



LOOT HEROES

LITEPAPER

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VISION



OUR VISION

We believe in the crypto and blockchain technology. We have been building traditional F2P games for years and believe that NFTs and P2E mechanics are creating a profound change in the gaming industry, much like when traditional premium games moved to a F2P model. In Loot Heroes, the popular term Play to Earn, in our minds, should be changed to Play AND Earn. This is because we believe in building something exciting and fun, which also gives players the opportunity to earn while playing in multiple fun gaming experiences.

With the advances in blockchain, we believe in players being the owners, contributors and greatest advocates for gaming projects. We also believe players deserve to be rewarded more than they have in traditional gaming for being the core reason that games are able to succeed.

As a result, Loot Heroes will offer numerous strategy gameplay modes which bring new and interesting meta layers to historically fun and popular gameplay types. We do not intend to rush this project, and we are in this for the longhaul in turning Loot Heroes into a distinguished brand of fun gameplay, creative lore, and beautiful art.

OVERVIEW

EXPLANATION

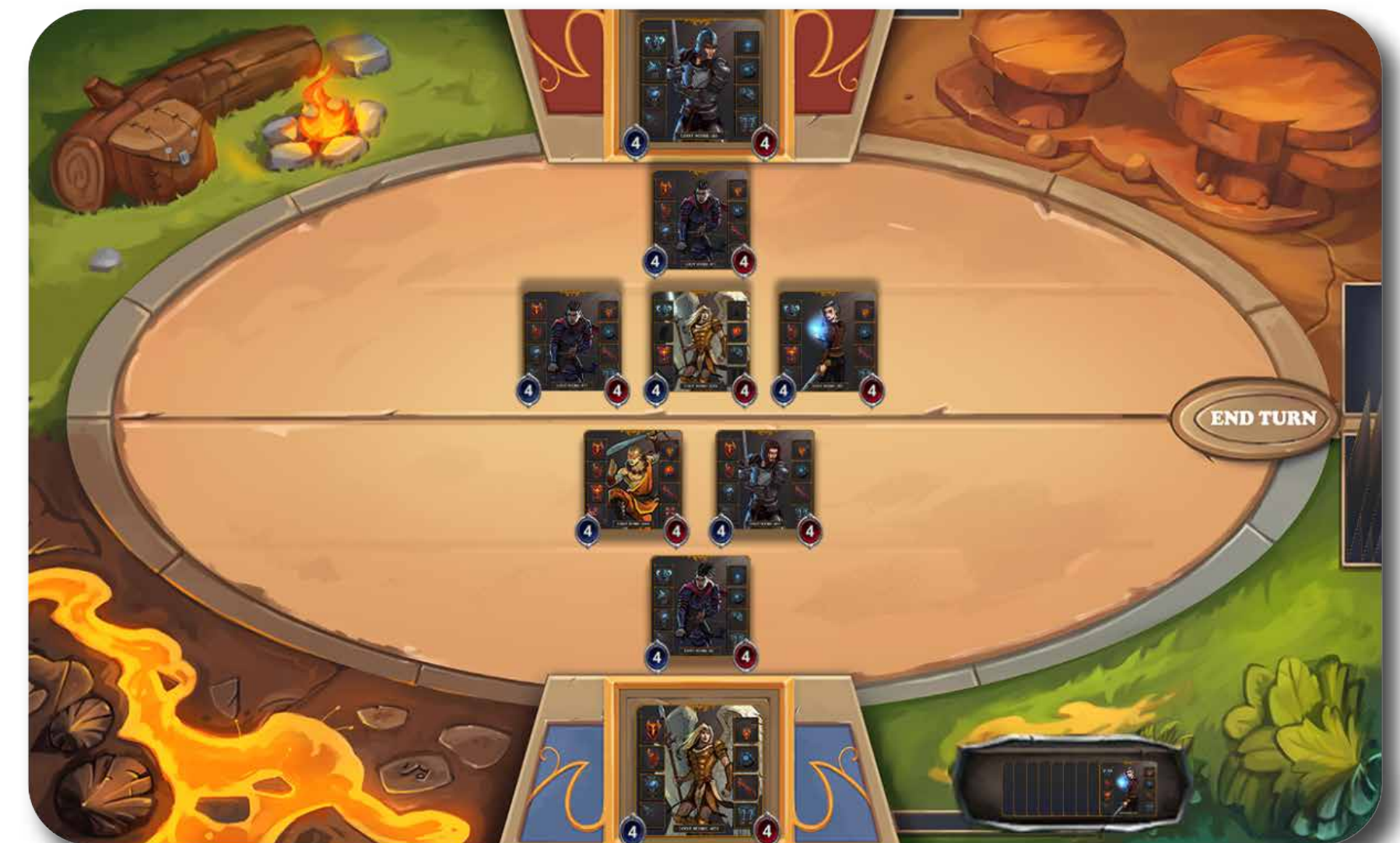
Loot Heroes is a brand and collection of strategy games comprised of many unique fantasy heroes with detailed and captivating art. It is built on Solana as Solana is an energy efficient, cheap and fast network which allows players to participate at very little cost.

