



LIT←PAPER←R

CONTENT

Introduction

- What is “Heroes of Olympus”?
- Our story

Tribe list

- Which are the Greek Gods featured in “Heroes of Olympus”?

Class Description

- Warrior
- Hoplite
- Archer
- Mage
- Champion

Roadmap

- Phase 1
- Phase 2
- Phase 3

Tokenomics

- Earnings Distribution
- Royalties Distribution
- \$HROM Description
 - \$HROM Utility

Game development

- Basic Mechanics of the game

INTRODUCTION

What is “Heroes of Olympus”?

“Heroes of Olympus” is a unique NFT project based on Greek mythology, built on the Solana blockchain, because of its increasing popularity and low tax fees, making it a great environment for the development of the NFT space. Our team is comprised of young enthusiasts and aims to target people who appreciate high quality art and have interest in gaming and mythology. Our 3D artist has worked in several big screen productions including Ninja Turtles, Hell Rider, etc. and has participated in the development of multiple popular video games. The prime goal of our project is the development of a strategic game called “Conflict of Elada” or “The Ancient Greek War”. “Conflict of Elada” will be a play-to-earn game with its own in-game currency token called \$HROM. Furthermore, we plan on creating a DAO, called “AgoraDao” which will head the decision making process and the future of our project. We plan on creating a close-knit, friendly community and hope on achieving the goals of our project.

Our Story

In the beginning, only the eternal and omnipotent Chaos existed. Everything originated from it: light, darkness, the planets, the stars, the gods, and mankind. Following the great war between the Titans and the Gods, a sacred die determined Zeus as the Master of the Skies, Poseidon was to be the Ruler of the Seas and Hades- the King of the Underworld. Only the throne of Earth remained vacant. Everyone wanted to ascend on it. The hunger for power plagued every single one among the Gods. However, no one dared to even attempt seizing the throne of Earth. The eternal Chaos realising the lust for power among the Gods took matters into his hands. The king of the Earth had to be the worthiest among the Olympians and so the competition had to be fair. Chaos chose 14 of the most ambitious Gods and created a set of rules for the inevitable war that was to come. Every participating God had the right to command an army of 777 heroes. Chaos determined that it was only fitting for the war over the rule of Earth to take place on it. The Gods and their Champions were now locked in the Cursed Chests of Chaos. The time for their opening has finally come. Become one of the “Heroes” and battle over Earth.

TRIBE LIST

• Zeus	(lighting)	WHITE
• Poseidon	(oceans)	BLUE
• Hades	(underworld)	BORDO
• Aphrodite	(love)	PINK
• Hera	(marriage)	CREAM
• Artemis	(hunting)	GREEN
• Ares	(war)	RED
• Hephaestus	(blacksmith)	BROWN
• Athena	(wisdom)	LIGHT BLUE
• Apollon	(healing)	YELLOW

CLASS DISTRIBUTION

“WARRIOR”

Like most other hero classes, the Warriors trace their origins to a period known as the Greek Dark Age. This semi-legendary chapter of Hellenic history began in 1200 CE when nearly all existing civilisations, from Greece to Mesopotamia, mysteriously collapsed. This widespread downfall was the deed of a group of half-human, half-sea monster pirates, more widely known as the Sea People. These maritime marauders destroyed all sophisticated cultures of Greece and the Fertile Crescent. Fearing that the vicious beasts would end the human race, the Olympian Gods recruited an army comprised of the strongest soldiers among the Greeks. The Warrior was only one of those groups levied by the Olympians. Only after the Sea People had been chased out of Greece did the Gods begin using the Warrior and the other “Heroes” as chess pieces in their war over the throne of Olympus.

Warrior- The Warrior is the most basic character but also- the most versatile one. He is the most numerous of “Heroes” making up the bulk of each tribe. He has a myriad of skills - hand-to-hand combat, wrestling, sword fight, and many others. His massive stature and strong body can intimidate almost anyone. These attributes make the Warrior superior in close hand battle, allowing him to quickly overwhelm Archers and Mages at close distances.

