LEGENDARY HEROES UNCHAINED

WHITEPAPER

N3TWORK STUDIOS

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OUR VISION

We're creating a first-of-its-kind ecosystem for digital ownership, creation, and-play.

We believe the future of gaming lies in building lasting ecosystems for players and creators alike. The Legendary Heroes ecosystem is our first step, where owner-ship and participation go beyond the boundaries of traditional and even on-chain games.

In this ecosystem, every digital asset acts as a gameplay primitive, used to create new experiences. Whether you're developing heroes, leading guilds, or building-empires, the assets you own today unlock new possibilities, empowering you to contribute, compete, and create.

Legendary Heroes Unchained is our first game launched in this ecosystem using these digital objects, and we invite you to join us as we shape the future of games together.

Break free from the old systems, play hard, and own what's yours.

*Whitepaper is subject to change and revisions.

GAME OVERVIEW

- **Legendary: Heroes Unchained** (LHU) is our first game in our Legendary Ecosystem, a hero-collector RPG, integrating on-chain mechanics to give players true ownership of their in-game assets while looking ahead to the evolution of our ecosystem. The game will launch in Epoch 1 within our roadmap.

- **Dynamic Dungeons:** Each dungeon run generates a new reality in randomized roguelike experiences to gain hero XP and earn rewards. As your collection of heroes increases in power, you will have access to more difficult dungeons with even greater rewards. This mode includes dynamic battles, perilous obstacles, treasure finding and discovering powerful relics that transform the rules of combat, the dungeon and other game modes.

- **PvP Portals:** Portals will allow you leave Korelis and take the fight to the invaders! Fight your way through mutliple worlds in quest of unlocking power crystals and revive feathers. While taking the fight and battling other players, passively stake your NFT teams to scout and earn rewards.

- **On-chain Assets:** All heroes are NFTs with unique attributes important in Epoch 1 but will be important in their roles in Future Epochs. These assets evolve through use, leveling up and gaining new abilities as players progress while also having extensible custom meta data you can immediately write to your NFT for your own projects.

- **Guilds:** Join a guild so you can combine your skills as players to earn Event Points in daily and weekend events to earn competition only NFTs. Your daily participation not only levels-up your guild in preparation of Epoch 2, its also the most efficient way to gain vital resources to improve your heroes.

- **Events:** Events are held daily during the weekdays and weekends so our players can earn guaranteed in-game rewards for their heroes and gameplay but also place on the leaderboard for rank only prizes, including limited print competition only NFT heroes.

- **Hero Fusion:** The Hero Fusion system in *Legendary: Heroes Unchained* allows players to enhance and customize their heroes by merging them to upgrade skills, improve abilities, and unlock new powers. By fusing heroes, players can strategically tailor their team composition, creating stronger, more unique heroes tailored to their play-style.

N3TWORK STUDIOS

HERO SYSTEM

Heroes in LHU consists of a number of game parameters, starting with the core traits built into each NFT and extending to other derived and progression parameters. This sections explains each of these parameters in detail.

HERO TRAITS

Each hero has nine immutable traits that determine its utility in LHU. From these nine traits, we derive all of the stats, skills and other information that determine how a specific hero performs in the game.

Rarity Tier

Rarity Tier determines the maximum power level a hero can achieve through play. Rarity Tier is also used to set the size of a hero's print issue (the number of copies of a given hero NFT that are ever made available in the game).

The six Rarity Tiers in LHU are: Starter, Promo, Common, Uncommon, Rare, Ultra Rare, Epic and Legendary. The higher the Rarity Tier of a hero:

- The higher its maximum level
- The smaller its print issue

FREE Starter Heroes will be available for all players to mint and used immediately in-game. Once a starter hero has hit it's max level, it will be available to trade on the open market.

Affinity

Affinity is a property that determines a hero's core "element". The five affinities operate together in a "rock-paper-scissors" relationship where certain affinities are stronger or weaker against certain other affinities.

- Earth - strong vs Water, weak vs Fire
- Fire - strong vs Earth, weak vs Water
- Water - strong vs Fire, weak vs Earth
- Light - strong vs Dark, weak vs Light
- Dark - strong vs Light, weak vs Dark

Dark *is STRONG vs* **Light**   **Light** *is STRONG vs* **Dark**

Fire *is STRONG vs* **Earth**   **Earth** *is STRONG vs* **Water**

Water *is STRONG vs* **Fire**

HERO TRAITS CONT.

Focus

Each hero has a Focus, which denotes the attack stat in which they are highest. A hero can be Strength Focused, Magic Focused, or Mind Focused. The damage type determines the chance to counter an attack:

- When attacked with physical damage, a hero's chance to parry is determined by their strength. If they parry, they take no damage and deal some damage back to the attacker.
- When attacked with magic damage, a hero's chance to deflect is determined by their mind. If they deflect, they take no damage and return some damage to a random enemy.
- When attacked with mechanical damage, a hero's chance to absorb is determined by their magic. If they absorb, they take no damage and gain some mana.

