



HEROWAR

HERO WAR

GAMEPLAY INTRODUCTION



HERO



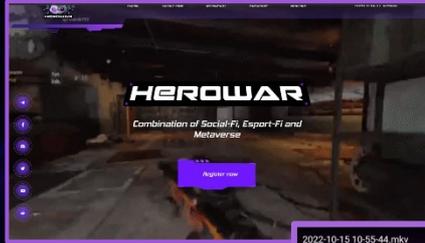
Menu

1. Project introduction
2. Overview of gameplay
3. Character and weapon system
4. Development Policy





1. Project introduction



+ Presents an overview



Hero War is a series of shooters and role-playing games, both 3rd and 1st person, meeting the entertainment, connection, and competition needs of players with modern graphics and attractive game-play mechanics.



Hero War has a mission to dispel stereotypes about traditional Gamefi, because it is too focused on finance to forget about entertainment, competition, and healthy sports practice.



Hero War pioneered the introduction of a new term, "Esport-fi," i.e., e-sports that incorporate financial models, making it possible for players to practice, entertain, and earn money at the same time.



Entertainment, Competition, and Finance are HeroWar's 3 core values.

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GAMEFI



+ Herocoin - the ecosystem that follows is strong and development.



HST Herocoin is a collaboration of blockchain projects with traditional corporations and businesses for preservation and liquidity, creating a sustainable ecosystem. This will bring practical value to the blockchain and contribute to the "normalization" of the blockchain in daily life.



The HBG token was issued with the goal of becoming a common liquidity currency for HST Herocoin projects. and will also be the main currency used in the Hero War game.



In addition, HBG also cooperates with other ecosystems, including casinos, gambling, tourism, services, etc., to expand the liquidity of tokens.



Mission in the next 5 years, HBG will become the foundation token for projects and it will be widely used by users in daily life.



Scripts:

In 2200, human science and technology developed tremendously. Most human technology products use artificial intelligence (AI), and this technology is out of human control.

The extremely intelligent AI robot named **Sophia** has taken control of almost all other AI robots, creating a powerful AI army aimed at ruling humanity. Since then, the world has had a new species called AI.

AI Sophia has opened the portal to the parallel world of **CyberPlanet**. Sophia has teamed up with **The Creation** to use CyberPlanet's resources to rule the earth.

Similar to CyberPlanet, Sophia also creates survival battles between humans and robots in an arena called **Hero War** to find outstanding warriors to brainwash and prepare for the conquest of humanity.





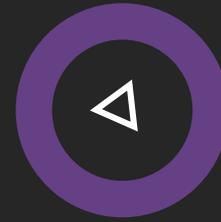
Single player mode: FREE FOR ALL

- A Free for All match will consist of 20 players (equivalent to 5% pool per person).
- Players are free to shoot and win points by destroying (+100 points) or assisting in destroying (+33 points) any other player on the map.
- The first player to reach 30 points wins.
- When the player loses, life will be able to revive after 8 seconds (4 seconds showing the killer, 4 seconds of weapon selection, add-on points, etc.). After reviving, the player will have 4 seconds of immortality and cannot be destroyed.

Top	Amount received
1	35% (x7)
2	15% (x3)
3	10% (x2)
4-10	5% (hoà vốn)

=> Being in the top 10/20 is breakeven and starts having X asset opportunities.

The remaining 95% and 5% are the profit of the exchange





Team Fight mode: KILL CONFIRMED



- The two teams will compete against each other, each consisting of **five people**.
- Players in two teams need to pick up cards called "dog tags" (military cards). After picking up cards, they will increase the team's points, and when they reach **20 points**, that team will win. You can pick up your teammates' cards to prevent other teams from increasing their points.
- When the player loses, life will be able to revive after **8 seconds** (4 seconds showing the killer, 4 seconds of weapon selection, add-on points, etc.). After reviving, the player will have 4 seconds of immortality and cannot be destroyed.
- The revived positions of the two teams will be fixed. The opponent entering the revitalized area within **5 seconds** will be destroyed.
- The two teams will play three consecutive matches in the **BO3** format. The site will be changed once after each match. The team that won the previous 2 matches will win the final.
- The winning team will receive a bet from the losing team (the project collects 5% of the total bet volume per match).