The game will initially be playable on PC. The heroes, cards, and items will all exist on the blockchain as NFTs. Loot Heroes' various game modes take inspiration from popular titles like Triple Triad (V1), Hearthstone (V2 Gameplay), Eternal Card Game, Gods Unchained and more.

Players will earn gear and equipment to equip onto their heroes for upgrades and other special ability benefits in gameplay and from regular airdrops.

Players will earn our exclusive utility token **\$LOOT** by playing and performing well in our various gameplay modes. The **\$LOOT** token can be used to mint brand new heroes as well as mint brand new gear pieces in our gear forge.

\$LOOT will be needed as the primary component to mint new heroes, support new user growth and increase depth of player teams.



LOOT HEROES



WHAT ARE LOOT HEROES?

Loot Heroes are various fantasy heroes that exist in the world of Looterra. This world is filled with powerful artifacts, gear and treasures that all Loot Heroes are compelled to find. All heroes are able to equip the gear they find or craft and ultimately upgrade their stats and abilities.

Each hero has different rarity, strengths, characteristics and utility. Owning a large collection of heroes will be the path to the most success. Loot Heroes will have to face many different challenges in gameplay on their quest for undiscovered loot in Looterra.

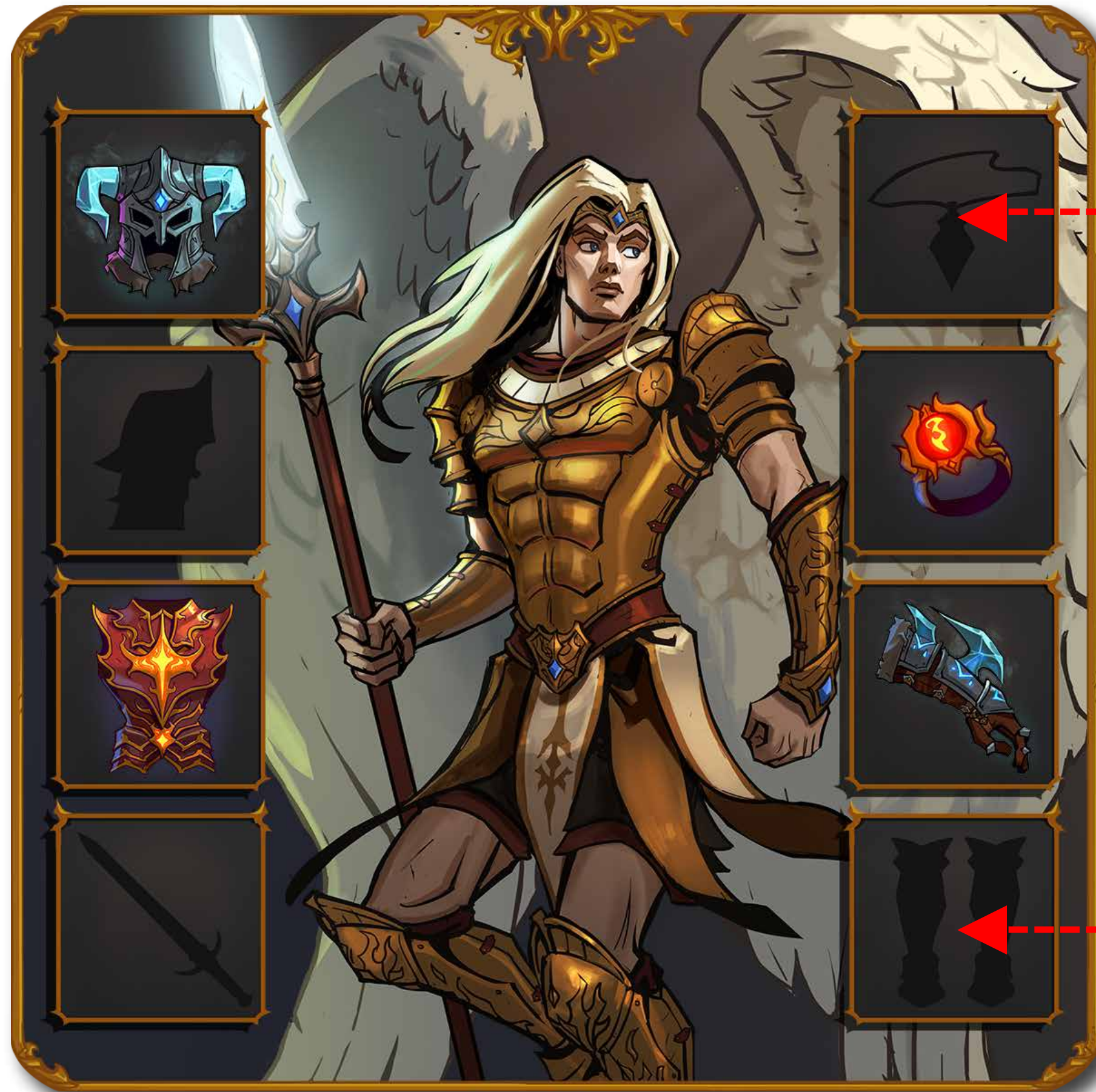
All heroes exist as NFTs on the Solana network.