Warriors begin their training at an early age. They are thought to cope with everything- harsh weather, opponents of all statures, and death itself. Their strongest qualities are their rough physical power and great stamina. The most significant weakness of the Warrior is his close-range fighting limitation, making him easy prey for long-range “Heroes.” Comprising much of each tribe’s army, the Warrior’s community is the strongest one. It will have the most considerable voting power, allowing the Warrior class to essentially dictate the battle activity of each tribe.

The Warriors’ massive body is the only defence they need. That’s why they only wear helmets and shoulder protection. Warriors can handle various weapons- spears, swords, axes, maces, hammers, daggers. The color of the cloth tape on their hand displays the tribe they belong to. Warriors of noble stock possess golden helmets and shoulder protection. In comparison, the Armour of other Warriors’ can be either silver or bronze. This character is also highly adaptive, triumphing in every battle terrain.

The vanguard of every army is always entirely comprised of Warriors. Located to their rear are the Hoplites, the second class of close-hand battle “Heroes” of each tribe who are of almost equal abilities to their Warrior counterparts. Warriors are weakest against Archers because of their extraordinary accuracy, agility, and, most importantly - their female sex. As the reader might have guessed, Warriors happen to have an appreciation for the opposite sex. Making it hard for them to hurt Archers.

A tribe must win one-on-one battles against other tribes in order to acquire resources such as iron, Magic Dust, and \$HROM. These components are the ingredients of the food and drinks that fuel the army’s strength. Due to their impressive stature, Warriors are the second largest consumers of resources, being surpassed only by the Champions, who require a lot of energy to participate in battles.

CLASS DISTRIBUTION

HOPLITE

Hoplites are the only “Heroes” who appeared following the Dark age. Their first recorded appearance was around the 8th century BC. After chasing out the Sea people, the Warriors lost their morale and discipline, beginning to plunder and wreak havoc in their lands. However, bad times were coming again as a new group of human invaders called the Dorians attacked Greece. The Gods saw an opportunity in this invasion. Unlike the undisciplined Greek Warriors, the Dorians were energetic and militant. Without much hesitation, the Olympians recruited these newcomers as officers into their armies and then used them to re-establish control over the decadent Warriors. And thus, the Hoplite was born.

Hoplite- The Hoplite is the second most widely distributed “Hero”. His position is superior to that of the Warrior. Much like the latter, the former is also versatile in combat situations. Unlike the Warriors, Hoplites don’t rely solely on brute force. Hoplites may not be as well built as the Warriors; however, their slimmer bodies make them quick and agile. Their upper body is fully-armored, while their limbs lay unprotected, allowing for larger mobility and freedom of movement. Hoplites easily overwhelm Archers and Mages in close-range fights due to their superior hand-to-hand combat abilities.

A hero can become a Hoplite only if he has enough experience. Hoplites occupy the upper echelon of the military hierarchy, meaning that their knowledge of war strategy has to be almost perfect. Their stamina is their most distinguishing characteristic. Hoplites can march for thousands of miles while also wearing heavy armor and weapons. Their lean-built and developed musculature makes them both quick and strong. Hoplites make up a smaller portion of the tribe’s community, meaning their votes are fewer. However, being high-ranking officers, the weight of their decision is greater than that of the Warriors.

As mentioned, Hoplites wear body armor, helmets, and a cloth. Depending on their rank within the tribe, the material of these attributes could vary between bronze, silver, and gold, while the color of their cloth and the hair of their helmet displays the tribe they belong to. Similar to the Warriors, their range of weapon entourage is extensive. Hoplites can hand spears, swords, maces, axes, daggers, and hammers. Much like the Warrior, they can be expected to perform well on almost any battle terrain.

Hoplites comprise the second line of a tribe’s army. Their knowledge of warfare and fewer numbers make them valuable. This is why they are positioned behind the Warriors who, as mentioned prior, occupy the very front of the army formation. Like the Warriors, long-range “Heroes” can be a severe obstacle for the Hoplite. Unlike the Warrior, however, Hoplites are not impressed by the female appearance of the Archers. Mages, on the other hand, can inflict severe damage on them as they cannot dodge their attacks which can also penetrate their armor.