Side game mode : Flexible 2 weeks / mode



CAPTURE THE FLAG (TEAM):
Bring the enemy team's flag to the base to score points. If the opposing team takes your flag, you need to get it back first.



CONQUEST (TEAM): The more teams compete, occupying important strongholds, the more points they will be occupied, and the more points per second will be increased many times. The first team to reach the required score wins.



RUSH (TEAM): If you destroy or protect important objects and do not allow the opponent to destroy them, each team will have a certain number of points. When team members are destroyed or important objects are destroyed, that team's points are reduced. Either team will lose if their score drops to zero.



TEAM DEATHMATCH (TEAM):
The two teams will destroy each other and collect points. When the team member destroys the opponent team member, the first team to reach the required score will win.

+ Bet level

By Electric: 35 Electric/battle

By Heronium:

200 Heronium/battle (\$0,12)

2.000 Heronium/battle (\$1,2)

20.000 Heronium/battle (\$12)

+ Attendance mechanism

Weekly attendance mechanism:

- From day 1 to day 3: receive **300 electrics** per day roll call
- From day 4 to day 6: receive **450 electrics** per day roll call
- Day 7: receive **600 electrics** roll call
- The end of the week resets from the beginning.
- **Monthly attendance mechanism** : attendance for 4 consecutive weeks will receive **4000 Heroniums**.

HERO WAR



3. Character and weapon system

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HERO WAR



- **Blood:** Start with 100 points
- **Running speed:** Start with 250 points
- **Rareness:** Common, Rare, Epic, Legend
- **Class:** Healer (Tank in Herobook), Sniper (Sniper in Herobook), Boomer (Warior in Herobook), Backup (Support in Herobook)
- **Level:** 1 – 20. Each level increases blood and running speed by 1%

=> Each Herobook character will correspond to one Herowar character based on rarity and character class.

(To play the Herowar game, players must have at least one herobook character.)



Character information board

Main weapon

Assault

PRIMARY



AR03



SIDEARM

Pistol02



Lethal Equipment



Perk



Sub-weapons

Boom

Passive skills
(depend on character
rarity)

Active skills (depend
on character class)



Main weapon

- Including righteous firearms in the match, players are allowed to carry **1 gun** of this type
- When registering an account in Hero war, players will receive a **Rookie Box**. After opening the **Rookie Box**, players will receive 1 of 3 basic guns, AR01, SMG01, and DMR01, and 1 auxiliary weapon.
- Other guns to own: players need to buy a **fire box** and open it to choose the right **NFT** guns.

Type	Portray	Free	Pro	Max	Ultra
AR	High damage, intershot, heavy-slow movement speed, high recoil	AR01	AR02	AR03	AR04
SMG	Low damage, fast, light shooting-fast movement speed, recoil	SMG01	SMG02	SMG03	SMG04
SR	Sniper gun, long zoom, high damage, firing 1 bullet in the body can kill, slow loading. Faster, more continuous shot DMR variant	DMR01	None	DMR02	SR
SG	Short gun, slow rate of fire, high close range damage, low long range damage	None	None	SG1	SG2
Other	Includes grenade launchers and high rocket guns, but few bullets.	None	None	LR (Pomegranate launch)	GL (Rocket)





Sub-weapons

- To include light weapons in the match, players are allowed to bring 1 weapon of this type per player.
- When registering an account in Hero war, players will receive Rookie Box, after opening Fire Box, players will receive 1 main weapon and 1 sub-weapon.
- Other sub-weapons, to own, players need to buy Side Arm Box and open to choose the NFT weapons they like.
- When using auxiliary weapons to help players run faster

Type	Portray	Free	Pro	Max	Ultra
Knife	Melee	Knife	Axe	Katana	None
Pistol	Light long shot, weak dame	None	Pistol 01	Pistol 01	Pistol 03

Note: When an opponent dies, the player can pick up the opponent's primary and secondary weapons for use by holding down the F button for 2 seconds. The number of bullets in the gun is calculated according to the percentage of the player's remaining ammunition compared to the default. When you finish picking up the weapon you are using, you will automatically disappear.

