

HEROES UPRISING



WHAT IS HEROES UPRISING?

Heroes Uprising is a free-to-play turn-based RPG strategy game with a fantasy theme that allows players to win rewards through combat. The game uses blockchain technology to reward participants for their participation. To play Heroes Uprising, you'll need three from each of the two main NFT components: Heroes and Swords. But you can play-test the game and win rewards with our free beginning Heroes and Swords. Additionally, there will be free starting Heroes and Swords that are not NFTs. These are merely game assets that behave like NFTs, but they cannot be traded or sold to other players. Heroes Uprising wants to emphasize the endurance and sustainability of the game by connecting with the project's natural liquidity source.

WHY HEROES UPRISING?

Sustainable ecosystem due to our Auto Liquidity System. (Auto Liquidity is introduced from the fees for example; a portion of the fees from forging swords will be automatically put to all liquidity pair on some exchanges that is supported by Heroes Uprising)

Maximized burn mechanism (Burning of digital assets is a must in this game, fusing two swords will get you a new sword randomly. The result is you burn two swords and minted a new one.)

Monitored minting and burning of digital assets (Exuvia Reserve Vault will continuously monitor the minting and burning of digital assets to fully sustain its ecosystem)

Automated reward distribution on rents (We implemented this hassle-free management for managers that lazy to check from time to time for their scholars. Each earning interaction of their scholars will automatically distribute their earning cuts to their managers.)

WHY HEROES UPRISING?

Two NFT (Heroes and Swords) requirements (We come up with these requirements to play the game because it is the best way to prevent the devaluation of reward tokens because of the overpopulation of players. But players can play without buying two NFTs because of our Free-to-Play system. But earning is limited on those Free-to-Play players.)

A built-in ESport tournament (Becoming a new ESport game is one of our priorities, planning to be one of the best strategic games in the space. Heroes Uprising embedded the ESport tournament system in the game called Heroes Uprising International League that only the qualified participants from the Guild Domination can participate.)

In-game Guild system mechanics (DAO system is a well-known program In space, so we integrate it into the game. By creating a guild or joining the guild you are participating in the mini DAO system that only members of the guild will benefit from it.)

Fast-Paced gameplay and quick matchmaking (We all know how boring finding a match that is very long and playing a match that is very long also. We are developing Heroes Uprising that will not take half of your day playing the game.)

WHY HEROES UPRIISING?

Sprite companion system (We also have additional NFT that will support your team through battle. That uplift your fighting chance of winning. You can only equip one Sprite for each team.)

Durability system mechanics (Durability is the best idea that we ever proposed to the game mechanics, it will be one of the liquidity providers of the ecosystem. Because if its Durability is depleted they will replenish it by buying a Durability Replenish Potion again in order to earn rewards, without durability points you will not gain rewards.)

Dual utility token (We implemented this idea because we believe this will help the economy's sustainability. This will result in the prevention of overinflation of tokens due to its tax fee mechanism that is embedded in exchanging the utility token.)

Customizable Heroes (We apply Heroes Cosmetics that will impact the user interface and appearance of their heroes. Cosmetics will not boost your fighting chance of winning.)

Mission and Vision

Mission

Players come first in the game Heroes Uprising. Its purpose is to give players an enjoyable and exciting gaming experience while still generating income, as many people struggle to find employment due to factors outside of their control. Everything is intended to provide individuals with the chance to realize their aspirations and accomplish their goals and develop a more adaptable, practical, and long-lasting game experience.

Vision

Heroes Uprising seeks to provide a way of life for individuals who make ends meet through NFTs, establishing a standard for supplemental NFT-based games to make itself known as a well-liked, competitive, and winning worldwide strategic NFT game. This concept is to optimize player skills while enhancing the quality and excellence of gaming.

