

ROBOHERO

MOBILE GAME

WHITEPAPER

VER. 2.0 JUNE 22

TABLE OF CONTENTS

EXECUTIVE SUMMARY	3
HISTORY	5
GAME DESCRIPTION	6
RoboHeroes	
Properties and attributes	
Factions	
Classes	
Faction bonuses	
Equipment	
Weapons	
GAMEPLAY	12
Architecture	
Game start	
Turns & Phases	
PVP Fight	
PVE Fight	
Insurance	
NFT	
Play2Earn	
In-game billboard ads	
NFT Lands	
Mines NFT	
Breeding	
Watch2Earn	
TOKENOMICS	19
ROADMAP	21
TEAM & ADVISORS	22
PARTNERS	25
FIND US	26

EXECUTIVE SUMMARY

We are delighted to welcome you to the world of RoboHero!

Experience a new dimension of entertainment in our mobile game.

Our goal is to deliver users with the highest quality product. In addition to providing entertainment and fair competition, RoboHero allows you to be rewarded not only by playing but also thanks to the unique DeFi tools we have prepared for you.

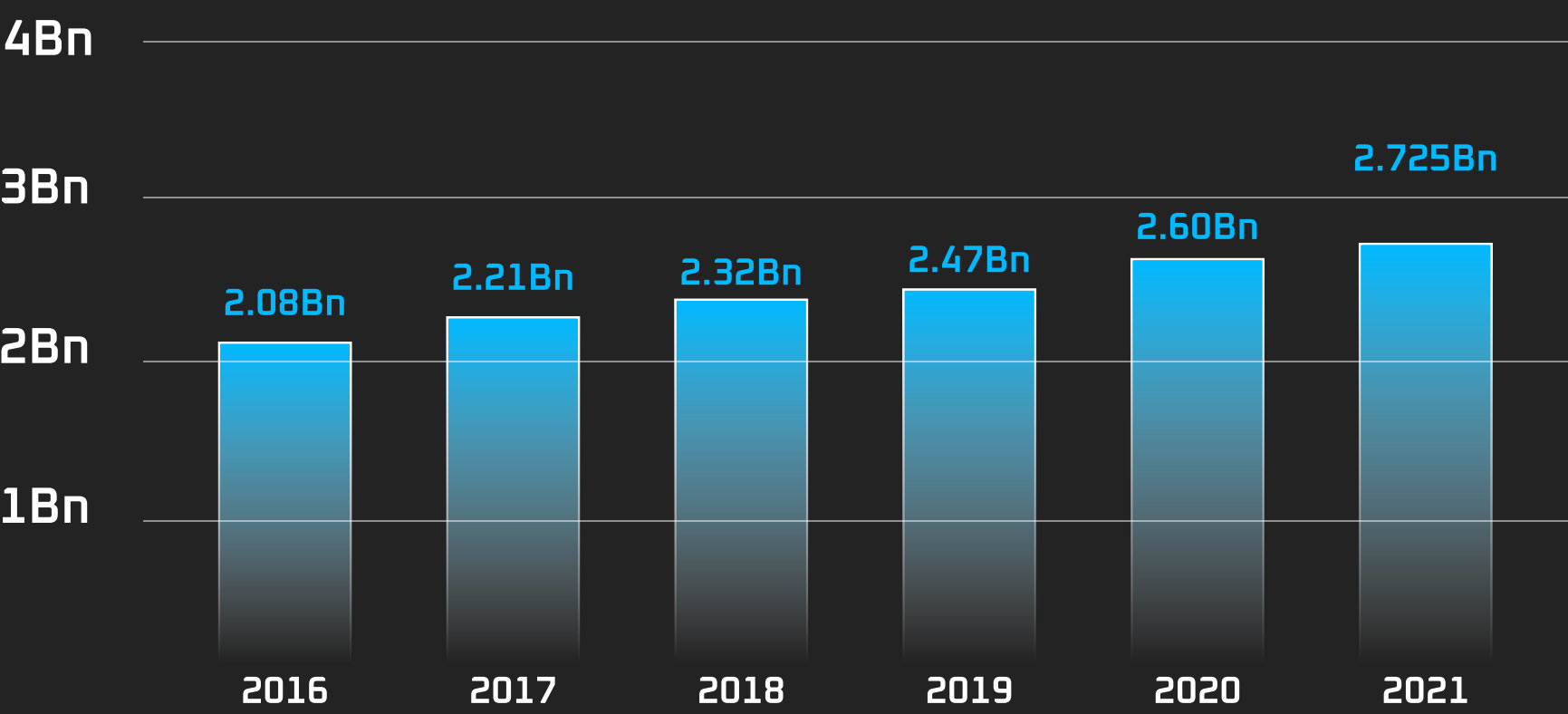
The project was created by three crypto specialists with long-term experience in trading, cryptocurrency markets, and different initiatives.

It is a response to the dynamic development of NFT sectors, which we can observe this year.



GLOBAL GAMING INDUSTRY

Become a part of the rapidly expanding digital economy of mobile games.



As you can see above, the gaming market has been developing and growing steadily for several years, reaching over \$2.7 billion players worldwide in 2021.

NFT exceeded \$700 million in market capitalization in 2021, performing a 125% increase compared to the previous year.

We have the unquestionable advantage of joining such a booming market at an early stage, and you won't be left behind.

HISTORY

It is the year 31337, after a climatic catastrophe caused by the devastation of the environment by the human race, living beings are unable to survive in the Earth's climate anymore.