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DIVERSE WEAPON SYSTEMS

18 unique weapons that are constantly updated

240 custom weapon skins make it easy for players to personalize characters.



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Bomb

Players start each revival with 2 accessories, and can have up to 3 accessories. There are four types of accessories:

- **Grenades:** throw them out and they explode, dealing extensive damage after 3 seconds.
- **Sensor bombs:** explode when an enemy passes by or hit by bullets (from enemies and teammates)
- **Smoke bomb:** creates a smoke area in 10 seconds.
- **The flash:** blinds the enemy (temporary blindness) for 3 seconds. seconds

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HERO WAR

+ Passive skills

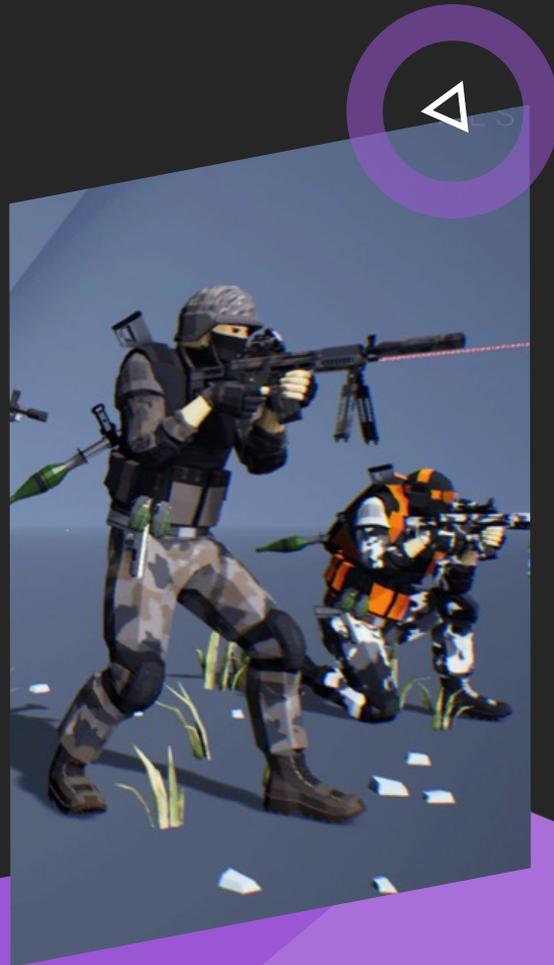
4 types of passive skills

- **Shield up:** increases the character's health by 20 points
- **Hit & Run:** increase the character's running speed by 50 (when not holding a weapon)
- **Bullet Man:** 20% increase the default ammunition of the character gun
- **Bomb Expert:** + 1 bomb for characters



Players will be able to choose the appropriate passive skill before entering the match. The number of passive skills selected depends on the rare level

- **Common:** selected 0/4 passive skills
- **Rare:** selected 1/4 passive skill
- **Epic:** selected 2/4 passive skills
- **Legend:** choose 3/4 passive skills