The Problem

- Not sustainable ecosystem due to overpopulation of players and no new investors that will put investment to the ecosystem.
- Not open to community suggestions due to the team's confidence that they will execute the project smoothly without community feedback.
- No natural liquidity provider mechanism that results in the devaluation of tokens.
- Uncontrolled cash-outs of players that results in random huge dumping of tokens that will devalue tokens.
- Over inflated assets from uncontrolled minting such as no control on forging and cash-out causing devaluation.
- Ecosystem is always dependent on new investors because they only use new investors to add liquidity to the ecosystem.
- Blurry roadmap delivery that results in leaving community followers due to the delivery of the project's roadmap.

The Solution

Heroes Uprising brings you a **HEALING** system;

- Hoarding is not beneficial in the long run because we came up with the sanction fee system that will have tax fees if they will exceed the withdrawal limit.
- Enjoyment of the players is one of Heroes Uprising's priorities, without enjoyment the essence of a game is gone.
- Aggregation of Free-to-Play and Play-and-Earn in one game
- Longevity and sustainability of the project are the main focus of Exuvia Reserve Vault. ERV monitors all the movement of Heroes Uprising, from economic balancing up to game balancing.
- Interaction of community for suggestion through governance voting of the project's future is heard by the team.
- Natural Auto Liquidity Mechanism on most of the transactions. This mechanism will automatically add liquidity to any of our paired assets on a DEX
- Goal-focus driven team working behind Heroes Uprising to meet our roadmap expectation.

Triple Category Matchmaking

- Classic Category - This category is for free-to-play features, this will be a practice category or a training category for those who are testing their teams. Players will not earn any MMR points nor they will earn any rewards from battling.
- Unranked Category - This category is applicable to the free-to-play feature also, this will be an intense player vs player matchmaking but players will grind from 0 MMR to 750 MMR to earn rewards.
- Ranked Category - This category will not be applicable to those free-to-play players, and it is also required to join a Guild in order to access this feature. Players' MMR is at stake in here, so basically Ranked Category is for competitive players who invested their way in to play for this category.



Gameplay

The Heroes Uprising fighting system is a turn-based card game in which your squad of three heroes must eliminate all your opponent's heroes in order to win. Each turn, a player must play cards wisely in order to increase their chances of winning.

Once players find a match on our matchmaking system by clicking the fight button, the battle will begin shortly;

