

Heroes of the Continent

Play to Earn game

Game Codex



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Welcome Old Friends

Whit this codex, our goal is to introduce the Heroes of the Continent (HOC) play2earn game.

HOC is a Play2Earn game on BSC network with the goal to create a wonderful Fantasy world in crypto space where you can have fun and earn money!.

Mint - Hunt - Battle - Upgrade - EARN!



Chaos dominates the continent, so the player has to fight through different monsters and races in different game modes.

"Sometimes there's monsters, sometimes there's money. Rarely both. That's the life."



Heroes

Every hero can be minted with \$HOC token priced at 10,000.

One character consists of the following elements:

- Head (Armor)
- Body (Armor)
- Pants (Armor)
- Gloves (Armor)
- Boots (Stamina)
- Weapon (Damage)
- Amulet (Vitality)

Each item has 4 levels: Common, Rare, Epic, Legendary
Different elements will give different character points in the following distribution:



Common: 1-3



Rare: 4-6



Epic: 7-9



Legendary: 10-12

During character generation, the player's NFT is drawn from each item and its value at a certain chance of occurrence, which you can use later in the game.



For example:

I mint a hero for 10,000 tokens, and the contract retrieves the different layers with some chance and the following character comes together:



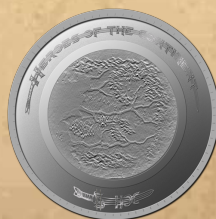
Common head: 2
Common body: 1
Rare pants: 5
Common Boots: 3
Epic gloves: 7
Legendary weapon: 11
Rare amoulet: 4



Overall, the character will be:

Armor: 15
Stamina: 3
Damage: 11
Vitality: 4

Overall ratings will play a role in different game modes!



Game modes

Beast hunt

An autoplay mode, meaning the player doesn't have to play, just leave the game window active.

The characters hunt different enemies, which will also be handed out into 4 levels (common, rare, epic, legendary) and these will give different amounts of tokens.

You can have 10 heroes in the map at a time. In this game mode, mainly the value of stamina and damage will count.

Notice board

Single player mode where the player can complete 1 dungeon per day and select up to 4 heroes for the team. There can only be 1 hero in the map at a time, in case of death the next hero can start.

PVP

This will be one of the online multiplayer modes in which players will compete against other players.



The stakes are higher as players decide how many tokens to put up for a duel in a turn-based battle within a given value. Based on the rating system, if the less likely wins, you will also receive extra token, as a reward. You can go into battle with your 4 heroes

Adventure

The other part of multiplayer is where players can adventure with up to 7 friends in an open world and hunt down various raid bosses (higher level enemies). If they succeed, they will get more tokens and there will be another surprise here.

After a successful raidboss, players will be able to drop from the other token to mint items.

There will be a pvt NFT sale which will give the owner a very exciting trait in-game and ofcourse some tokens too.

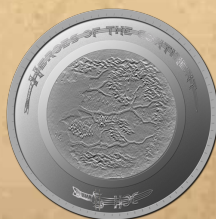
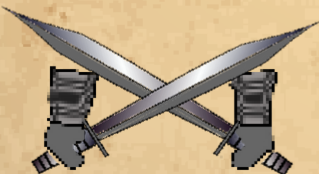
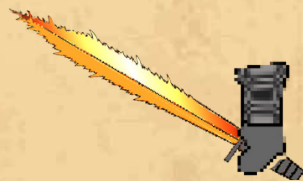
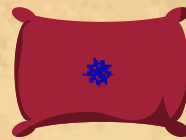
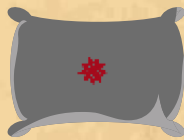
Supporters will be the first to try out the game before public release.

<https://app.refinable.com/profile/0xeeaa596d77ec5a80fb87adb6d6f806b5aa9651cb>



Items

(Non-exhaustive list)



Future developments

We implement different game modes, so everyone will be able to find something for their own (ordered by release phases):

- **Beast hunt** - This mode will be an autoplay mode for the ones who doesn't like to play so much (or at all), but want to earn.
- **Notice board** - This singleplayer dungeon mode will allow players who is looking for challenges to beat bosses for higher yield
- **PVP** - This mode will be for the competitive player. Higher Risk, Higher stakes.
- **Adventure** - With this mode we want to favor the players who would like to play with their friends. (Challenges, Class system, Raidbosses, Items!)

However, we are already thinking ahead! The following enhancements will be incorporated into the game at a later date:

- **Extra item** - A certain object that is used to strengthen your character. This will be useful for all modes.
- **Class system** - 2 base class (fighter, mage) and 4 subclass (tanks, DPS (damage per second) fighters, DPS cores, supports). Every class have a special properties and strengths.