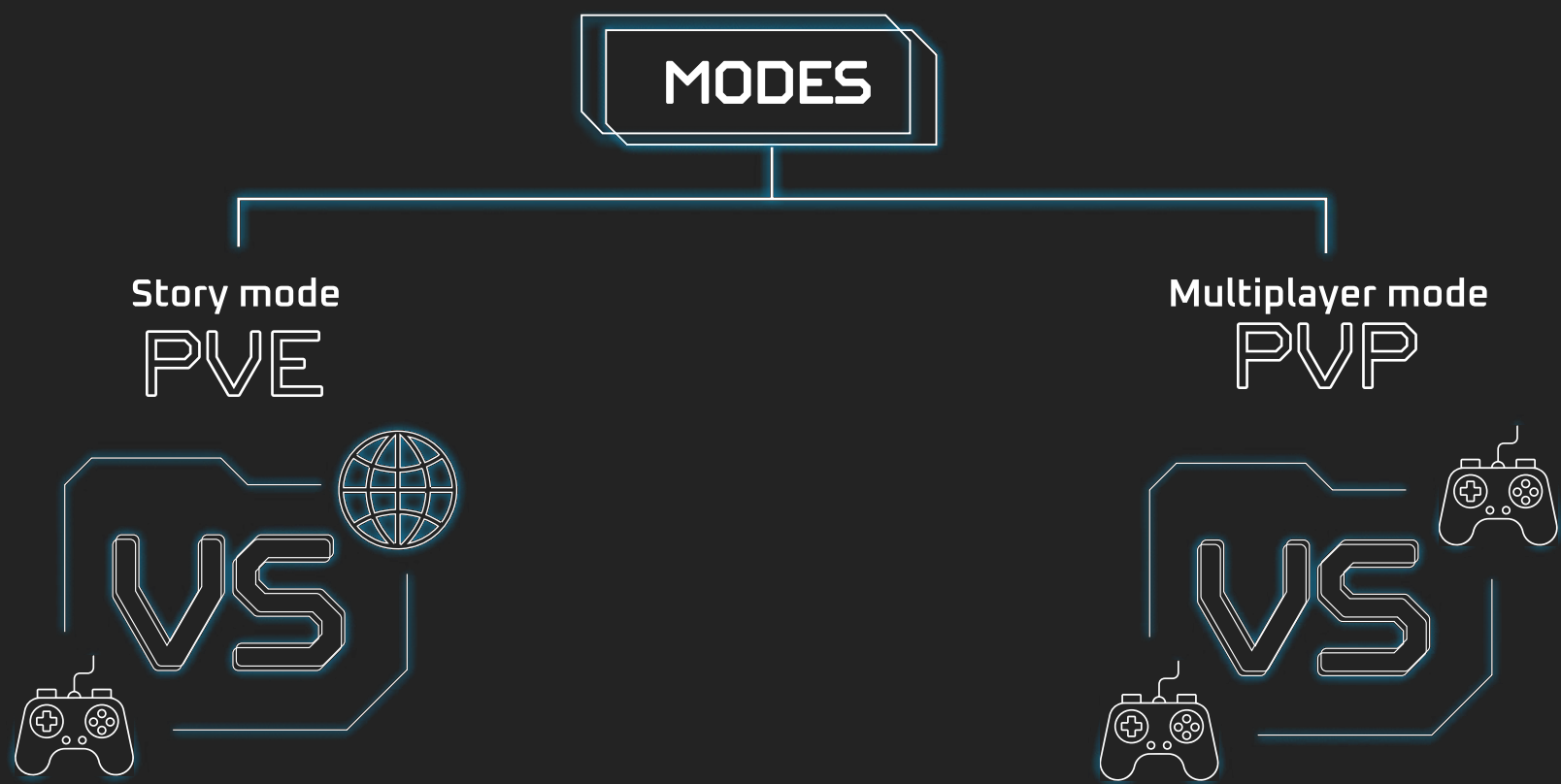
However, previous technological developments have allowed the remaining machines on the globe to develop their own free will and intelligence. Using their knowledge and diligent research, they found the three life-giving minerals Ether, Deuter, and Plasma. They allowed them to breathe life into their bodies, making them BioRobots - mechanical living beings.

Robots began to feel emotions, which consequently led them to reflect on the fate of the planet Earth. Embittered by the destruction of the world in which they lived, they decided to rebuild it together from scratch.

They recreated their version of flora and fauna in less than a hundred years and erected modern skyscrapers and ancient buildings. The idyll did not last long - it soon turned out that they needed the mythical resources to sustain life's functions, which is not enough for all of them. It was then that their "human" nature came to light. The robots split into factions and started fighting each other for the life-giving minerals, without which they could not survive.



GAME DESCRIPTION



To use both modes, each player must have game tokens in their wallet. The main aspect of each mode is the battles between the robots. Each RoboHero has its pool of individual statistics for moves and attacks, and some even have additional equipment that can make gameplay easier.

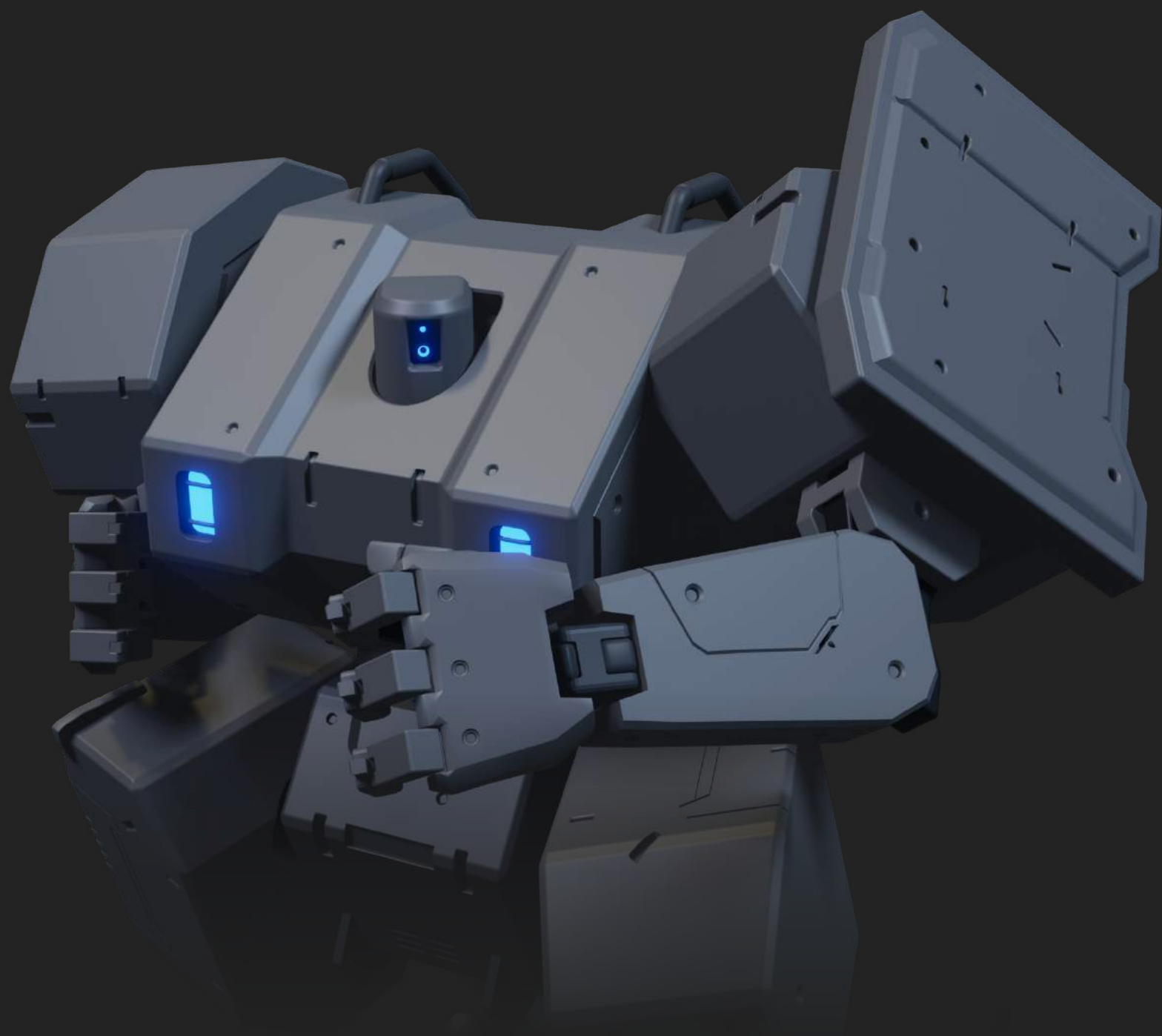
Battles take place on **127 field boards created from hexagons, where visibility is limited.** Additionally, ten buildings are always randomly placed on the map.