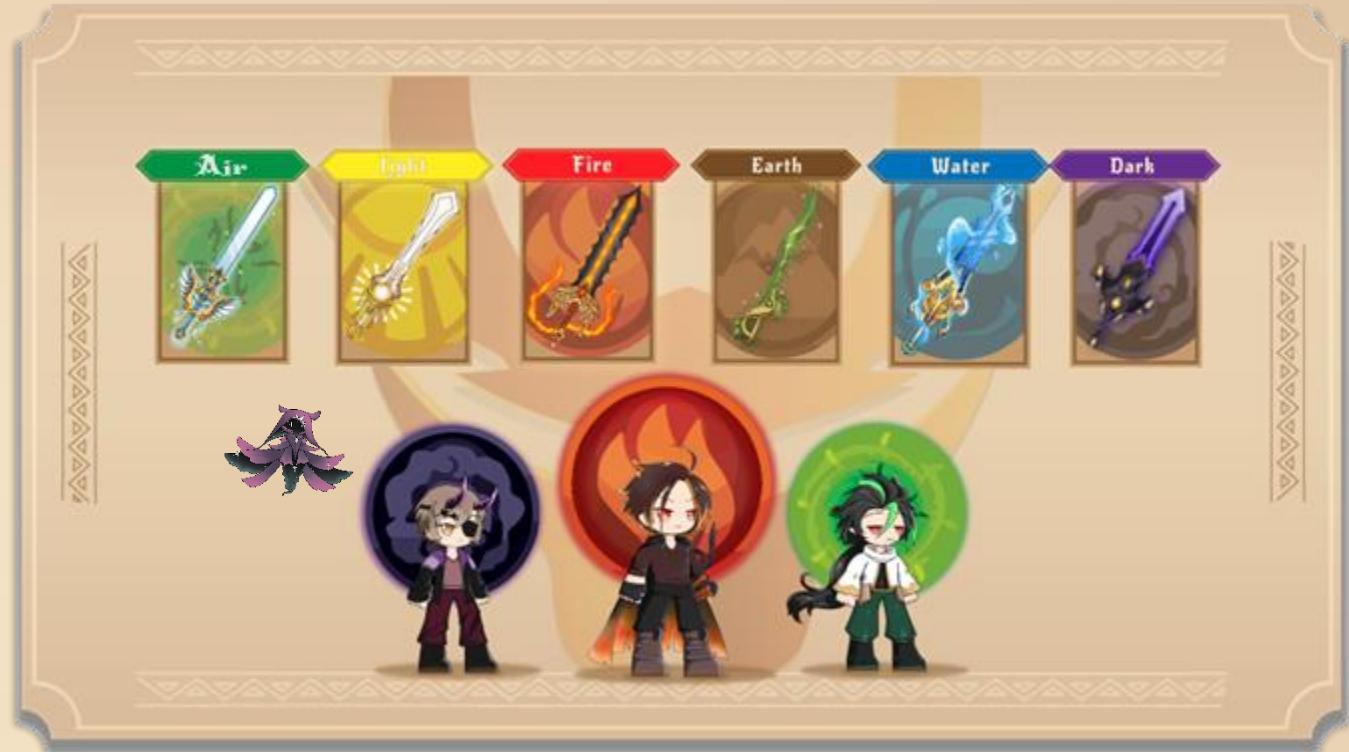
- At the start of each round, cards will be added at random.
- Buffs that affect attack sequence will be applied next round
- Effect of each card will be applied once it's used during the round
- Heroes will attack their closes target except when using cards that allow the hero to attack furthest or behind the closes target.

NFTs

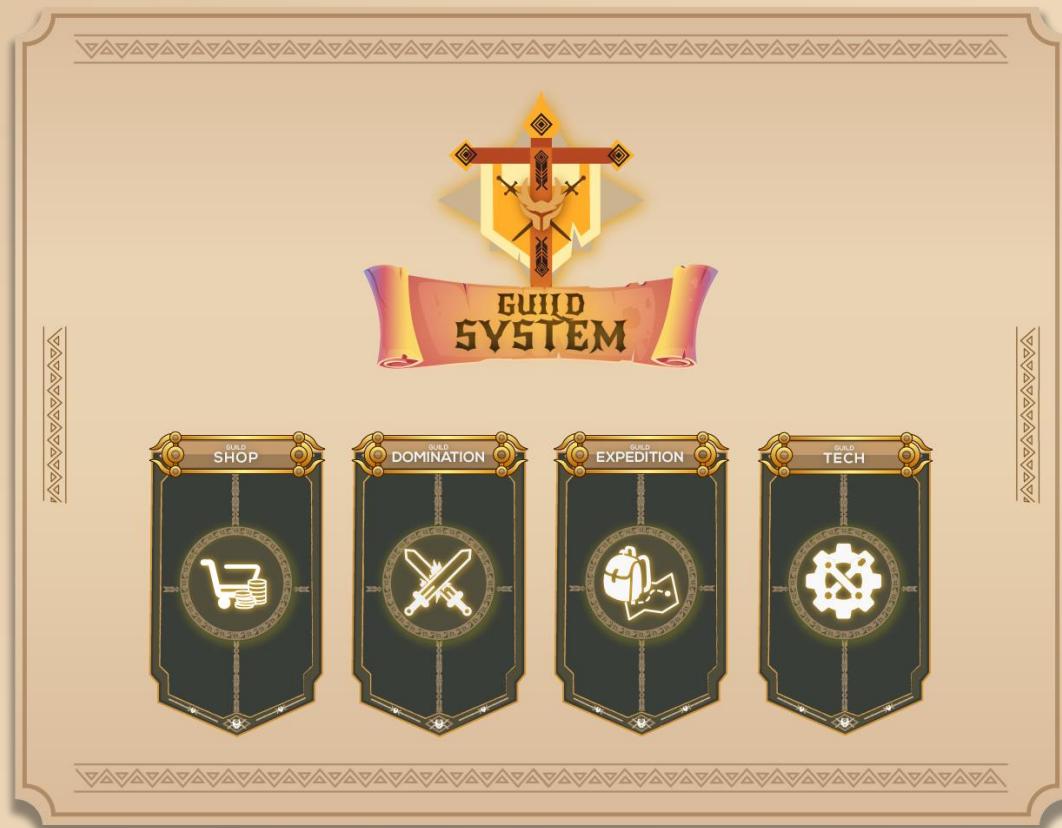
Heroes and Swords NFTs, which may be purchased and sold in our market, are the key to enabling Play-and-Earn functionality.