The Hoplites’s armor and weaponry maintenance requires a lot of resources (Magic Dust, iron, and \$HROM). On the other hand, Hoplites lack the insatiable appetite of the Warrior and thus can endure on little food, making them similar to the Archers.. Overall, Hoplites are “Heroes” with excellent combat skills and even greater knowledge of warfare. Their well-developed physics and strong stamina make them a valuable part of any army.

CLASS DISTRIBUTION

“ARCHER”

Archers are the third most widely distributed “Hero” and the only female character, giving them a massive advantage over the male fighters. They possess a palestra of unique qualities- a physique that makes them fast and durable, an unmatched accuracy, and a gentle force that can melt almost any male soul. Their fragile bodies don’t make them weaker. Quite the contrary- their physique often deceives the bigger “Heroes” allowing for a certain element of surprise, when the Archer reveals her full capacity. This female hero is light-armored as close combat is not her main priority. Furthermore, less armor equates to more mobility, enabling Archers to easily outmanoeuvre foes. Infantry fighters such as Hoplites and Warriors often fall easy prey to these female “Heroes”, however, Mages and Champions could be a significant challenge.

Archers are among the toughest “Heroes” to be found, mainly because of their harsh background. Abandoned female infants were an often sight in Ancient Greece. Leaving your newborn outside to die a slow and painful death because it was not born to be the right gender was a common practice in the ancient Mediterranean. Rescued from dying in their infancy, the training of a future Archer begins from the moment she can stand on her feet. Besides being trained to shoot arrows with unmatched precision, Archers are also taught how to handle daggers, swords, and spears. Their harsh training is focused mainly on endurance, speed, and accuracy. One of their weak spots is their lack of strength, meaning that these “Heroes” often avoid hand-to-hand combat. On the other hand, Archers can dodge attacks of all kinds, with the minor exception of several Mage casts and certain special attacks of the Champion. Archers rank relatively high within the military hierarchy, so their vote weighs heavily.

Their primary defence is their metal chest plate and shoulder protection, which could be made out of bronze, silver, or gold. These materials correspond to their rank within the tribe’s army. The color of their cloak and the cloth around their hand show the tribe they represent. Their range of weapons doesn’t vary much- they work with their bows the best, but could also be seen using swords, spears, and on infrequent occasions- daggers. Archers could be spotted fighting on almost any battle terrain due to their rich skillset.

Archers make up the rearmost section of the army. They are neighbored only by a contingent of Mages located directly at their front. Archers can counter many foes. Warriors often fall within the trap of their female beauty. In contrast, Hoplites can fall victim to their arrows, given the proper distance. Mages are their weak points because their attacks cannot be dodged.

One of the Archers’ main advantages is their modest resource consumption. Iron is necessary for their armor while Magic Dust and food are barely used by this hero. \$HROM is an essential resource for Archers as it is the only thing that can purchase arrows. Their female physiques significantly disadvantage their energy, which often drops quickly. Archers are quite distinct from any other “Hero” due to their unique appearance. They are the least consuming “Hero,” have a decisive vote in the community, and possess a valuable skillset.

CLASS DISTRIBUTION

“MAGE”

Before the Greek Dark Age, magic roamed freely throughout the world. Anyone could use it if he had the right knowledge. However, this eventually led to anarchy and the Gods had to intervene. When the Sea People attacked Greece, the God Apollon built the Oracle of Delphi and appointed the first high priest of Greece. His and the mission of his future successors was to appoint and train men who could handle the power of Magic. From that point onward, only a few chosen by the high priest were allowed to wield the power of sorcery. These few individuals became known as Mages.

Mages are the fourth most widely distributed “Hero”, making them one of the rarer classes. Their main advantage is their sharp intellect. Mages have studied and know the weak points of each “Hero.” They are well-versed in spell craftsmanship and are capable of creating any potion. At the same time, Mages are skilled swordsmen and can also work with daggers and staffs. Their attacks can penetrate through almost any armor. Mages are lean and athletic, making them very mobile. Their agility gives them an edge over the Hoplite and Warrior. A Mage can also easily counter an Archer. However, a single arrow shot can be a game over due to his lack of armor. He is dressed only in a robe, with an amulet below his neck. Mages are surpassed in strength only by the Champion class.