Roles

Heroes also have roles, indicating the skills a hero has and may use. Players can view hero roles and instantly have an idea of that hero's purpose on the team: attacker, tank, healer, and support.

HERO STATS

Each hero will have six stats that will drive the majority of the battle actions. All heroes have all stats, but a hero's distribution of points across the six stats is determined by their Traits, Level and Evolution Tier. Each stat plays a unique role in combat and it is always a positive outcome to increase a stat. Additionally, the combined stats of heroes on your team are used when determining the outcome of certain role-playing encounters in certain game modes. For instance, you may have a role-playing encounter that asks you to test your Dexterity as you cross a rickety bridge. You need to roll a dice to determine the outcome, and the higher your team's combined Dexterity stat is, the more likely you are to successfully cross the bridge without taking damage or a negative status effect (debuff).

Strength
A hero's Strength determines the damage they deal when using a Physical attack type. It is also used in Parry rolls to counter Physical attacks.

Dexterity
A hero's Dexterity is used in Initiative rolls to determine the attack order at the start of each turn. It is also used in Dodge rolls to dodge attacks of all types.

Health
A hero's health determines their Max HP.

Tech
A hero's Tech stat determines the damage they deal when using a Machine attacktype. It is also used in Absorb rolls to counter Magic attacks.

Magic
A hero's Magic determines the damage they deal when using a Magic attack type. It is also used in Deflect rolls to counter Machine attacks.

Luck
A hero's Luck is used in Critical Strike rolls for all attack types.

Power
Each hero will have a single Power value that represents their Traits and the sum of all player investment into that character. As a hero increases in Level, advances its Evolution Tier and equips Gear, and increases the level of its Skills, its Power will increase. As Power increases, it will increase a hero's Stats in ratios determined by their Traits.

HERO STATS CONT.

Hero Level

Each hero will have a maximum level as determined by their Rarity. When minted, all heroes begin at Level 1. When they are used in a battle which results in a victory, they will earn XP, even if they were knocked out during that battle. Increasing a hero's level increases its power and stats.

HERO SKILLS

As the game expands over time, we will add more types of Skills to heroes, generally grouped by their Role type.

Basic Attack
The Basic Attack is a hero's most frequent action in battle. The type of attack they use/damage they deal (Physical/Magical/Machine) is based on their Class (Warrior/Mage/Engineer). This attack is triggered automatically as explained in the Attack Pattern section below.

Battle Skill 1
Battle Skill 1 is automatically triggered at certain points in battle. Skills can be attacks on the enemy teams, healing actions, buffs to your teammates, debuffs to enemies, or combinations thereof.

A hero's Battle Skill 1 is determined by the combination of their Affinity, Class and Type traits.

Battle Skill 2
Functionally, Battle Skill 2 is the same as Battle Skill 1, but is used less frequently in battle and is generally more powerful. Skills can be attacks on the enemy teams, healing actions, buffs to your teammates, debuffs to the enemies, or combinations thereof.
A hero's Battle Skill 2 is determined by the combination of their Type and Weapon traits.

Ultimate Skill
Ultimate Skills are different from the other types of battle skills specified above. These are a hero's most powerful skills. Each hero has an MP bar (Mana Points), and during the course of battle their MP charges with time. Heroes get a bonus boost of MP when they knock out an opponent, from certain skills or from Fate's Bonus as described below. When a hero's MP bar is full, the player can choose to trigger that hero's Ultimate. Functionally, these skills can be attacks on the enemy teams, healing actions, buffs to your team mates, debuffs to enemies, or combinations thereof, just like Battle Skills. But as the name implies, Ultimates are the most powerful skills in the game. Additionally, unlike other skills that only trigger when it is a hero's turn, an Ultimate interrupts the flow of battle and activates instantaneously.

A hero's Ultimate Skill is determined by the combination of their Affinity, Class and Specialty traits.

HERO SKILLS CONT.

Attack Patterns

During Battle, attack proceeds in rounds. During each round, each hero takes one action so long as they are not knocked out. The order in which each hero acts is determined by an Initiative roll at the start of the turn.

When it is a hero's turn, the action they take is determined by their Attack Pattern. Attack Pattern is set based on Class, so for instance all Warriors share the same Attack Pattern. Attack Pattern is a looping set of action, where the hero takes one action each time it is their turn. For instance, the Warrior Attack Pattern may look like this:

A, A, A, A, S1, P, A, A, A, S2, P, P, A, A, S1, A, A, A, A, A

Where A stands for Basic Attack, S1 stands for Battle Skill 1, S2 stands for BattleSkill 2 and P stands for Pause.

