

HEROES UPRISING



HEROES UPRISING

Join the Battle, Win Rewards, and
Rule the Fantasy Realm



HEROES UPRISING

Heroes Uprising is a cutting-edge play-to-earn RPG strategy game with a fantasy theme that allows players to win rewards through combat. Our game features an immersive world, engaging gameplay, and a scholarship system that allows players to earn real-world rewards. Plus, we utilize a triple token system that sustain and balance the economic system. Whether you're a seasoned gamer or a newcomer to RPGs, Heroes Uprising is the ultimate game for those who want to dominate the competition and win. Join the battle today and start your epic adventure in Heroes Uprising!



DEATH SPIRAL

The problem of any p2e economics "death spiral" refers to a scenario where the value of the in-game currency, drops significantly due to an oversupply of tokens and a lack of demand. This can happen when there are more tokens being generated through gameplay than there are players interested in buying them. As the value of the tokens drops, players who have invested in the game may lose confidence in the economy, causing them to stop playing and selling their tokens. This, in turn, can lead to a further drop in value, creating a negative feedback loop.



TRIPLE TOKEN SYSTEM

The triple token system described consists of three tokens: Insignia (SGN), Rare Amethyst Elixir (RAE), and Rare Amethyst Particle (RAP). Each token has a different use case and value within the game, and the tokens can be exchanged with each other based on specific rules.



DURABILITY SYSTEM

Each Sword NFT has durability, which indicates a player's progress. Battles deduct ONE durability point, and rewards are unavailable at ZERO durability, even if other Swords have durability remaining. Maintaining Swords' durability is necessary to keep earning rewards. Swords can be replenished with a USDT-purchased Durability Replenish Potion. USDT from purchases will be used to buy-back SGN and RAE for liquidity.



STAMINA SYSTEM

In Heroes Uprising, stamina is essential for earning RAP. Players receive 30 stamina daily, resetting at 00:00 GMT +8. Each Arena Battle Royal attempt consumes one stamina, limiting RAP accumulation to maintain in-game economy. Players can increase their stamina limit by acquiring swords and storing them in their wallet, and donating RAP to guild tech. RAP donations increase guild levels and provide bonuses to members, with a daily minimum of 2 RAP and a maximum of 10 RAP per player. Moreover, every level of the guild will add a stamina to the members' daily stamina limit.



HU AdRevenue SYSTEM

We've added a Heroes Uprising AdRevenue System feature that will only appear when you press a certain button. This feature helps us earn income through monetization for buying back RAE & SGN tokens that adds liquidity. It's a part of our Stamina System, where if you run out of Stamina, you can watch up to 5 advertisements per day to gain 1 Stamina each.



SCHOLARSHIP SYSTEM

We created Heroes Uprising a blockchain-powered NFT game with scholarships called “Heroes Scrolls” that allow players to use heroes and weapons for free from the Managers. There are two types of scrolls: Split Scrolls and Rigid Scrolls. Split Scrolls connect managers who have NFTs to offer with interested players who can't afford to play, and profit is split between the two parties. Rigid Scrolls are for managers who have surplus NFTs and want to lease them out for a specified period of time, with the player receiving all revenue earned during the leasing period.



GAME ECONOMIC BALANCE

We have created several ways to burn inflated tokens and add funds to our treasury for the continuous development of our team. Minting heroes, creating weaponry, purchasing heroes, swords, and sprites from the marketplace, upgrading guild tech, and changing NFT asset names are some ways to burn RAE, and RAP tokens. Additionally, we charge fees on certain transactions, and all fees (SGN & RAE) collected are split and deposited in different treasuries for various purposes. Finally, we have set limits on RAE claiming, and any sanctions imposed for exceeding the limit will result in burning tokens.



TOKENOMICS

SECTION	VALUE
Initial Supply	225,000,000 SGN
Max Supply	250,000,000 SGN
Token Type	Governance Token
Decimals	18
Token Name	Insignia
Ticker	SGN
Network	Polygon
Contract Address	0x282E461696c14cb094533F5Fff6Bcb8023Cd7f84



TOKENOMICS

SECTION	TOKENS (SGN)	ALLOCATION	VESTED
Angel Investor Sale	1%	2,500,000	YES
Seed Sale	5%	12,500,000	YES
Private Sale	6%	15,000,000	YES
Public Sale	2%	5,000,000	YES
Advisors	6%	15,000,000	YES

TOKENOMICS

SECTION	TOKENS (SGN)	ALLOCATION	VESTED
Liquidity	10%	25,000,000	YES
Treasury (ZRV)	10%	25,000,000	YES
Team	9%	22,500,000	YES
Community	6%	15,000,000	YES
Marketing	5%	12,500,000	YES
Staking	10%	25,000,000	YES
Game Rewards	30%	75,000,000	YES

FOUNDERS



**Allan Brano
Catayoc**
CEO / Founder



**Missy Anne
Catayoc**
CO-CEO /
Co-Founder



**Clint Ryan
Jao**
CGO /
Co-Founder



**Ryan
Panuncia**
COO /
Co-Founder



Join Us!

- Email: contactus@heroesuprising.com
- Twitter: <https://twitter.com/HeroesUprising>
- Facebook: <https://www.facebook.com/HeroesUprising>
- LinkedIn: <https://www.linkedin.com/company/heroes-uprising>
- LinkTree: <https://linktree.heroesuprising.com>





HEROES UPRISING

THANK YOU