To become a Mage, one must first learn the science of herbalism, which is the basis of potion craftsmanship. It is an arduous journey, full of long hours of study and full wagons of literature. When he is ready, the student must cleanse his soul to gain magical abilities. After all these steps have been undertaken, one must go through one final revelation before completing his journey. Only when a hero realises that learning is a life-long journey can he finally become a Mage. The Greatest Mages are the ones who never stop studying and applying new techniques. being extremely powerful but at the same time very vulnerable, Mages must be located furthest from the battle melee. The votes of the Mages weigh a heavy amount. Despite their small distribution among the community, the decisions taken by the Mages can alter the battle planning process.

Mages are cloth in a robe and wear an amulet made of either silver or gold, depending on their level of abilities. Robe color indicates the tribe to which they belong. While their mythical amulets enhance their intelligence and magical powers. They can use swords or daggers only in the event of a surprise attack. Due to their rarer presence, Mages can be encountered on a limited number of battle terrains.

Being some of the most valuable “Heroes”, Mages must be protected at all costs. Their intelligence and skills are irreplaceable. One of their foremost abilities is their capacity to heal any injury, making them all the more valuable. The biggest disadvantage of the Mage is his endurance. Magic attacks are extremely demanding on their anatomy, easily draining all living force out of their bodies and mind. That’s why their power isn’t solely physical but relays a huge deal on mental and spiritual strength. These attributes contribute a huge deal to the rare availability of this character.

Predictably, Mages are the biggest consumers of Magic Dust- the foremost ingredient in magical potions. The fact that their bodies are slim does not indicate a lack of appetite. Quite the contrary. Due to the anatomical load of their attacks, Mages consume a lot of food. On the other hand, this class of “Heroes” does not use much iron

CLASS DISTRIBUTION

“CHAMPION”

Champions have existed ever since Prometheus gave birth to mankind. Much to the dismay of their wives, the Olympian Gods were notorious for mating with mortals. The offspring produced from such intercourse are known as the demi-gods. Not all children of the Gods have the luck of being recognised as legitimate. Those who do often earn the favour of their Olympian parents and achieve great fame, such as Hercules, Achilles, Leonidas, Alexander the Great, etc. The half-mortal half-god children who fail to receive the blessing of the Gods must find an alternative route to prove themselves. Many enter military service and join the army of the Olympians. These demi-god soldiers would in time become known as the Champions.

Champions are the rarest “Heroes” of each tribe. Descending from the Olympian Gods, the Champions possess strength and skillset that is unmatched by any of the other “Heroes”. The combination of enormous power, lightning speed, microscopic accuracy, and pure talent makes them almost unbeatable. Champions handle the heavy weaponry- swords, axes, maces, and hammers. They rarely have to use those due to their ability to dominate the battlefield completely unarmed. Champions lack any weak spots. There are only two ways they can be defeated. In a duel with the Gods themselves or if all of the remaining four classes of “Heroes” combine their forces against them. Their powerful and muscular bodies are covered with heavy armor- full-face helmets, huge shoulder protection, and thick chest plate. Overall, the Champion is the hero that every other class would rather not confront on the battlefield.

There is no way a regular “Hero” can become a Champion. Champions are born. More often than not, they are the offspring of a God and a mortal. Their god-like gene begins to manifest itself in their early childhood. Before even reaching their teens, Champions already have the physique of a fully developed man. This musculature comes in handy in their adult years when they have to carry a tremendously heavy Armour for hundreds of miles.

Interestingly enough, the thick protection doesn’t slow or make the Champions clumsy even by a bit. Due to their vast experience and variable skills, the Champions command the front-most regiments of the army. Their task is to assist “Heroes” who are on the verge of breaking formation. Predictably, the vote of the Champion is of most significant importance.

Champions are covered in thick metal from head to toe. Their Armour can only be golden or silver. The color of their helmet hair, robe, and hand band varies according to the tribe they belong to. Their faces are covered by masks so as to protect their numerous injuries. Each tribe has a unique ability, and it is the Champions who cast this special power during battle. Champions cannot be seen fighting on every battle terrain, making them even rarer.

