

HEROES UPRISING



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A free-to-play turn-based RPG strategy game with a fantasy theme that allows players to win rewards through combat. Heroes Uprising uses play-to-earn mechanism, scholarship feature and triple token system. The ecosystem will gradually utilize the triple token system which there will be uses for governance, utilities and in-game token.



CORE FEATURES

7 Game Modes

A variety of Arena Battles, Dungeon Quest and Guild Expedition for fun and interactive game system.

Free to Play and Play-and-Earn

Start playing without using money and earn various rewards.

Triple Token System

Consist of different utilities and connected uses that will run the game ecosystem.

Burning Mechanism

Providing sustainable ecosystem for the growth of the game development and progress.

Scholarship System

Guilds and owners have the ability to lend NFT assets for players.



7 GAME MODES

A variety of game modes for interactive way to offer users on wide range gaming experience.

Adventure

- Sword Quest – a quest for a chance to get sword fragments for crafting.
- Sprites Quest – a quest for a chance to get companion pets in-game.

PVP

- Brawl – a free-to-play feature which will be a practice category or a training category for those who are testing their teams.
- Classic -a free-to-play feature which will be an intense player vs player matchmaking but players will grind from 0 MMR to 750 MMR to earn rewards.
- Ranked – for competitive players who invested their way in to play.

Guild

- Domination – a player to player guild battle system
- Expedition – conquering floor bosses with a set of task in order the guild to win



FREE-TO-PLAY AND PLAY- AND-EARN

Heroes Uprising is a free to play game, which gives players the opportunity to enjoy next-generation GameFi project. Heroes Uprising rewards players for their time spent playing the game, and their contribution to the project.



GAME CONCEPT GAMEPLAY



TRIPLE TOKEN SYSTEM

- **Insignia (SGN)** - is the governance token for Zolas Labs 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. SGN will be used also for purchasing Sword and minting Heroes. It is also a requirement for Forging Swords and Sprite Fusions.
- **Rare Amethyst Elixir (RAE)** – RAE is a reward/utility token that can be obtained by exchanging it with Rare Amethyst Particle ([RAP] an in-game currency). This can also be used to purchase weapons and heroes at the marketplace.
- **Rare Amethyst Particle (RAP)** - RAP is an in-game utility token that has no value in the market but can be exchanged for RAE. Exchange rate may change every 00:00 GMT+8 server time. RAP is used for entering some dungeons in the game.



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



TOKEN BREAKDOWN

SECTION	TOKENS (SGN)	ALLOCATION	VESTED
Private Sale	37,500,000	15%	YES
Public Sale	12,500,000	5%	YES
Advisor	20,000,000	8%	YES
Liquidity	22,500,000	9%	YES
Team	32,500,000	13%	YES
Community & Marketing	25,000,000	10%	YES
Staking	25,000,000	10%	YES
Game Rewards	75,000,000	30%	YES



BURNING MECHANISM

- **Minting Heroes-** All the RAE fees that are required for minting will be burned.
- **Marketplace Forging** – All of the RAE tokens required will be automatically sent to the burn address hence reducing the circulating supply.
- **Marketplace Heroes** - All RAE fees will be burned automatically.
- **Sprite Fusion-** All RAE costs will be burned automatically.
- **Sword Fusion** – All RAE costs will be burned automatically.
- **Weekly Dungeon Quest-** All ticket fees (RAP) will be burned.
- **Guild Tech-** All of the resources (RAP) needed in order to upgrade a specific Guild Tech will be burned.
- **Heroes Cosmetics-** All RAE that is used to customize your heroes will be burned automatically.
- **Heroes/Swords Change Name-** All RAE used to change your heroes/swords' names will be burned automatically.
- **Limits and Fees On RAE Claiming-** Sanction Fees incurred due to exceeding the RAE Claiming Limit will be automatically burned.



SCHOLARSHIP SYSTEM

Just like any NFT game that has a Scholarship Program. We wish to bring fun and amusement to everyone while learning the game fundamentals, including those who do not have the resources to start and earn reward tokens from the game. 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"

What are Heroes Scrolls?

- Scholarships were what we termed "Heroes Scrolls." Scrolls allow other players to summon other players' heroes and weapons to play the game for free. Scrolls are divided into two categories.
- Split Scrolls and Rigid Scrolls



SCHOLARSHIP SYSTEM

What is the Split Scrolls system and how does it work?

- Managers who couldn't find a scholar to play their assets and interested players who couldn't find a manager to play the game are introduced to Split 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.

What is Rigid Scrolls

- 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.

