus on precision and visual quality. I supported the lead 3D generalist to create CyberThrone assets.

I was contributing to around 20 titles including Hot Wheels: Unleashed, Terminator: Survivors, RIDE and MotoGP.

Official Links