There is a saying that the strength of one Champion equals the one of 300 Spartans. Their battle skills combine the Mage’s intelligence, the Warrior’s brute force, the Hoplite’s agility, and the Archer’s strict accuracy. In other words, a single Champion is a one-man-army. Some of them prefer to use maces or hammers, while others- are better with axes or swords. Champions unleash their full strength only during the direst moments when the victory to be gained outweighs the destructive consequences of their full potential.

CLASS DISRTIBUTION

“CHAMPION”

The maintenance of this unmatched power requires loads of resources. Quite naturally, Champions are the most consuming “Heroes”. Vast amounts of iron are used for the production of their armour, a large pile of food is consumed for the maintenance of their power, tons of Magic Dust are required for the usage of their abilities, and a lot of \$HROM to be used as a reward for their victories. Overall, Champions are the rarest and strongest “Heroes” of the Godly tribes

ROADMAP

PHASE I

- **THE MOST EPIC REVEAL IN THE NFT SPACE**

- For the first time ever on the Solana blockchain, NFT enthusiasts will have the opportunity to experience a three-step rarity reveal. As mentioned below, these are the 3 types of reveals. Chaos has decided to keep the heroes locked inside his cursed chests. These heroes will be unleashed gradually throughout time. Once it is unlocked, the rarity tool will reveal each hero's tribe. After holding the NFT token for a couple of days, the class of the hero will be revealed as well. The final stage of our rarity tool, will only be granted to those who have kept the NFT token for over a week.

1. TRIBE REVEAL

2. CLASS REVEAL

3. UNLEASHING THE "HEROES"

- **Rarity Tool**

- We will launch a search engine where the rarity rank of the "Heroes" will be revealed. By entering the NFT token ID, holders will be able to see how rare each attribute is and this will determine the overall rarity of their "Hero".

- **FULL COPYRIGHT ON YOUR "HERO"**

- Every holder will have the ability to use their NFT tokens with full copyright permissions.

- **TRIBE SERVERS WILL BE UNLOCKED FOR HOLDERS**

After passing the first stage of the rarity reveal, by verifying the ID of their NFT token in CollabLand bot, holders will be granted access to the private server of their NFT tribe.

- **30% of the royalties will go to the community**

- **Everything about their distribution will be decided with a poll in the private community Discord server.**

ROADMAP

PHASE II

- **Exclusive Airdrops every week**
 - Each “HERO” in your wallet will grant you one Airdrop piece.
 - Each Airdrop will be 1/4 of an ancient puzzle
 - Collect all 4 pieces to redeem your mystery reward
- **Introduction of \$HROM token**
- **Establishment of “AgoraDAO”**
- **The development of our P2E game “The Ancient Greek War”**

PHASE III

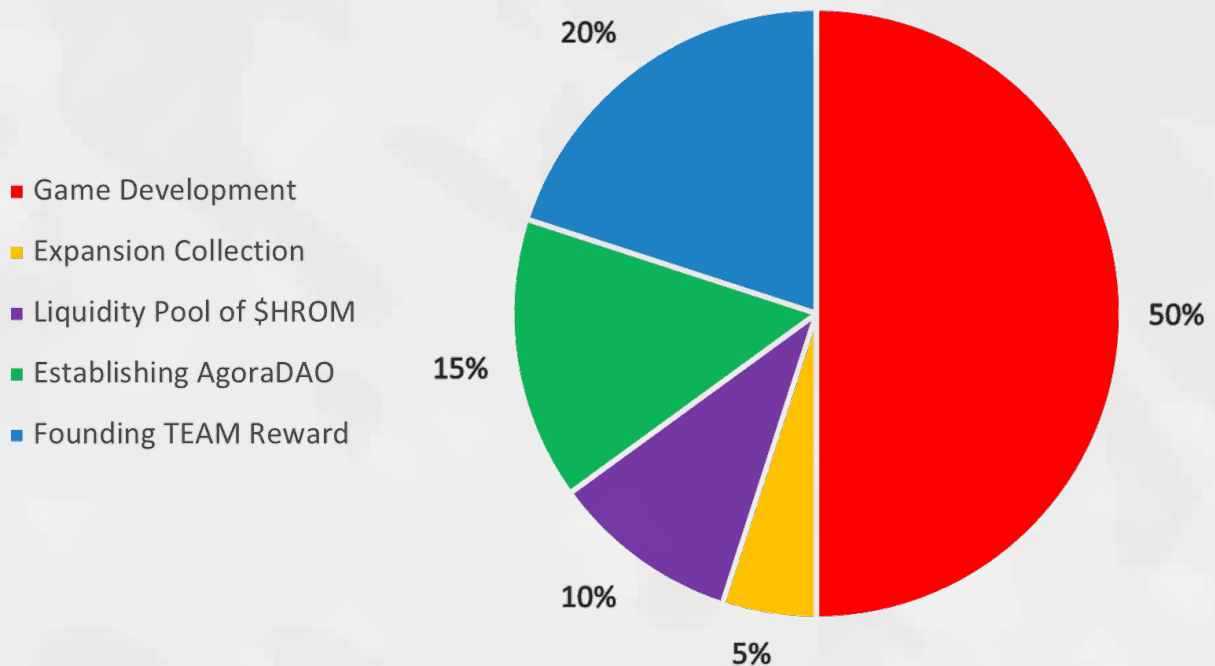
- **Launching our P2E game “The Ancient Greece War”.**
- **Expansion collection teasers**