“The player of the leased Assets will receive 100% of the total revenue throughout the leasing time. When the leasing period ends, the player will no longer have access to the leased Assets”



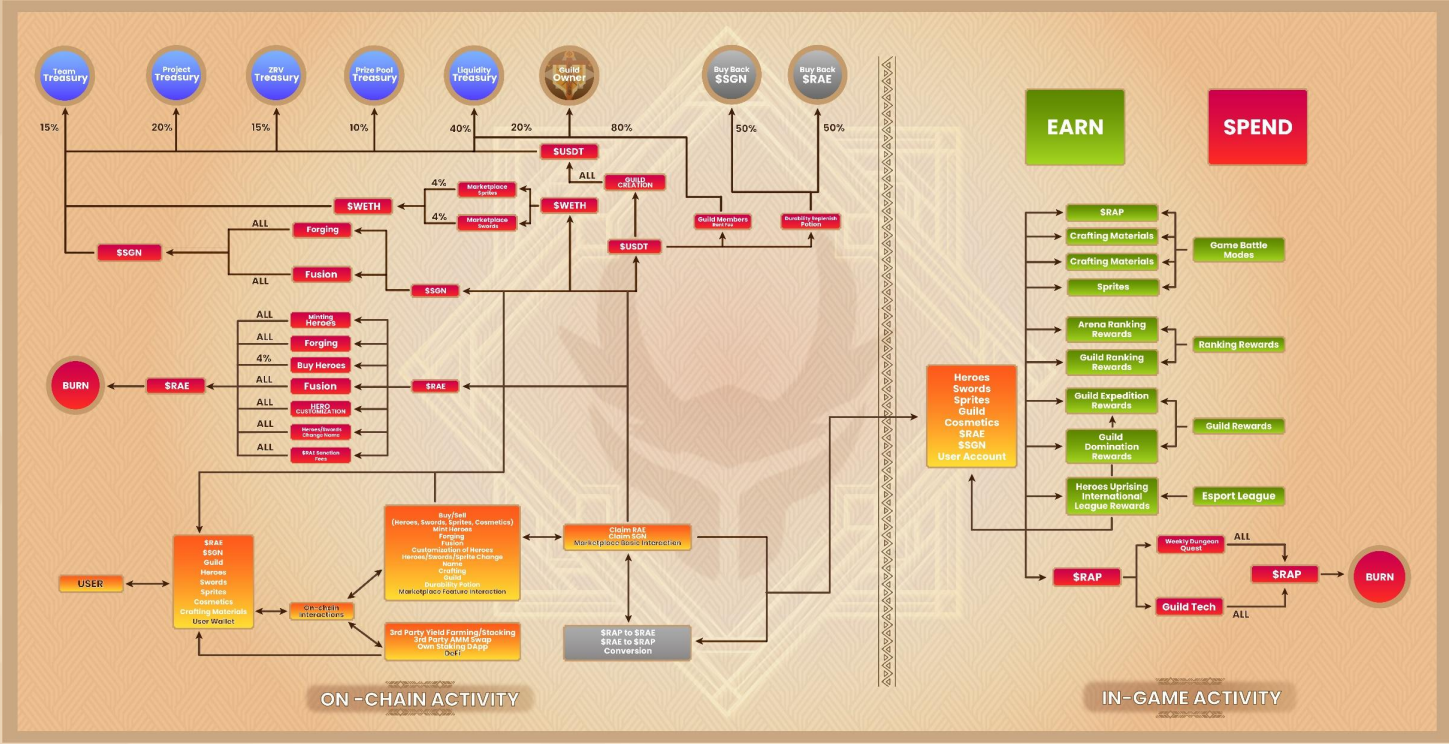
GAME ECONOMIC BALANCE STRUCTURE

We came up with these methods to burn as many inflated tokens as possible and to put funds in our treasury that sustains the never-ending development of the team.

This is to ensure that the current problem of blockchain-powered games which is called “The Death Spiral” will be minimized on the future for the game development and progress.



GRAPHICAL STRUCTURE



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

PHASE 4

- ⚙ Marketplace Release
- ⚙ Discord Invite Event SGN Reward Distribution
- ⚙ Limited Sword NFT Sale Starts (Founding NFTs)
- ⚙ Sprite NFT Sale Starts (Founding NFTs)
- ⚙ Game Alpha Testing starts
- ⚙ AMA: How to Play Heroes Uprising?
- ⚙ Game Beta Testing Starts
- ⚙ SGN Token Airdrop for Founding NFT Holders

PHASE 5

- ⚙ Game Public Launch
- ⚙ Forging Enabled
- ⚙ UI Improvement
- ⚙ Forging System Release
- ⚙ Arena Battle Royale Release
- ⚙ In-game Rare Amethyst Particle Exchange Release
- ⚙ Withdrawal of token from the game opens
- ⚙ Own AMM for SGN & RAE Exchange Release

PHASE 6

- ⚙ Sprites System Release
- ⚙ Weekly Dungeon Quest Release
- ⚙ Guild System Release
- ⚙ Fusion System Release
- ⚙ Crafting System Release
- ⚙ More In-Game Features (World 2 unlocks)
- ⚙ More to follow (Roadmap 2.0 Release)



**Contact
Us!**

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THANK YOU