The players' goal is to win the battle. This can be achieved in two ways:

- Defeating the opponent,
- Capturing a minimum of six buildings



ROBOHEROES



Each RoboHero has base properties:

HEALTH ♥

30 points

ENERGY/TURN ⚡

5 points

VISIBILITY 👁

Within a radius equal to the length of two fields.

Each RoboHero has three attributes:

VITALITY

Defines the health points of a robot.

POWER

Determines damage from attacks.

RANGE

Specifies the field in which the robot can attack.

ROBOHEROES

Factions

RoboHeroes come in three factions:



ETER

A faction of **massive robots**, they have **increased base vitality**.



DEUTER

Faction of **agile and clever robots**, they have **increased base range**.

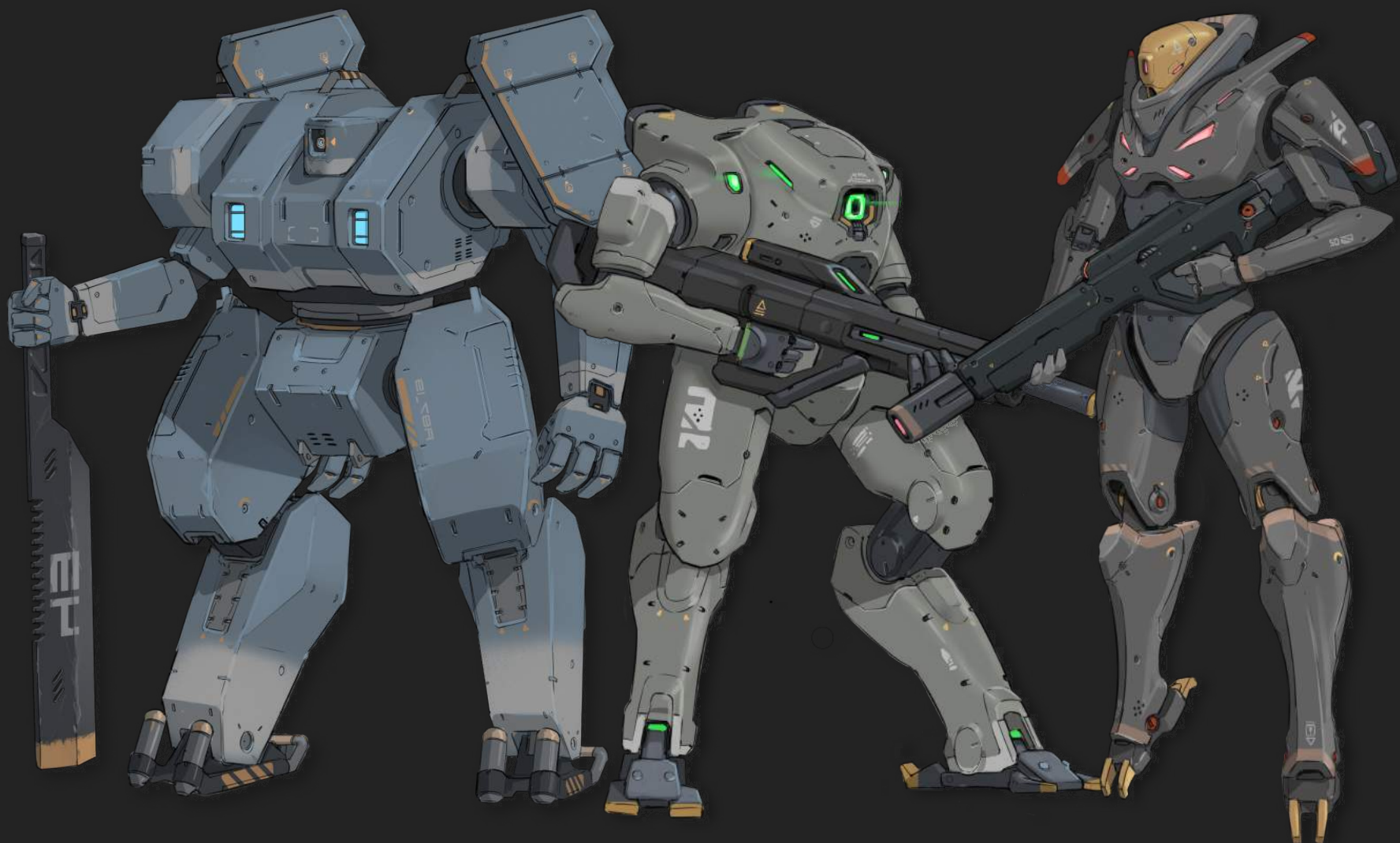


PLASMA

A faction of **aggressive robots**, they have **increased base power**.

Classes

RoboHeroes come in three classes:



TANK

A class of huge and above-average durable robots. They have **increased base vitality** but **decreased range**.

SHOOTER

A class of superfast and agile robots. They have **increased base power** but **decreased vitality**.

SNIPER

A class of cunning robots with a falcon eye. They have **increased base range** but **decreased power**.

ROBOHEROES

Factions bonuses

All robots come in six levels of rarity, depending on which they get a bonus to experience (EXP) gained during the fight.

	Faction bonus	XP
COMMON	0%	100%
RARE	1%	101%
SUPER RARE	2%	102%

	Faction bonus	XP
EPIC	3%	103%
LEGENDARY	4%	104%
MYTHIC	5%	105%

Plus bonus to selected statistic depending on faction and class.

FACTION BONUS

Common	+1
Rare	+2
Super Rare	+3
Elite	+4
Legendary	+5
Mythic	+6

CLASS BONUS

It modifies the attribute by three points, depending on the class:
Shooter +3 to strength / -3 for stamina
Tank +3 to stamina / -3 to range
Sniper +3 to range / -3 for strength



ROBOHEROES

Equipment

Each RoboHero, has three interchangeable pieces of equipment:

HELMET

Adds attributes to vitality and range.

LIMBS ARMOR

Adds attributes to power and range.

