

True ownership of Virtual Items.

Hoard is changing the future of Gaming Industry. Through revolutionary technology based on blockchain, Hoard offers a unique value proposition for Game Players and Game Developers, enabling them to take advantage of True Ownership, Virtual Exchange and Crowdfunding Games.



Gaming Industry is changing. We are the response.

Today, more and more people are selling virtual goods and services. With Hoard, all of this can be tokenized and made tradeable in a manner that is honest for all participants. We believe that Hoard will facilitate the global revolution in the Gaming Industry.

Hoard Delivers an Ecosystem of Products to Support the Gaming Industry



True Ownership

Enable true ownership of virtual content in video games via blockchain tokens: in-game currencies, items, character skills and abilities, real estate, and much more would become truly user-owned.



Games Integration

Through revolutionary tools and technology, Hoard enables games to integrate with blockchain seamlessly. This unlocks new possibilities, such as cross-game compatibility and the emergence of game economies with real value.

[Visit the Website](#)


Crowdfunding Platform

Serves as a fundraising platform for game development. Instead of forcing the developer to give some rewards, they can instead give contributors actual in-game currency, possibly rare and unique.

Token Distribution

The HRD token serves as a utility token and value bearer of all content on the Hoard Exchange. Millions of gamers all over the world will trade their virtual items on the Hoard Exchange, either overtly or by indirectly interacting with the exchange inside of their games.

Token Sale

Token Name	Hoard
Symbol	HRD
Type	ERC20

Token Utility

Utility Token	Fee token
Revenue Source	Tx Fees on Hoard Exchange
Networks	Etherum, Plasma
Consensus	PoA (Hoard 1.0), PoS (Hoard 2.0)
Secures	ERC-20, 721, 998, 1155 and more

Core Team & Advisors



Sławomir Bubel
CEO



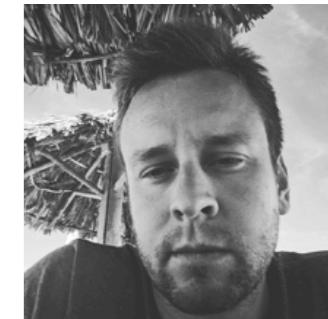
Martin Amor
Special Advisor, Co-founder



Wendell Davis
Product Design, Co-founder



Cyril Matuszewski
Lead Programmer



Radosław Zagórowicz
Programmer



Steffen Toksvig
VP of Engineering / Spotlight,
Unity Technologies



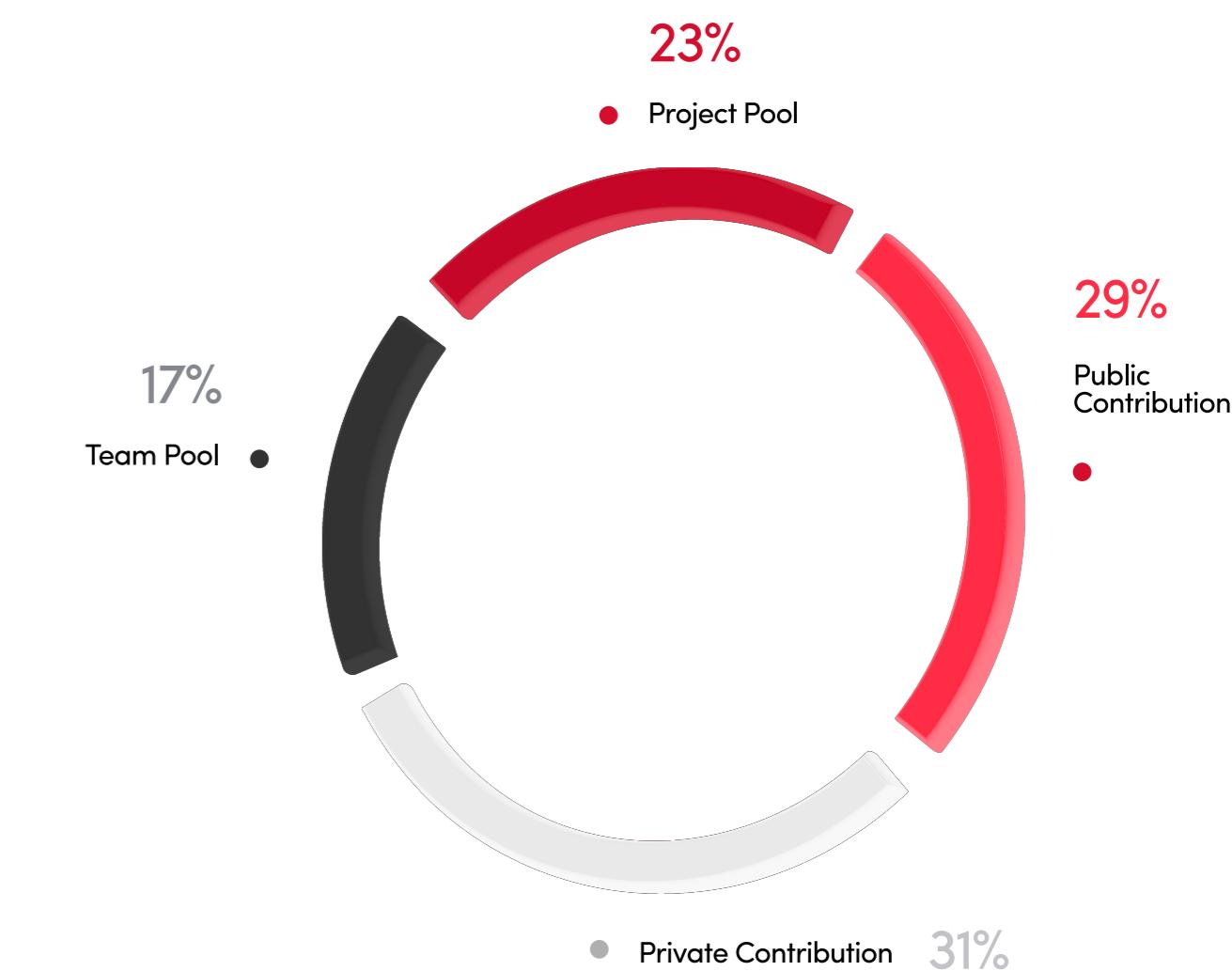
Julian Zawistowski
CEO / Co-founder, Golem



Piotr Janiuk
Piotr Janiuk



Jeremy Petreman
Senior Artist / Designer, Playdead



Sale Starts	Q2 2019	Sale Max Cap	\$20MM USD
Sale Ends	Q3 2019 (or Max Cap)	Supply	1 000 000 000
Sale Max Cap	\$20MM USD	Emision Type	Fixed