Ownership of Heroes and Swords enables the bearer to participate actively in the game by becoming a player, stake in the land for passive income, or rent a deck to a scholar.

Additional NFT that will be your companion throughout the game are Sprites, Sprites will boost your fighting chance of winning a game. Obtaining a Sprite is just optional.



Guild System



Joining or creating a Guild will grant you access to the ranked arena battle royale, guild tech, guild expedition, guild domination, guild ranking, and guild shop.

- Ranked Arena Battle Royale is where players fight to the top of the leaderboards.
- Guild tech this is where players can donate RAP (Rare Amethyst Particle) to improve the guild by increasing its level, Each level gives bonuses for everyone.
- Guild expedition players must form a party with their guild to accomplish this daunting task and reap the rewards.
- Guild domination Players can battle other Players from different guilds to represent their guild.
- Guild shop Participating in raids will be difficult. Explore the guild shop and purchase some buffs and other awesome items using your trophy rewards.

Renting/Scholar features

We want everyone to be able to play a game powered by blockchain technology through NFT. So, we want to introduce to you "Heroes Scrolls" Scrolls are divided into two categories. Split Scrolls and Rigid Scrolls

Split scrolls work as an intermediary for the two sides. To begin with, managers must list their NFTs that are available for Split Scroll summoning at the Marketplace. The profit percentage split must be specified by the manager prior to listing.

Rigid Scrolls are for managers who have surplus NFTs or assets that are just sitting in their inventory, or for managers who don't want to let go of their assets quite yet in order to trade them for anything else. Managers can profit from excess NFTs by leasing them on the market.



Tokenomics

Insignia (SGN)

An ERC20 token, is the governance token for Project Exuvia that is used on Heroes Uprising. Having SGN allows its users the ability to vote on modifications to the project's future, allowing them to have their voices heard. Staking is another way for holders to earn SGN. Insignia will be used also for purchasing Sword and minting Heroes. It is also a requirement for Forging Swords and Sprite Fusions.



SGN Tokenomics

SECTION	VALUE
Initial Supply	100,000,000 \$SGN
Max Supply	1,000,000,000 \$SGN
Token Type	Governance Token
Decimals	18
Ticker	SGN
Network	Ethereum
Contract Address	TBA

Token Breakdown

SECTION	ALLOCATION	TOKENS	VESTED
Development	25%	25,000,000 \$GN	YES
Seed Sale	15%	15,000,000 \$GN	YES
Private Sale	12%	12,000,000 \$GN	YES
Public Sale	9%	9,000,000 \$GN	NO
Liquidity	9%	9,000,000 \$GN	YES
Game Rewards	8%	8,000,000 \$GN	YES
Reserved	7%	7,000,000 \$GN	YES
Team & Advisor	7%	8,000,000 \$GN	YES
Marketing	5%	5,000,000 \$GN	YES
Airdrop & Event Rewards	2%	2,000,000 \$GN	YES
Angel Investor Sale	1%	1,000,000 \$GN	YES

Rare Amethyst Elixir (RAE)

Rare Amethyst Elixir (RAE) is a reward/utility token that can be obtained by exchanging it with Rare Amethyst Particle ([RAP] an in-game currency), you can check the exchange rate here. This can also be used to purchase weapons and heroes at the marketplace.