HOW TO GET LOOT HEROES?

Loot Heroes will initially be distributed in a limited quantity mint for a to be announced amount of Solana. Heroes will then be available in various Solana NFT marketplaces on the secondary market for re-sale.

Players who do not have the funds to buy a hero will still be able to play in the various game modes. However, there is no potential to earn rewards if playing the game without owning any heroes.

GEAR



*Example view of hero in secondary marketplace

WHAT IS GEAR?

All loot heroes can equip gear. Gear is needed for the harder challenges in Looterra. Equipping gear will increase a heroes combat statistics and award certain set bonuses which can give bonus combat abilities to the hero.

In the early stages, most gear will be directly awarded through airdrops to holders of heroes. As players progress, more gear will be won through gameplay and also crafted (minted) in the loot forge which will become available shortly after gameplay is launched.

Gear is made availble in the form of individual NFTs, but be careful, once gear is equipped it cannot be removed unless you equip a new piece of gear in its place. Replacing a piece will destroy the original piece. Equipping a piece of gear to a hero burns the individual gear NFT. Gear equipped on heroes will be visible in the marketplace.

Ultimately, players will have to find the right combinations of gear and heroes to be most successful. On the other hand, some players may enjoy selling gear for the financial benefit instead of advancing further in gameplay.

ABILITIES

SKILLS

small set of examples



Resist



Earthquake

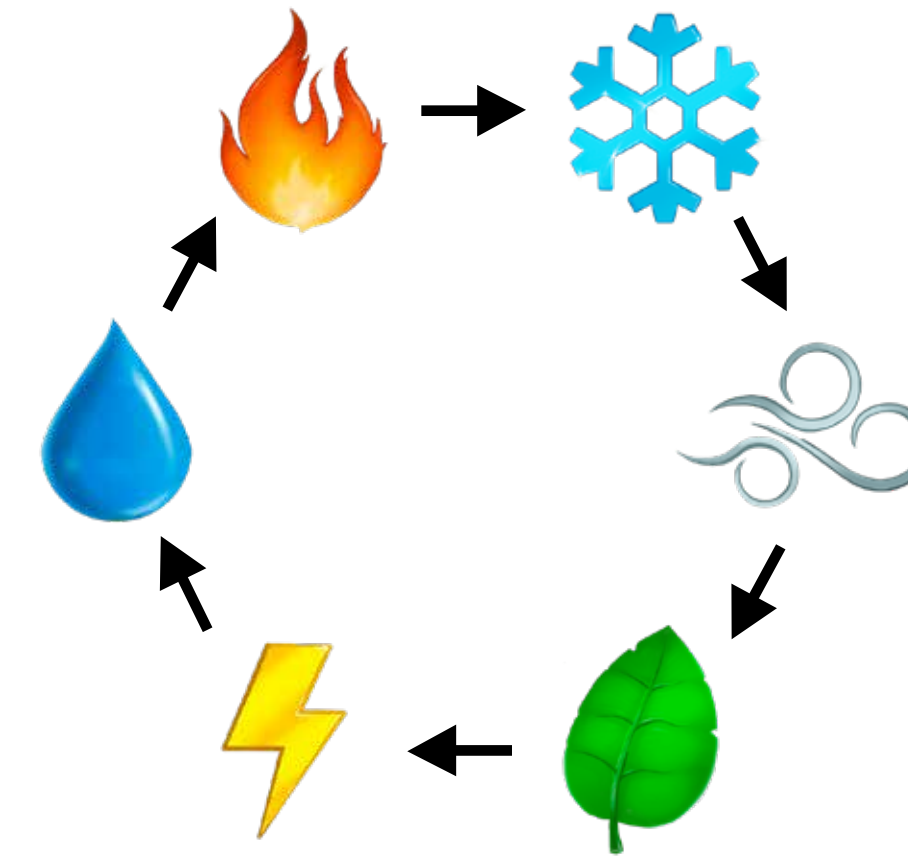


Tornado



Rain

ELEMENTS



HERO SKILLS

Various heroes don't only look different, they can also have a whole range of different skills and abilities which impact gameplay in different ways.

Some abilities are exclusive to specific heroes, while other abilities may only be granted by completing sets of specific gear.

Skills and abilities can certainly change the tide of battle if used in the optimal situation.

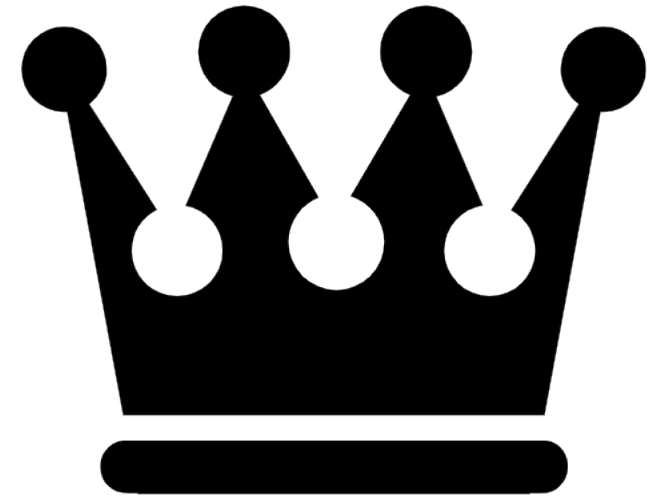
There are currently 6 elements in the world of Looterra. Each of the elements is strong against one element and weak against another.

Example V1 Gameplay Skills

Earthquake: Causes an earthquake on the board causing earth element aligned heroes to do +1 dmg

Resist: Reduces incoming magic damage to the hero by -1

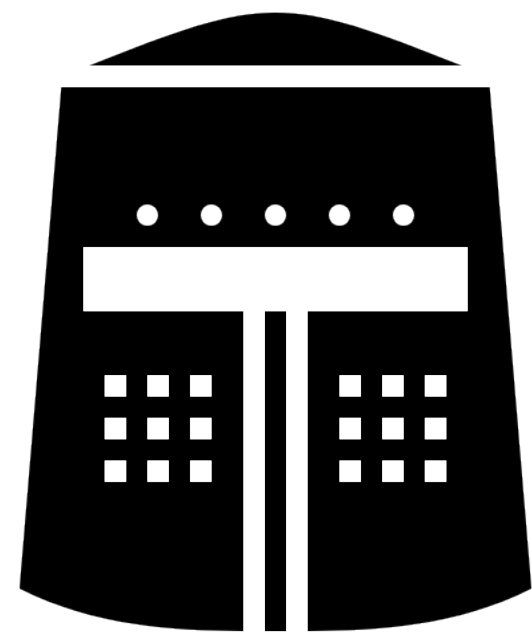
RECRUITING



LORD

Can Mint

3,000 Total **\$LOOT** Per Recruit



KNIGHT

Can Mint

4,500 Total **\$LOOT** Per Recruit
(2,250 Per Knight x2)



SOLDIER

Cannot Mint

MINTING HEROES

Loot Heroes are able to recruit (mint) more heroes. Many heroes are needed to excel in the highest levels of gameplay, so recruiting will be very important. We want the community of Loot Heroes owners to be responsible for minting the majority of additional heroes needed to fuel additional user growth.