TOKENOMICS

EARNINGS DISTRIBUTION

The earnings from the pre-sale and primary sale will be distributed as follows:

1. Game Development	50%
2. Expansion Collection	5%
3. Liquidity Pool of \$HROM	10%
4. Establishing AgoraDAO	15%
5. Founding TEAM Reward	20%



ROYALTIES DISTRIBUTION

We have a simple division for the royalties from the collection:

1. Community Reward *	30%
2. Liquidity Pool of \$HROM	70%

*There will be a poll in our Official Discord Server and the community will decide the distribution of these 30%

\$HROM UTILITY

HROM is going to be the official currency in the “Heroes of Olympus” Metaverse. Its most important use will be in “The Ancient Greek War”, the P2E game for our collection. \$HROM will be one among a few other resources (IRON, MAGIC DUST, etc.) that the tribes will receive at the inception of the war. It will be the in-game currency that would allow tribes to purchase different items and upgrades. \$HROM will also serve as the governance token of AgoraDAO and will be available for public trade. The amount of \$HROM owned will be directly correlated to the voting power of the owner in AgoraDAO.



GAME DEVELOPMENT

VA turn-based strategy game (tactical). Every holder will be a hero participating in the war for Greece. Each hero's rarity will determine their role and qualities on the battlefield. The campaign's continuation will be 13 weeks (so that each tribe may participate in one fight with every other one). Each week will start with 5 days of practice, while the battle will take place on the following 6th day. The outcome of the encounter would be revealed on the 7th day. During the 5-day preparation, each tribe would have the opportunity to decide how to distribute its resources and develop a battle strategy (Their army deployment, formation, etc.). On the 6th day, After the heroes have planned their course of action, their tribe will clash in a 1v1 battle with another tribe. The battles will conclude at the end of the day, and on the 7th day, CHAOS will announce their outcomes. Resources will be given or taken based on battle results. At the beginning of the "War Week," CHAOS will draw opponents from the different tribes. Every tribe will engage in precisely one battle with every other tribe, which means that each tribe will participate in a total of 13 battles. Tribes will be ranked throughout the war, and the tribe that ends up on the top will claim its place as the ruler of Ancient Ellada (Greece). Winners receive the most significant prize, distributed among the individual heroes (holders). The prizes are as follows - \$HROM, an NFT airdrop, and a whitelist spot for the next project (Expansion collection for the Second War). During the first week, each tribe will receive an equal number of resources such as Magic Dust, Iron, Food, and finally, \$HROM. These resources can improve Mage spells, be used as soldier food, or increase armor durability and weapon damage. \$HROM will be used for special upgrades for each tribe (Ares-more damage; Aphrodite-more beauty distraction and damage decrease) and additions to the army. During the first five days of each week, the tribes must decide whether they will improve their mage spells or their champion's fury. Decisions will be taken based on a vote. After the battle ends, the winners will gain more additional resources, While the losing tribe will receive fewer or, in some instances, lose resources