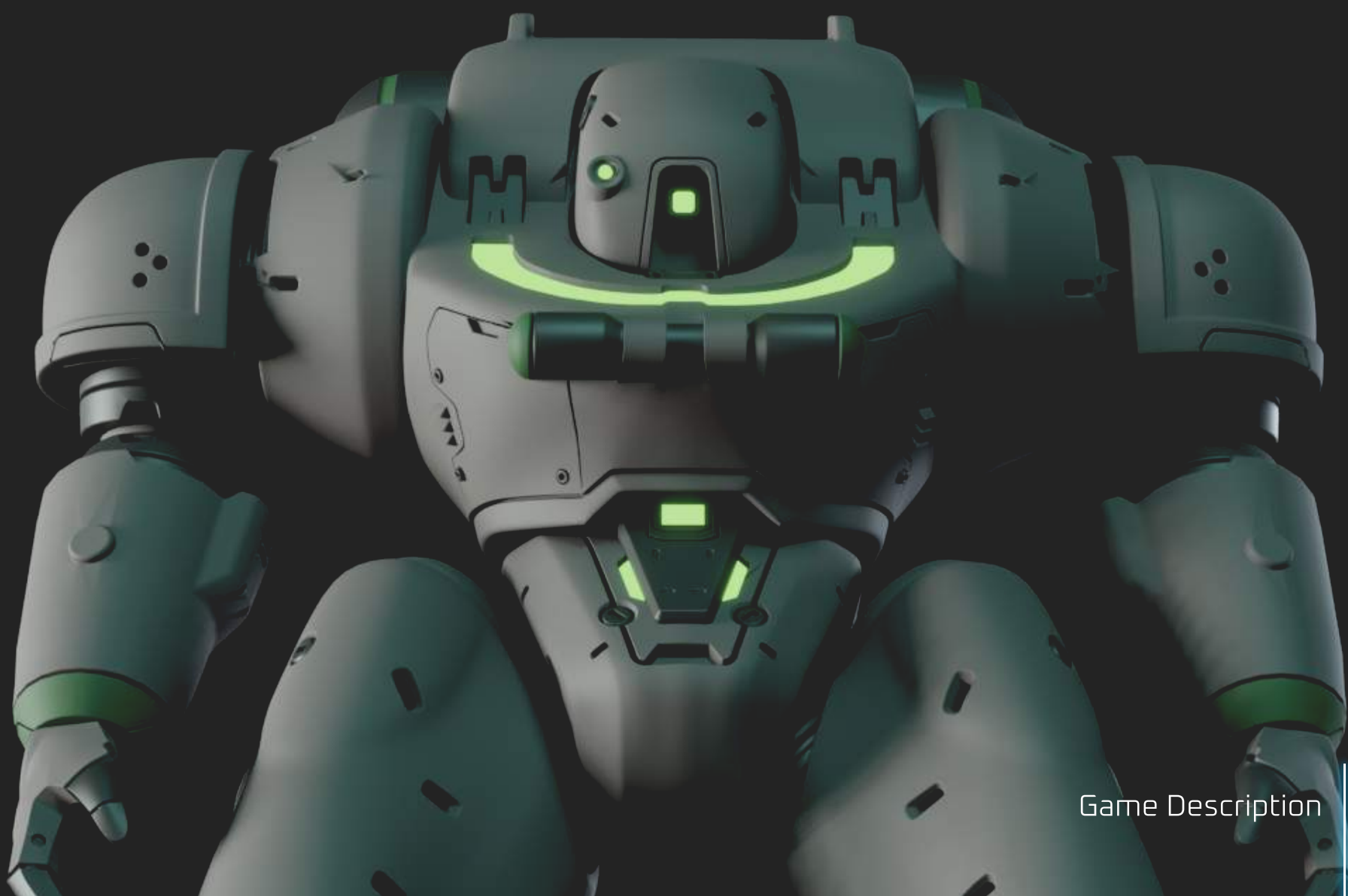
CORPUS SHIELD

Adds attributes to vitality and power.

Every robot has six levels of evolution. To evolve to a higher level, you need to:

- have full NFT equipment on your robot on a required level (helmet, armor, hands, legs),
- complete required number of EXP points,
- have a sufficient amount of ROBO tokens.

Robots on level one need full equipment on the same level. After the payment in ROBO and evolution, items are “absorbed” in the character (they are burned in the blockchain), making the place for the new set. The robot’s attributes are increasing.



WEAPONS

Each weapon has three statistics:

RANGE

Defines the possible firing range of a given weapon.

DAMAGE

Defines the potential damage caused by a given weapon.

The next element of the equipment which is weapons has two statistics that define them. Those are range, and damage. Those are modified depending on arms types. We distinguish the following groups:



MELEE WEAPONS

Range: decreased
Damage: increased



SNIPER WEAPONS

Range: increased
Damage: decreased



AUTOMATIC WEAPONS

Range: normal
Damage: normal

Each type of RoboHero begins the battle with its corresponding weapon:

- Tank** - melee weapon
- Shooter** - automatic weapon
- Sniper** - sniper weapon

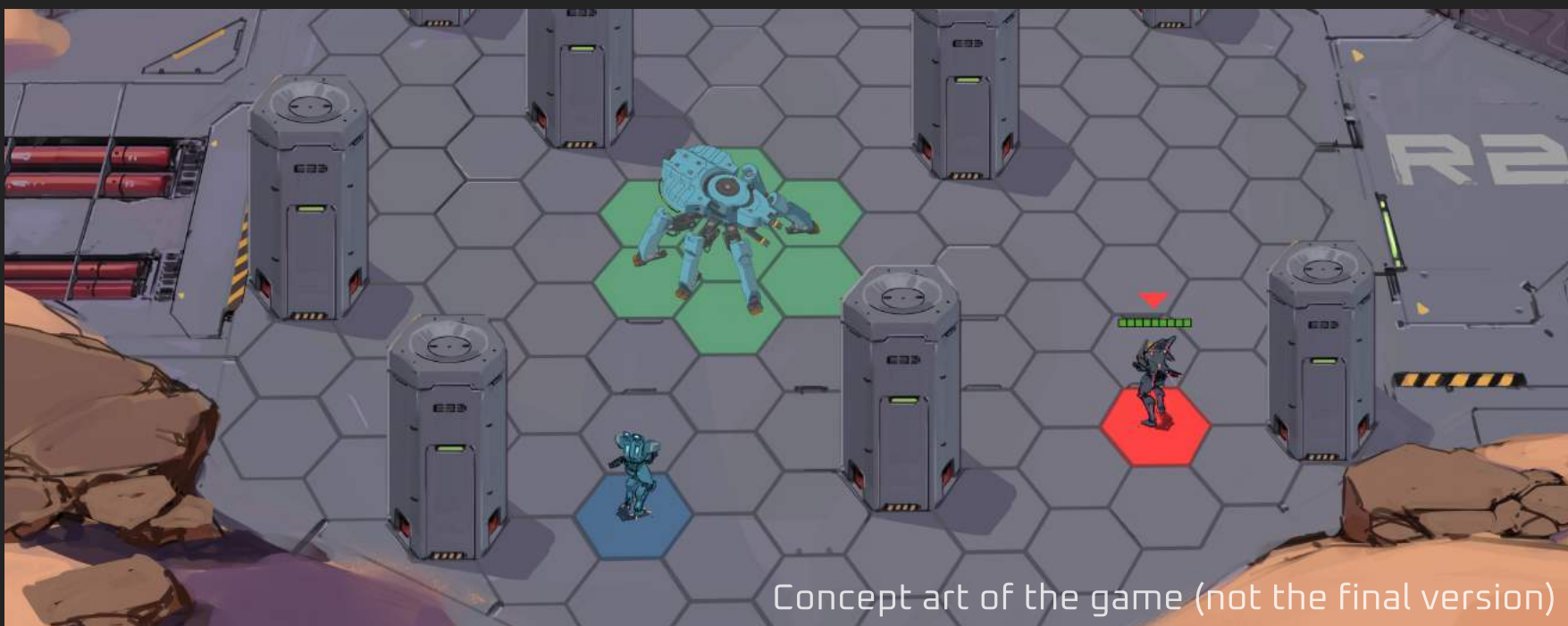
GAMEPLAY ARCHITECTURE



Concept art of the game (not the final version)

There are ten randomly generated buildings on the map, which are a strategic element of the gameplay. Buildings limit visibility. Heroes can take over buildings during the battle to increase their power.