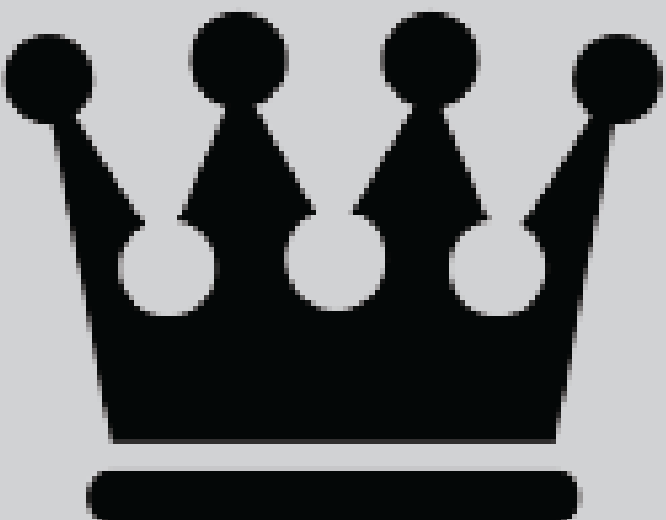
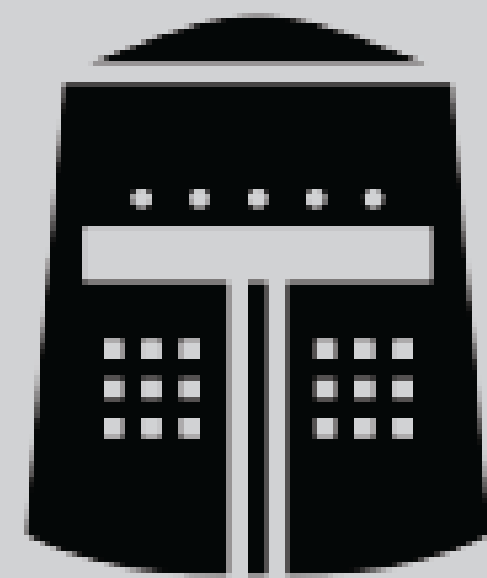

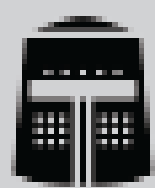
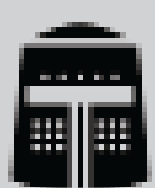
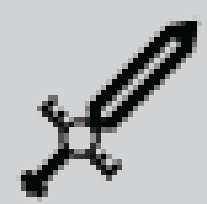
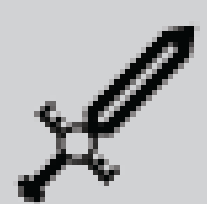
Each hero has one of three ranks, a Lord, Knight or a Soldier.

Lords are the most proficient at recruiting and can recruit new heroes by themselves. Knights can also recruit, but must recruit as a team. Two Knights are needed to mint one recruit. Soldiers are not able to recruit new heroes.

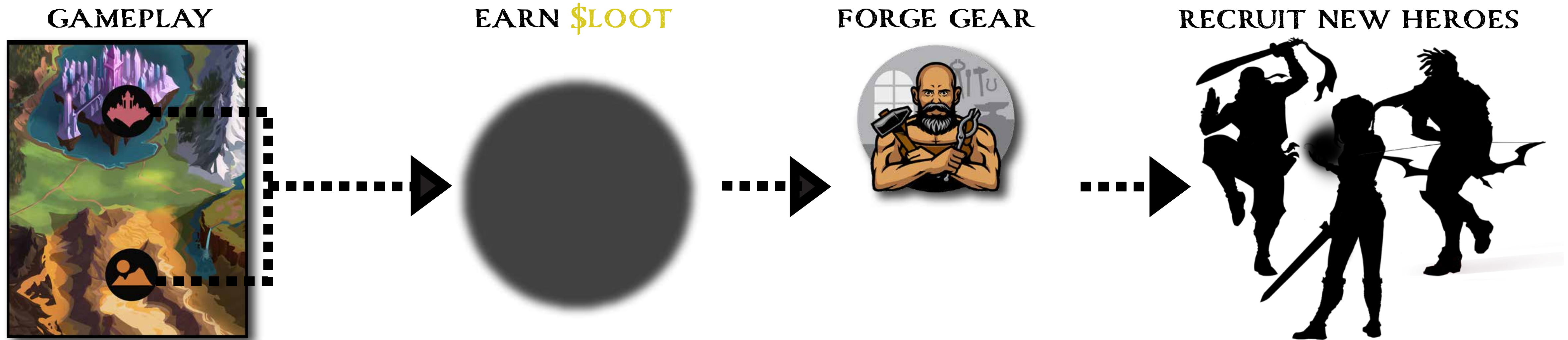
Heroes are only able to recruit a max of one new hero per week.