- **Skiltree** – When you mint a character of type mage, you can decide whether you want to set it as a support unit or mage in the first place. As a supporter, you can gain access to skills such as healing (increase resistance, high healing, party heal, basic buffers, small damage) or various reinforcements (attack reinforcement, defense reinforcement, minor heals and medium damage).
- **Scholarship** – Loan system. You will be able to loan characters to other player. The lessor can lend characters to others and will receive a given cut from the weekly revenue of the renter. (For example: The player will receive 80% and the lessor 20%)
- **Upgrade** – Character development, level up.
- **Shop** – It will be possible to buy Health Point Potion, Mana Point Potion, etc.
- **Marketplace** – You will have the opportunity to trade with your items. Think about the possibilities of selling a legendary sword, which has a very small chance of getting it.

We are inexhaustible in ideas and opportunities!

Play and Earn!

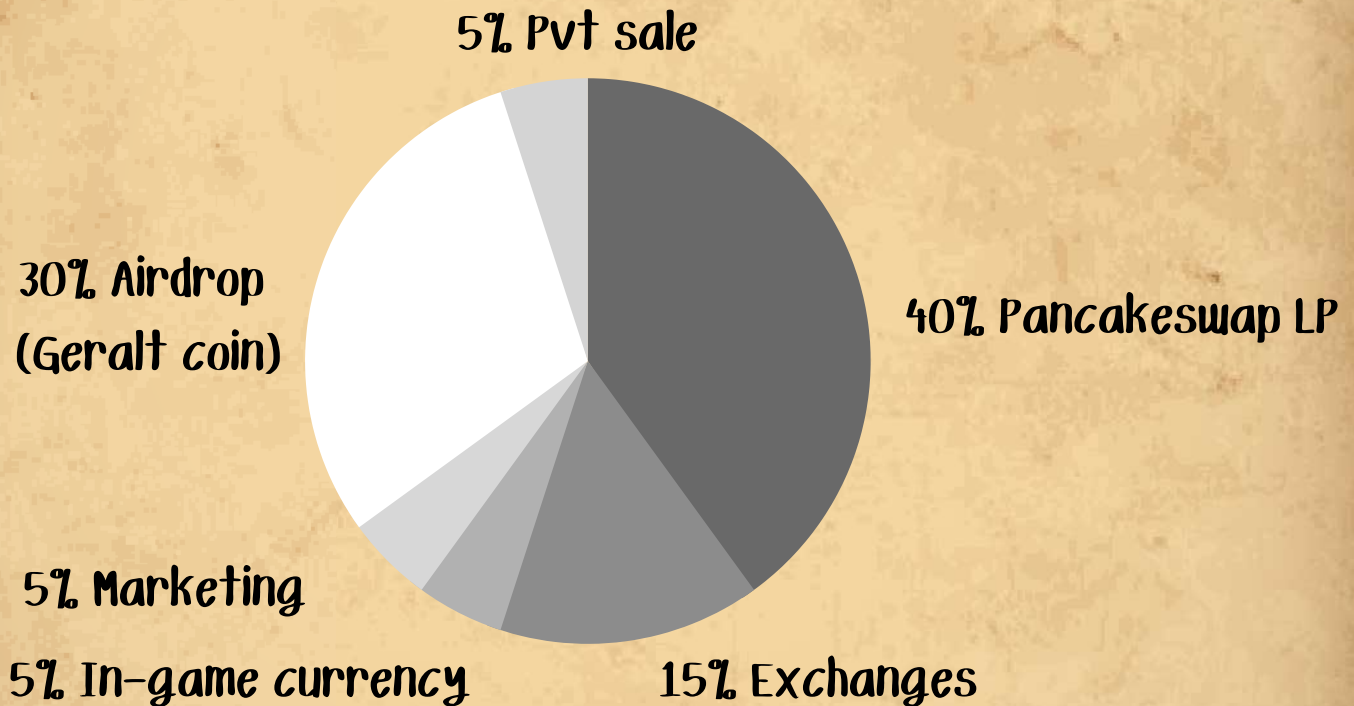


Tokenomics

Low Fees: 5% buy and sell taxes.

Taxes will be used for costs, marketing, and continuous development.

Total supply: 100 000 000



- Lp locked
- Buy and Sell tax: 5%

- Max wallet: 1%
- Max Tx amount: 1%



Socials



<https://t.me/HeroesOC>



<https://twitter.com/HeroesBSC>



<https://hocgame.app>



<https://www.reddit.com/user/RobPesto>