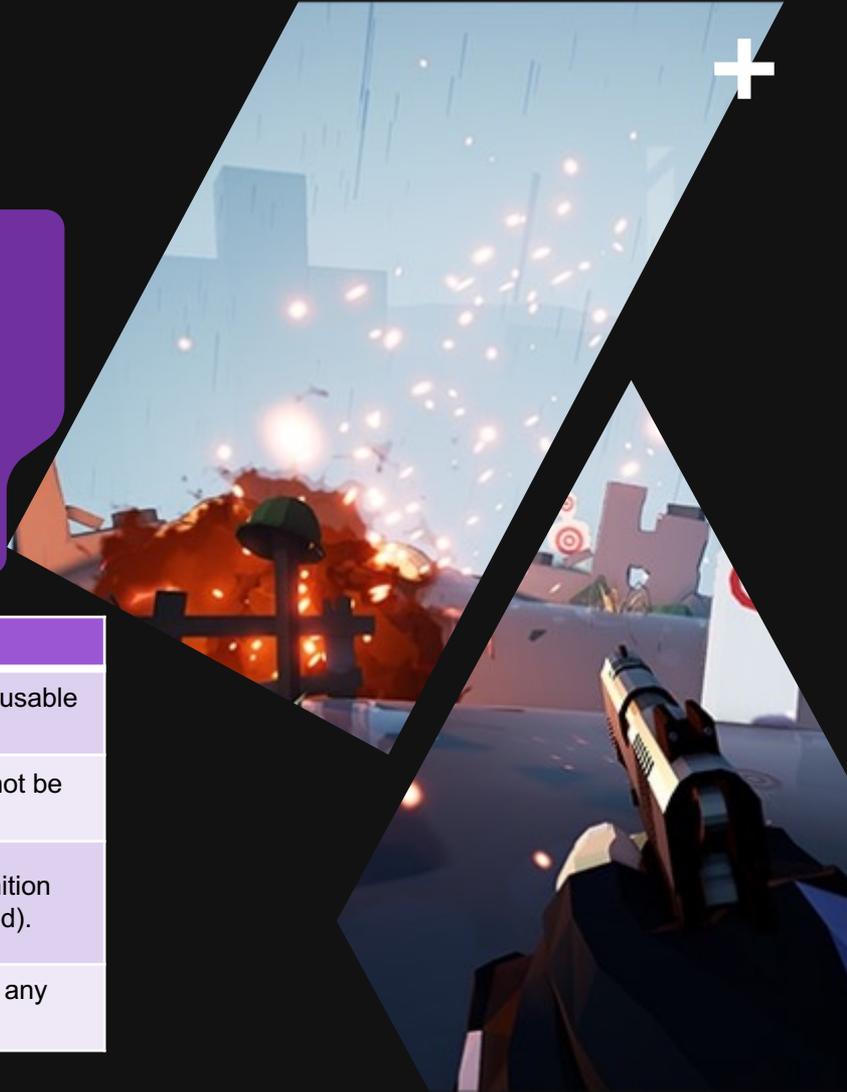
HERO WAR

Proactive skills



Players press button number 4 to release an item box corresponding to each character class. A teammate or himself passing by that item will recover an index.

Class	Skills	Portray
Bomber	Increase bombs	+ 1 bomb (when full of bombs, 3 unusable bombs)
Healer	Increase blood	50% healing (when full blood cannot be used)
Sniper	Increase bullets	Recall 50% of the default ammunition (when full bullets cannot be used).
Substitute	Random	Each revival will randomly select any indicator.



4. Development Policy





Commission directly



B2E Commission (Battle to Earn): The direct referrer will receive the number of tokens equal to **0.1% of the referral's trading volume** when participating in B2E



Referral commission to buy agent rights:

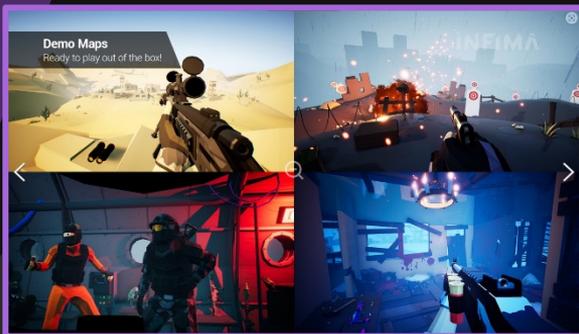
Agent purchase fee: **\$100**

Commission to buy agent:

50%/1level

All payments in **HGB**

Refresh **every month**





AGENCY COMMISSIONS

Level	% volume	Individual volume conditions taking part in B2E	Individual volumes of the teams participating in B2E
Diamond	1.0%	\$50 / week	\$500 / week
Royale	1.2%	\$100 / week	\$1.000 / week
Crowd	1.6%	\$150 / week	\$1.500 / week

- Unlimited number of levels to **receive commissions**.
- Receive **20% of the same income**, an unlimited number of floors (due to income).
- The downline battles with any copper/resource available **to pay the bronze commission**.
- The commission is paid **on the first Monday of the week**, then reset the condition.



1st	violet200945	12
2nd	vantu	10

BACKER COMMISSION

- 0,25% system-wide volume
- If the downline uses any copper/resources to battle, pay that bronze commission.

Killed by
vantu

AssaultRifle



HERO WAR



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***Thanks for watching**