Recruiting will also require any Lord or Knight to use **\$LOOT** tokens to pay for minting the new hero.

RECRUITING TABLE

	Scenario A	Scenario B	Scenario C
Hero Used	 Lord x1	 Knight x2	 Soldier
Hero Recruited	 Med Chance	 Low Chance	Cannot Recruit
	 Med Chance	 High Chance	

TOKEN



\$LOOT

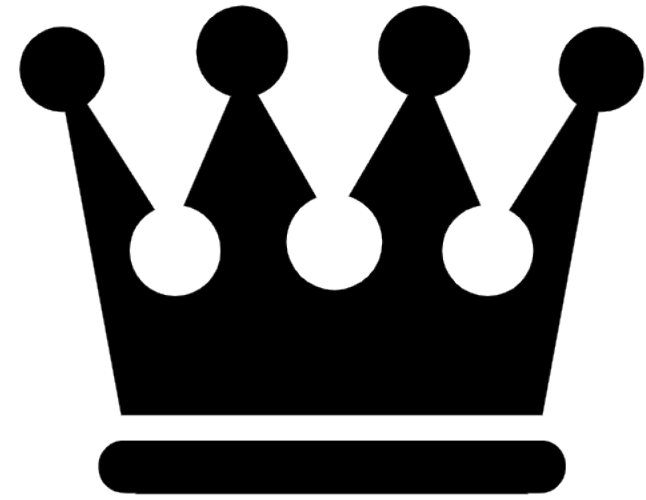
By participating and performing well in the various game modes, players will be able to earn our utility token **\$LOOT**. Aside from some initial small **\$LOOT** token airdrops and giveaways, every **\$LOOT** token will be minted through player gameplay and staking.

\$LOOT will be required to spend on crafting new gear in the forge and recruiting (minting) new heroes with Lords and Knights. Players must own at least one Loot Hero to be eligible to earn **\$LOOT** through gameplay. The **\$LOOT** token is also on Solana.

In order to avoid dumping and short-term thinking of individuals to sell **\$LOOT** for profit, **\$LOOT** will not be sellable and will only be usable for minting new heroes and minting new gear. We will reassess in the future any potential to open it up for sale.

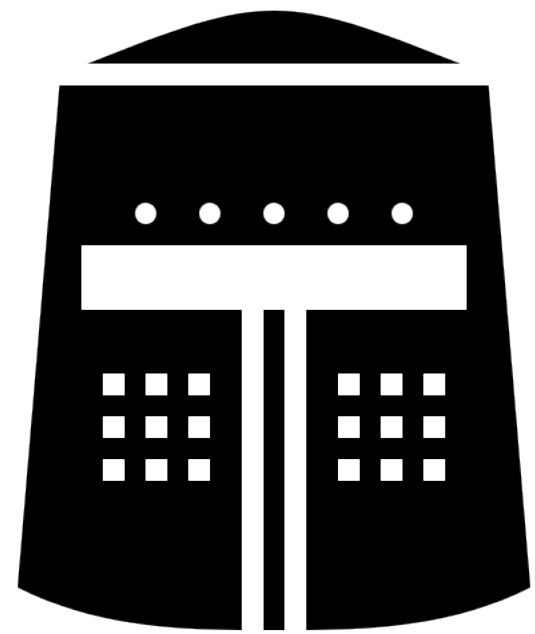
\$LOOT supply will eventually turn off after enough heroes and gear are minted. We will monitor and make regular reports on this.

STAKING



LORD

Lords & Knights are burdened with noble duties and earn 100 **\$LOOT** per day on expeditions.



KNIGHT

Lords & Knights are burdened with noble duties and earn 100 **\$LOOT** per day on expeditions.



SOLDIER

Soldiers are not burdened with other noble duties and earn 150 **\$LOOT** per day on expeditions.

EXPEDITIONS

All heroes need **\$LOOT**, and there are two ways to earn it.

Gameplay -> Succeeding in beating gameplay challenges

Expeditions -> Sending heroes on an expedition (staking) for **\$LOOT**.