The main gameplay takes place on a 3D map with an isometric view from above. The gameplay map consists of 127 hexagons.



Concept art of the game (not the final version)

Uncaptured buildings reduce visibility on the map. Taking over a building gives a bonus (from +1 to +3) to random statistics for the duration of the duel, and provides visibility within 2 hexagons around the object.

Each hero starts on a random field in the two outermost rows of the map.

Start

- ▶ To play the game, a player needs to acquire a RoboHero.
- ▶ The hero is drawn from "RoboBoxes". They can be purchased in the application with our native token.
- ▶ The number of "RoboBoxes" is unlimited. Each user can buy them without limit and own any number of RoboHeroes.
- ▶ Each RoboHero has 10 Stamina and 3 Faction points.
- ▶ Stamina is used for PVP battles, each such battle consumes 1 point of Stamina.
- ▶ Story points, as the name suggests, are used for PVE games in story mode.
- ▶ All points regenerate in real-time:
 - | 1 Stamina point - approx. 2h.
 - | 1 Story point - approx. 8h.

The game is played in turns. Each turn consists of 3 phases. The player has 6 energy for each turn to perform actions in all phases.

Movement Phase

Allows players to move around the map, each movement is consuming energy according to the number of fields covered.

Preparation Phase

Players in this phase of the game can use special cards to increase their power or visibility. The energy cost is individual depending on the card.

Attack Phase

In this phase players can attack an opponent or try to take over a building. The energy cost is individual depending on the attack card chosen.

The game can be won by depriving the opponent of their life points or taking over most of the buildings on the map (6/10).

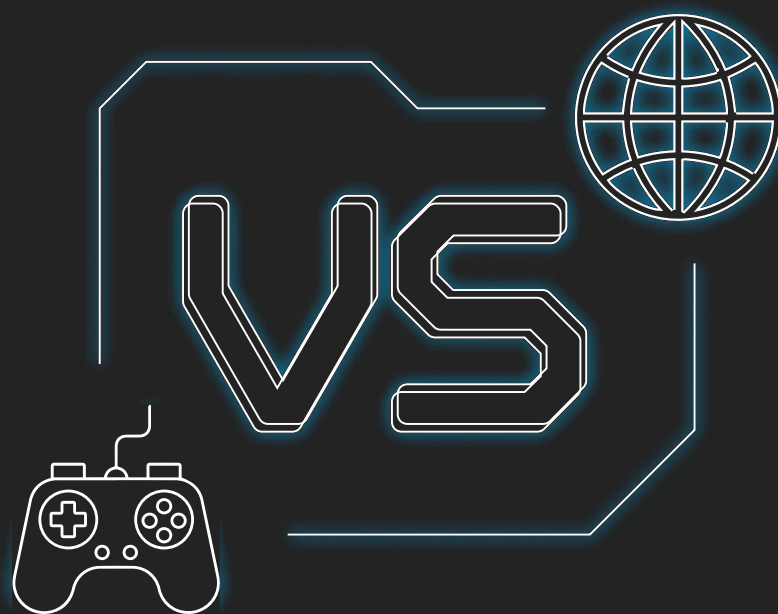
Depends on game mode, for winning the duel, the player receives XP points and a reward in the native token and ROBO.

GAMEPLAY

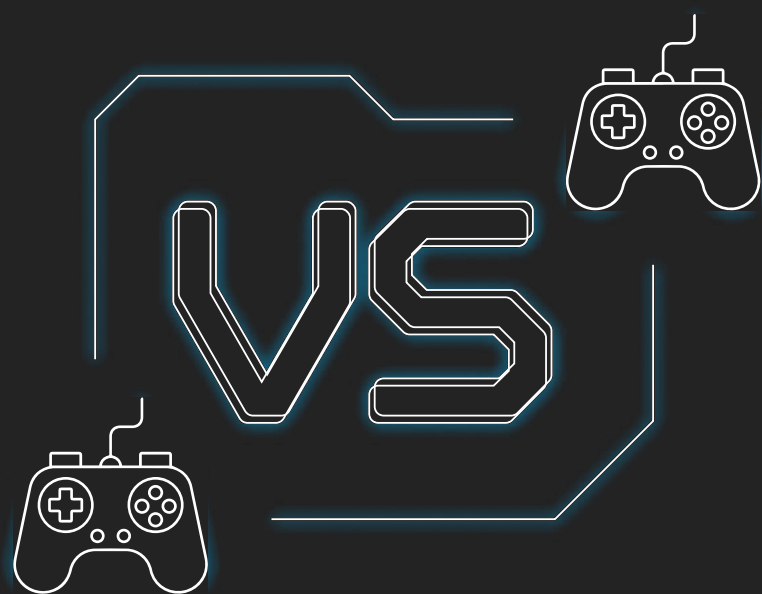
PVE FIGHT

PVE fights follow the same rules as PVP duels, but your opponents will be generated characters, and all battles will ultimately create an unforgettable storyline.

In the story mode, each player has the opportunity to play out the story from the history of RoboHeroes. The gameplay takes place on a standard map, and our opponent is an AI. Players can have 3 battles per day in story mode. They are rewarded with ROBO tokens for each battle won, which is equal to passing the level.



PVP FIGHT



A Player vs Player fight differs from PVE in that anyone wishing to participate must put up as many native game tokens as their opponent. In addition to the ROBO tokens, the battle winner also wins 85% of the native token pool. Every robot that does not have insurance, after losing the battle, disappears forever.

Insurance

Each player has the option to purchase insurance for PVP battles for ROBO tokens. Insurance protects the robot from damage for 15 days. All tokens collected from insurance will be burned.

NFT

Each RoboHero faction has created unique pieces of equipment that enhance the attributes of its holders. Corpus shield to increases their power, limbs armors to increase their speed, and helmets to expand their range of vision. All parts of equipment can be found in chests scattered around the RoboHero world. Legend has it that after completing the entire set of 3 items, RoboHeros can evolve to a higher form.

Play2Earn

Each player can claim ROBO tokens in the story mode and native tokens in the PVP mode. As much as 18% of the total supply is allocated for gameplay rewards.