Please keep in mind that claiming your RAP takes two weeks. After that, you can make a claim after two weeks again.

You can sell or exchange your Rare Amethyst Elixir on decentralized exchanges and Aivux.



Rare Amethyst Particle (RAP)

RAP is an in-game utility token that has no value in the market but can be exchanged for RAE. Exchanged rate may change every 00:00 GMT+8 server time. RAP is used for entering some dungeons in the game.



Roadmap

PHASE 1

- ✓ Concept Creation
- ✓ Team Assembly
- ✓ Research
- ✓ Whitepaper preparation
- ✓ Theme and Art creation starts
- ✓ Smart Contract Development starts
- ✓ Game Development Starts
- ✓ Social Interaction



PHASE 2

- ✓ Website Development Starts
- ✓ Whitepaper Creation Starts
- ✓ Angel investors Starts
- ✓ Discord Server Release
- ✓ Early Adopters Event Starts
- ✓ Website Release
- ✓ Whitepaper Release
- ✓ Discord Invite Event Starts
- ✓ Marketplace Development Starts
- ⚙️ Governance Token Deployment
- ⚙️ TGE



PHASE 3

- ⚙️ Pre-Marketing
- ⚙️ AMA: What is Heroes Uprising?
- ⚙️ Seed Sale Starts
- ⚙️ Whitelisting Starts
- ⚙️ Private Sale Round
- ⚙️ Public Sale Starts (IDO)
- ⚙️ Gameplay Video Release
- ⚙️ Early Adopters Airdrop SGN Reward Distribution





CORE TEAM



Anne B. Sobrado
Owner / Founder

Came from a family of Business operators, Anne merges the idea of Allan and Ryan of their typical Play-to-Earn game concept and turns it into a Free-to-Play and Play-and-Earn game. Anne funded the project on her own from the start.



Ryan M. Panuncia
COO / Co-Founder

With my experience with NFT games. I am competent and confident in my knowledge on cryptocurrency that will help in solving problems such as an "economy problem and inflation of assets" that will benefit Heroes Uprising and its player base.



Kean John Sean Lagbo
CGO / Co-Founder

Kean began working in the cryptocurrency industry in 2016, years before NFTs. He is skilled in moderating, managing, and contributing solutions to issues that arise in the cryptocurrency industry. Along with his propensity for new ideas that come with youth, his presence on the team offers crucial expertise in managing an NFT community.



Allan Brando B. Catayoc
CEO / Co-Founder

A Crypto Enthusiast and a Blockchain Technology Fan since 2013, Allan is a well-experienced person when it comes to Web3, manages and directs Heroes Uprising toward its primary goals and objectives.



Joshua S. Pales
CTO / Co-Founder

I have been working as a Software Engineer and I'm a self-starter with strong interpersonal skills. I work efficiently both as an individual contributor as well as along with a team.



Carl Alexson Patan-ao
Project Manager



Luis Miguel Panta
Game Strategic Lead



Arvin John Bulatin
Game Development Lead



Dave Agustin Caacoy
Game Design Lead



Kevin Fontanoza
Web Development Lead



Janbert Campos
QA Lead



Joenard Magallanes
Social Media manager



Gerald Madarang Mercedes
Moderator Lead



Victor Perfecto Bucabuca
Game Developer | Animator



Alberto Ymas
Game Developer



Ainol Obando
Game Developer



Utsukushi Desu
Sketch Art Talent



Claire Mamalias
Sketch Art Talent



Gabriel Bryan Agudo
Content Writer



Brylle Solano
Content Writer



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