All heroes are eligible to go on expeditions, but soldiers are more efficient on expeditions because they are focused on the task. Lords and Knights are less efficient on expeditions as they are often burdened with other distractions, such as having to recruit more heroes!

Expedition Facts

- > A hero must remain on expedition for at least 72 hours after starting the expedition (min 72H staking).
- > **\$LOOT** earned while on expedition can be claimed every 7 days.
- > Heroes can still recruit while on expeditions
- > Heroes can still be used in gameplay while on expedition

Our staking logic will be encoded on Solana and battle tested to avoid hacks or exploits.

Take advantage of staking early on. As the hero pool grows and gameplay earnings increase, **\$LOOT** staking rewards will decrease and eventually turn off.

VI GAMEPLAY



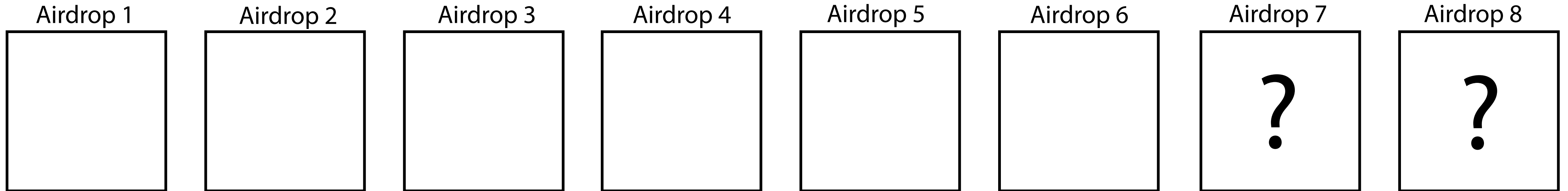
*Final Art/UI for spells/icons/stats still in dev

VI GAMEPLAY – QUADRA

We are developing 3 game modes. Our V1 game mode is planned for broad release in March of 22' and the gameplay screenshot is posted above. This game mode is called "Quadra" and is an advanced version of triple triad with a larger board, many new abilities and status effects. These added elements create more variability in gameplay. We chose this gameplay for V1 as it is fun, simple to learn, difficult to master and less development time to make than our V2/V3 modes. This choice allows us to get gameplay out sooner for players to earn. Our V2/V3 game modes improve on elements from other more traditional card battler games.

This game mode will be playable by users without Loot Hero NFTs, but your hero pool will be limited to default heroes with no gear and that are not upgradeable. Players without a loot hero NFT will also not be eligible to earn **\$LOOT** whereas those with Loot Heroes will earn **\$LOOT**.

AIRDROPS



*The above are just examples and not the actual rewards that will be randomized for weekly airdrops

AIRDROPS

In order to seed the market, and provide hero holders with value, we will be regularly airdropping randomized gear to hero holders. In these airdrops, player A may not get the same gear as player B and player A may get something much more desirable than player B.

Over time, as more gear is available, airdrop frequency will reduce to avoid oversaturating the market. The quantity of gear you receive in airdrops will be based on the number of heroes you hold. Also, players will want to upgrade and equip gear on your heroes as certain gear sets and power levels on heroes may qualify you for extra special airdrops.

THE MINT

TIMELINE

The mint launch is planned to undergo substantial testing of the process and staking so that the launch is smooth. This will include some beta tests with the community members. As a result, the mint date is targeted for...

April 22'

MINT PASS

There will be an actual whitelist mint pass NFT which will be sent to people who earn a whitelist spot.

Any wallet holding a whitelist NFT pass on the snapshot date prior to the pre-sale will be the wallets allowed to mint in the pre-sale.

Pending approval on secondary marketplaces, wallets holding a pass will be eligible to mint up to 2 heroes in the pre-sale. Alternatively, you can sell the pass if you no longer want to mint a hero. The royalty fee on the sale will be high for your disloyalty. 💩

After the pre-sale, the whitelist passes will no longer provide any use.

DETAILS

All heroes minted in the pre-sale and the public sale will be Lords or Knights. This means all pre/public sale heroes are able to recruit new heroes.

Keep an eye on our twitter and discord for announcements stating the quantity of heroes in our mint. Our goal is to balance scarcity & supply so that we have sufficient hero liquidity in gameplay, but also sufficient scarcity to drive demand for new heroes.

Our pre-sale price will be 1.5 SOL and our public sale price will be 2 SOL. We believe this price is justified as all pre/public sale heroes will be Lords & Knights who are able to recruit new heroes, and thus generate strong earning potential.