In-game billboard ads

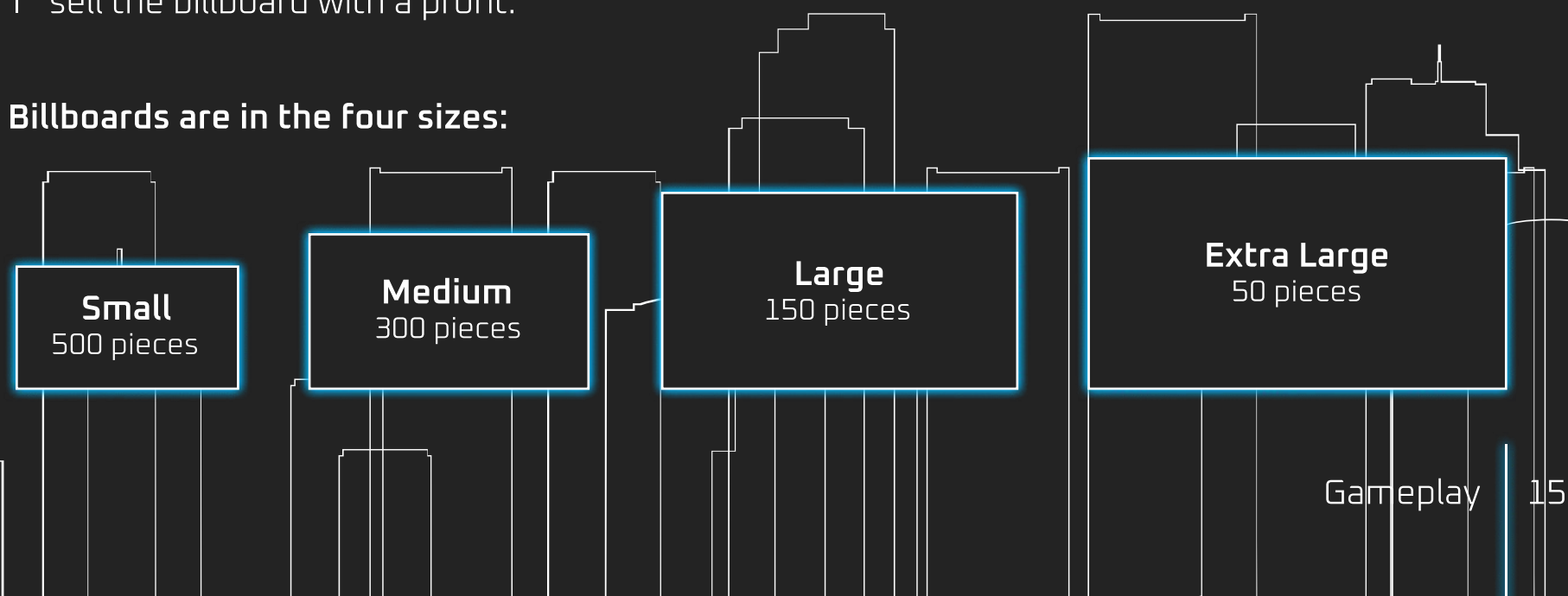
In our game, full of skyscrapers, advertising billboards could not be missing. The billboard system is something brand new for the world of Play2Earn. In RoboHero will be 1000 pieces of virtual NFT advertising space. Those will be deployed all over the game’s world. However, in the first phase of every gameplay, there will be randomly generated ten of them on the buildings.

The owners display whatever they want with the billboards

(within the bounds of censorship and good taste):

- advertise their social media, products, etc.,
- rent the advertising space for a predetermined amount per week/month,
- sell the billboard with a profit.

Billboards are in the four sizes:



NFT Lands

The discovered area of RoboHero consists of 37 districts with a hexagonal shape. The central hexagon belongs to the lords of the world and is for the moment shrouded in mystery. On lands, PVP fights take place. Five percent of the battle's pool is claimed by the NFT landowner.

Every hexagon divides into 54 lands – 2 big, 4 middle, and 48 small, which equals:

- 1728 small lands,
- 144 middle lands,
- 72 big lands

There will be 1944 lands in total

Each land type can have a limited number of fights per week.

- Small - 100 fights/week
- Medium - 500 fights/week
- Large - 1000 fights/week

The land also has a set number of mines that can be placed on it depending on size:

- Small - 1 mine
- Medium - 2 mines
- Large - 3 mines

Lands can be freely traded on the market.

Mines NFT

Mines play an important role in the RoboHero.

When all your supplies of weapons and armor run out, the only option to make more equipment is to craft them from the proper materials that are mined.

Throughout the world of RoboHero, there will be 2232 mines, occurring in four sizes.



Concept art of the mine (not the final version)

In mines are mainly mined resources like copper, iron, and titanium. In addition, in the lower amounts, there are extracted precious metals such as gold, silver, and platinum. The raw materials can be traded and exchanged on the market. If you are not the lucky owner of a mine that would extract resources for you, you can always buy them on the free market.

After all mines have been sold, they will be randomly generated on lands.

From the total amount of mined material (100%), 5% goes to the owner of the land and another 5% in the form of tax goes to the creators.

You can't change the location of the mine,

but you can trade the ownership of the mine on the Marketplace.

Crafting

To create the desired item, you will need a mixture of raw materials mixed with one of the precious metals, depending on for what faction you want to use the item. For the peace of mind, in the town, you will also need to leave some ROBO tokens for the smith. It's a reward for him for the usage of the workshop.

Breeding

You need two robots to start breeding. The pair that was used for the operation can't take part in the next breeding for the 48 h period. A newly created robot can't participate in the game or breed for 24 hours after its construction. This period will increase as the number of robots available on the market increases.

Watch2Earn

The Watch2Earn application allows you to receive SCRAP points for watching ads. Due to them, you have the possibility of getting your first robot, entering the game, and enjoying other rewarding options we prepared for you! You don't need to worry about the initial investment like in the case of other Play2Earn titles. We want to reward you for your time and engagement.

Get your first playable character for SCRAP and start the robo adventure!



Do you like to compete? We prepared for you a special educational section in the app. You can take part in quizzes regarding RoboHero knowledge. By providing correct answers, you will rise in the TOP 100 ranking. The best users will be rewarded!

Our app means:

- quick login,
- beautiful design,
- simplicity of using,
- entering the game for free,
- competing in quizzes.

WATCH TO EARN

TO MAKE EVERY MOMENT COUNTS

Step into the year 31377!

Download the app here:

bit.ly/37E08Ss

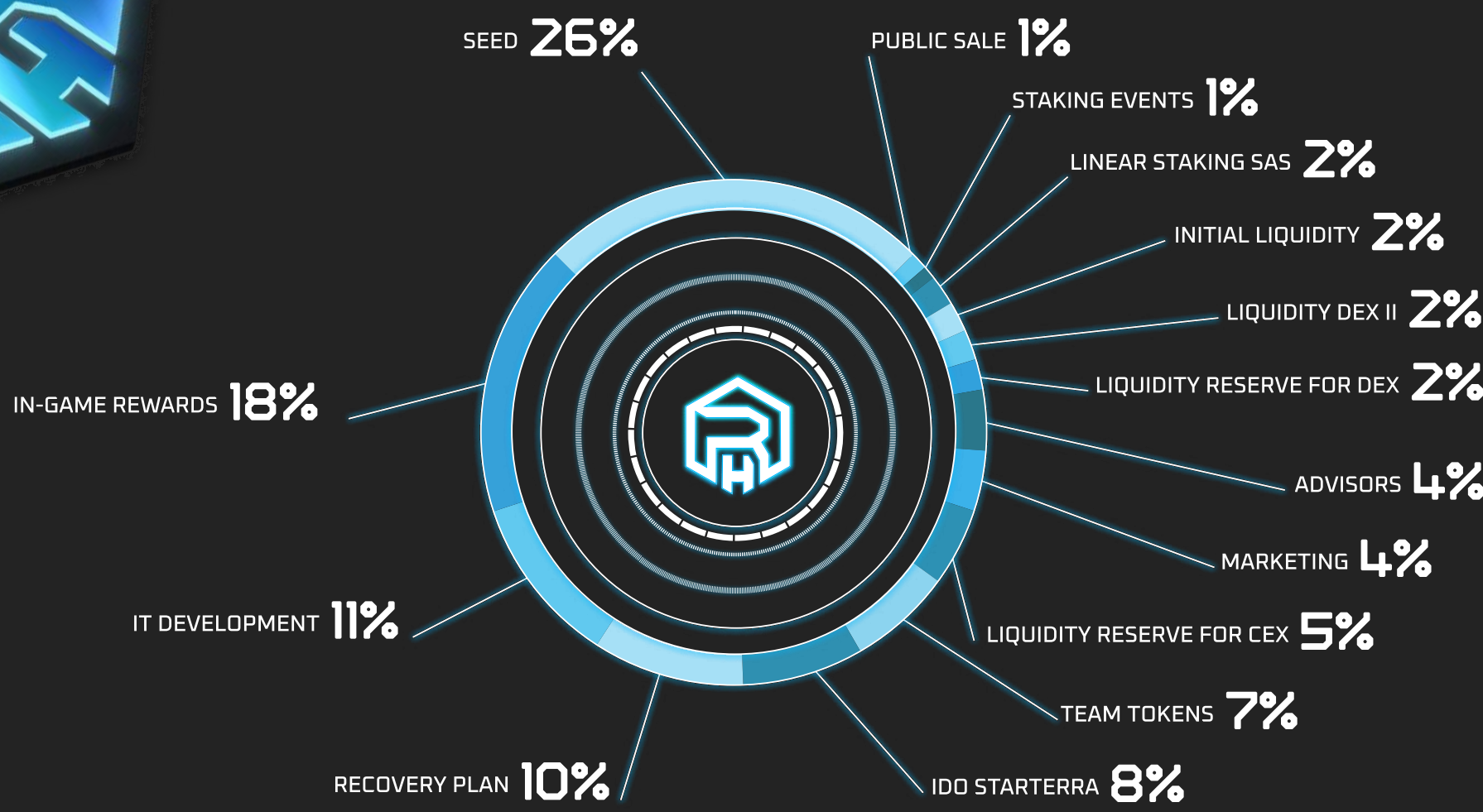
TOKENOMICS



	% OF TOTAL SUPPLY	VESTING linear	DESCRIPTION	TOTAL SUPPLY TOKEN	CALCULATING IN CASH	LOCK UP
SEED	26%	8 m	The vesting is rewritten with the number of tokens blocked for the moment of snapshot. The first month is a subject to an additional token claiming commission. The fee is linear decreasing starting at 30% and reducing daily by 1% for 30 days.	149 042 015 ROBO	1 490 420 USDT	Claiming cliff linearly 30d %fee.
PUBLIC SALE	1%	4 m	The vesting is rewritten with the number of tokens blocked for the snapshot period. The first month is a subject to an additional token claiming commission. The fee is linear decreasing starting at 30% and reducing daily by 1% for 30 days.	6 612 362 ROBO	79 348 USDT	Claiming cliff linearly 30d %fee.
IDO STARTERRA	8%	8 m	The number of tokens blocked for the snapshot will be reassigned to a new 8-month vesting period. The first month is a subject to an additional token claiming commission. The fee is linear decreasing starting at 30% and reducing daily by 1% for 30 days.	43 625 799 ROBO	436 258 USDT	Claiming cliff linearly 30d %fee.
INITIAL LIQUIDITY*	2%	0 m	Liquidity provided for the first DEX.	10 000 000 ROBO	100 000 USDT	0
LIQUIDITY DEX II (other chain)	2%	0 m	Tokens will be burned after 12 months from the first listing if there is no cross-chain on the other chain. The unused amount after providing liquidity on the second chain will be burned after 30 days.	10 000 000 ROBO	100 000 USDT	0
LIQUIDITY RESERVE FOR DEX	2%	0 m	Additional liquidity reserve to be used at listing on the first DEX. Unused amount will be burned within 2 months after the listing.	10 000 000 ROBO	100 000 USDT	0
LIQUIDITY RESERVE FOR CEX	5%	6 m	The unused number will be burned after listing on the first CEX.	30 000 000 ROBO	300 000 USDT	0
TEAM TOKENS	7%	24 m	Team tokens will be unlocked after 6 months and then vesting will continue for 24 months.	40 000 000 ROBO	400 000 USDT	6
IT DEVELOPMENTS	11%	12 m	Funds to maintain the game's development. They will be unlocked after 2 years, and then vesting will continue for 12 months.	60 000 000 ROBO	600 000 USDT	24
MARKETING	4%	12 m	Funds unlocked after 2 years, and then vesting will continue for 12 months. Unused tokens will be burned monthly to the equivalent of the tranche in USD from the private sale price.	20 000 000 ROBO	200 000 USDT	24
ADVISORS	4%	12 m	Tokens allocated for Advisors. After 12 months from the listing, unused tokens (unused percentage from the pool) will be burned.	20 000 000 ROBO	200 000 USDT	6
PLAY AND EARN REWARDS	18%	36 m	Tokens allocated for rewards for players in PvE mode. Distribution of this pool will begin with the game's release.	100 000 000 ROBO	1 000 000 USDT	Cliff equals the period between the listing and the game's release.
STAKING EVENTS	1%	0 m	There are 2 events planned.	4 000 000 ROBO	40 000 USDT	0
LINEAR STAKING SAS	2%	36 m	Linear staking with the model ""the longer you hold, the bigger the %APY you get"". Removing tokens from SAS resets %APY. After 60 days, the staking reaches its maximum %APY."	10 000 000 ROBO	100 000 USDT	0
RECOVERY PLAN	10%	10 m	An 8-month cliff with 10-month linear vesting period was set. Scoring details in the table below.	58 086 669 ROBO	580 867 USDT	8
TOTAL	100%			571 366 845 ROBO	5 726 893 USDT	



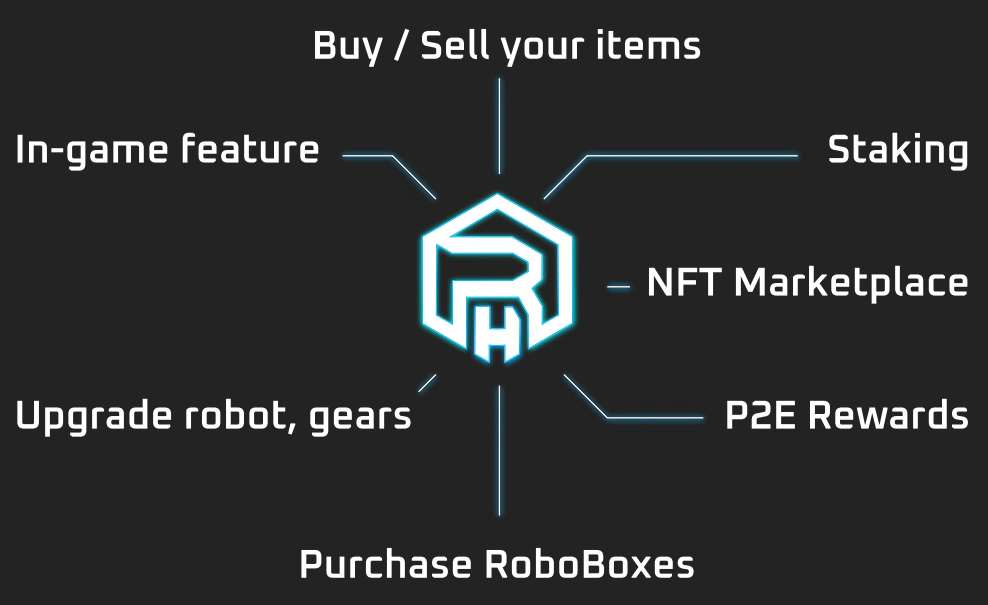
TOKENOMICS



TOKEN

LISTING PRICE ON DEX
0,01

UTILITY



ROADMAP

STAGE 1

- ▶ PROJECT START
- ▶ Gamification and Gameplay planning
- ▶ Constructing the gameplay model —and characters
- ▶ Development of tokenomy