The founding team will reserve 100 heroes for future promotions, giveaways, marketing, and for themselves.

ROADMAP

MINT
GEAR AIRDROPS
HERO STAKING
GAMEPLAY V1

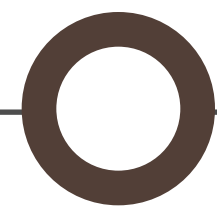
GEAR FORGING
NEW HEROES
GAMEPLAY V2

GAMEPLAY V2.5
GOVERNANCE
TOKEN

HERO ASCENSION
GAMEPLAY V3



Q1 22'



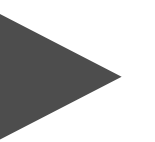
Q2 22'



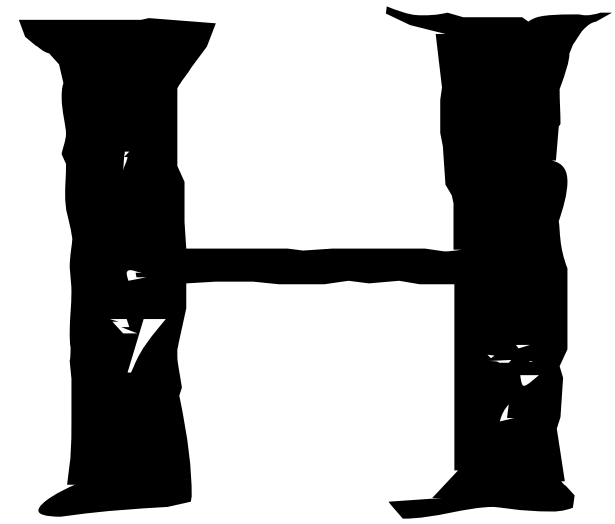
Q3 22'



Q4 22'

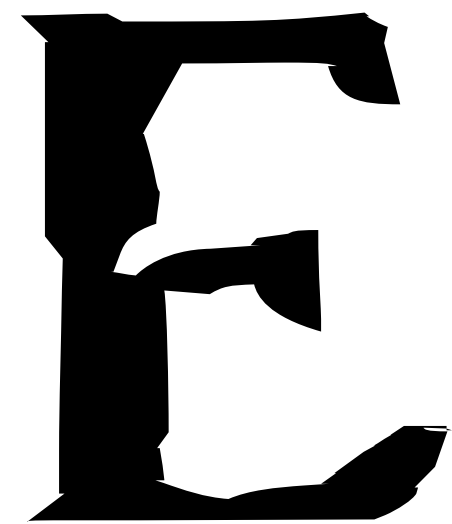


THE TEAM

A large, black, stylized letter 'H' with a distressed, hand-painted texture.


Designer & Community

@ArthurHomestead

A large, black, stylized letter 'E' with a distressed, hand-painted texture.

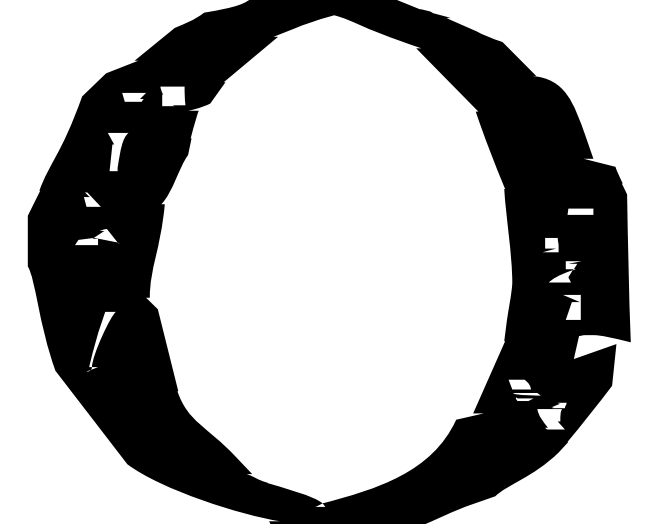
Designer & Community

@Mkazan10

A large, black, stylized letter 'R' with a distressed, hand-painted texture.

Lead Developer

@drllvm

A large, black, stylized letter 'O' with a distressed, hand-painted texture.

Lead Artist



@LootHeroesNFT



lootheroes.io

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SHAMAN



LOOT
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DRUID



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WARRIOR