STAGE 2

- ▶ Preparation of social media channels
- ▶ Creating a website
- ▶ Start building the game
- ▶ GAME DEVELOPMENT START

STAGE 3

- ▶ Seed Phase
- ▶ Public Sale and IDO
- ▶ The first DEX listing
- ▶ SAS and LP Staking start
- ▶ Game trailer release
- ▶ RH NFT Public Sale
- ▶ Watch2Earn on Google Play

STAGE 4 (unplanned)

TERRA LUNA CRASH

End of the support of ROBO/UST pair

- ▶ Recovery Plan release
- ▶ Tokenomics update
- ▶ Work on the new blockchain contracts

STAGE 5 WE ARE HERE

- ▶ RoboHero W2E University mode
- ▶ Work on the RH iOS version
- ▶ RoboHero first gameplay video
- ▶ Registration for game beta-testers
- ▶ RoboHero NFT transfer
- ▶ RoboHero lands presentation
- ▶ NFT RoboHero lands and mines whitelist
- ▶ Last registration for RoboHero demo testers
- ▶ RoboHero PVE mode demo public on Google Play
- ▶ NFT Marketplace launch

STAGE 6

- ▶ RoboHero on Google Play
- ▶ DEX listing
- ▶ SAS starts
- ▶ RoboHero on App Store
- ▶ First NFT RoboHero land sale
- ▶ First NFT RoboHero mines sale
- ▶ Initial Skins Offering on RH NFT Marketplace
- ▶ RoboHero PVP mode demo public on Google Play

STAGE 7

- ▶ The first sale of NFT RoboHeroes, gears, and weapons
- ▶ PVP mode in RH premiere
- ▶ CEX listing

TEAM & ADVISORS



JAKUB STEFANEK
„Crypto Loco”
CEO

Entrepreneur, owner of CBD product brand and cryptocurrency exchange company, among others. Crypto trader, miner and Solidity Developer since 2017. He has led his community on Twitter and Telegram Krypto Sharks for two years.



PATRYK KEMPIŃSKI
COO

He has been associated with the crypto world since 2016. He is CEO of crypto marketing agency We Make It and Wymienbitcoina.pl cryptocurrency exchange network. YouTuber with over 50k subscriptions on the KryptoRaport channel.



MATEUSZ KULA
„Noluck”
CTO

Crypto lover from 2012 has many years of experience in the crypto community. He became fascinated with Bitcoin during the early years. He brings much creative energy and different approaches to problems to the team.



ALEKSANDRA WASAŹNIK
CMO

She started to work in marketing in 2016. Project Manager in We Make It marketing agency, responsible for creating and implementing a marketing plan for crypto startups. Part of the marketing team of Ari10, Subme, and Revenue Coin projects.



ADRIAN OLEJNIK
Content Manager

Project Manager at We Make It marketing agency. Specialists in finding creative marketing solutions for crypto projects. Part of the marketing team of Ari10, Subme, and Revenue Coin projects.



PAULINA CZAJA
Crypto Copywriter

She has vast experience as a Project Manager, Content Manager and SEO Copywriter for numerous crypto projects: Ethers, Krypto Army, Byron, Revenue Coin, and so on. Crypto Copywriter at We Make It marketing agency.



TEAM & ADVISORS



**PRZEMYSŁAW
OLĘDZKI**
Technical Writer

Experienced columnist and speaker on economics, finance, and psychology subjects. He cooperates with We Make It marketing agency as a Technical Writer in the crypto area. He was writing for many projects, among others Ari10 and Revenue Coin.



**JULIA
STASZEWSKA**
Community Manager

Young cryptocurrency enthusiast, student. She has excellent interpersonal skills, cares about the quality of contact with users on our social media.



**MARTA
POTEMPA**
Graphic Designer

2D graphic designer, responsible for designing graphical issues from scratch. She created the first character outlines and maps for our game.



**ROBERT
RYMINIECKI**
Concept Artist

Concept artist working in the film and game industry - connected with Reikon Games Studio. Currently working on the next project - working title "Final Form".



MATEUSZ KARA
RoboAdvisor, CEO of Ari10

Mateusz is a CEO of Ari10 and lawyer by profession specializing in the blockchain industry. On a daily basis, he helps companies develop a legal framework for optimal growth. He teaches cryptocurrency law at Collegium Da Vinci. He built his long-standing experience by, among others, engaging in projects related to the cryptocurrency industry.



**ARTUR
PSZCZÓŁKOWSKI**
RoboAdvisor, CMO Gamerhash

Working for years in digital marketing for a Swiss-based global corporation. Currently CMO of GamerHash - platform with 600.000 gamers; actively investing in blockchain projects. Oxford University Alumni at Blockchain Strategy Programme 2018



TEAM & ADVISORS



ŁUKASZ BRACISZEWSKI
Robo**Advisor**,
Tokenomia.pro Co-Founder

Visionary, Investor and Advisor.
Tokenomics expert with a global network of contacts in the blockchain industry. One of the minds behind Coinpaprika & ARI10, among many other blockchain projects as an advisor.



ŁUKASZ SZYMAŃSKI
Robo**Advisor**,
Tokenomia.pro Co-Founder

Engineering Leader with vast experience in global-scale businesses, including OLX Group and Spotify. An engineer by profession, an entrepreneur by passion, exploring the secrets of economics and finance in a decentralized world. Life long learner graduated in many courses, including Harvard Business School & Executive MBA.



PATRYK PUSH
Robo**Advisor**,
CEO & co-founder
GamerHash.com

Entrepreneur, focused on the gaming industry. Cryptocurrency enthusiast since 2013, co-founder of GamerHash.com and GamerCoin (\$GHX).



MOBILE APPLICATION DEVELOPMENT

A team of specialists provided by Tokenomia.pro - professional web3 software house.

- ▶ 3x Developers
- ▶ 1x Junior Developer

MARKETING TEAM WE MAKE IT AGENCY

A marketing agency with solid experience in crypto projects. Specialists in their field. Thanks to our cooperation, we are supported by such people as:

- ▶ 2x Social Media Specialist
- ▶ 2x Copywriter
- ▶ 1x Buzz Marketing Specialist

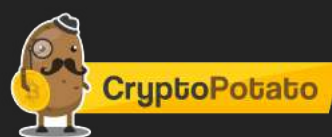
PARTNERS



Media Partners



Featured in



Tracked on



ROBOHERO

FIND US



/RoboHero_io



/robohero
/robohero_news



/robohero.io



@robohero



@robohero_io



/robohero_io