So, given the Attack Pattern above, if it is the first round of battle, all Warriors will use their Basic Attack. If it is the sixth round of battle, all Warriors will Pause (take no action) and if it is the tenth round all Warriors will use Battle Skill 2.

The three classes will have the same distribution of Basic Attacks, Pauses, BattleSkill 1s and Battle Skill 2s in a battle, but the order in which they take those actions will be different.

TUNING HEROES

With any stat-heavy RPG, especially one with PvP and GvG modes, tuning the game for fun and fairness is a never-ending task. Clever players are always figuring out which hero is most OP in which mode, or finding bugs in how Skills were implemented that allow for exploits, or pointing out that a beloved hero is underpowered in a new game mode.

This presents an even tricker challenge with a blockchain game where heroes are NFTs you own with immutable features. We needed to design a system whereby heroes still have immutable features, but if we notice that a single skill is dominating PvP, we have the ability to reduce the strength of that skill to create fairer competition.

That is why we have set up the Trait-based system that is described above. Each hero, upon minting, will have a series of immutable traits that will never change. But the way these traits are interpreted by the game engine can change as needed. We will be undergoing this type of continuous tuning as the game grows and evolves to make sure that your investment of time, energy and money into your heroes is always valid, and we don't have a small collection of OP heroes that are dominating the meta.

FUSION

- **Upgrade** makes the current skill potent

- **Inherit** allows heroes to replace their current skill with one from a burned hero with the same focus

- **Awaken** will be introduced to LHU in the near future

BATTLE ENGINE

Battle is broken into rounds. During each round, each hero performs an action, so long as they are not knocked out. At the start of each round, all heroes roll for Initiative. This will determine the action order for this round. Each hero rolls between 1 and their Dexterity stat. These Initiative values are then stack ranked and the heroes take turns taking their action one at a time. If a hero is knocked out before their turn, they do not take an action.

The specific action a hero takes on their turn is determined by their Attack Pattern, as described previously.

Anatomy of an Attack
The Basic Attack is the most common action that a hero takes during their turn. A basic attack has 2 pieces of metadata associated with it as well as a damage quantity. The metadata determines how the target receives and attempts to counter the attack.

Attack Affinity
The attacker's Affinity trait determines the Affinity of the attack. Based on the Affinity of the attack and the defender, the attack may deal bonus or reduced damage for a strength or weakness bonus.
For example, Water Affinity is strong against Fire Affinity. So when a Water hero attacks a Fire hero, their attack will deal 20% more damage (or whatever the configured affinity bonus is set to).

Damage Types
Damage Type is determined by a hero's Class trait. Based on the type of damage the attack is, the defender will either try to Parry, Absorb or Deflect the attack. Each of these actions tests a different Stat so heroes with different traits are strong and weak against attacks of different types. These are the Damage types:

- Warrior Class – Physical attack type
- Mage Class – Magic attack type
- Engineer Class – Machine attack type

A hero's Class trait also determines what stat they use to determine base damage for their attack.

- Warrior Class – base damage is 100% of Strength stat
- Mage Class – base damage is 100% of Magic stat
- Engineer Class – base damage is 100% of their Mind stat

ACTION TYPES

There are four types of actions that a hero can take, as specified above in the Skills section. The action a hero takes on their turn is determined by the Attack Pattern, also explained above. This section will reiterate the important points when it comes to executing actions in the Battle Engine.

Basic Attack

On a hero's turn, they may use their Basic Attack. The Damage Type of their Basic Attack is determined by their Class.

Battle Skill 1&2

On a hero's turn, they may use Battle Skill 1 or Battle Skill 2. The Battle Skills they are assigned are based on the combination of some Traits. Battle Skill 1 is assigned based on the combination of Affinity, Class and Type traits. Battle Skill 2 is assigned based on the combination of Weapon and Type traits. Initially, there will be 105 different Battle Skill 1s and Battle Skill 2s. Battle Skill 1 activates more frequently,and Battle Skill 2 is generally more impactful.

Pause

On a hero's turn, they may Pause, which means they take no action until the following round. When a hero needs to Pause is determined by their Attack Pattern.

Ultimates

During battle, a hero's MP will fill over time. They will also get a bonus to MP if they knock an enemy out or from certain Fate's Bonuses or Battle Skills. When a hero's MP is full, they can activate their Ultimate. This interrupts the flow of battle and instantaneously triggers this skill effect. AI-controlled enemies will fire their Ultimates as soon as they are charged. The player can choose to activate Ultimates manually, or else toggle an Auto setting so that they also trigger as soon as a hero's MP is full.

ATTACK RESULTS

To understand the result of any single attack, let's walk through all the steps and calculations to understand how an attack is resolved. An attack involves two parties, the attacker and defender. This is the order of operations for determining the results of an attack:

1. Attacker - determine base damage
2. Attacker - tests Luck for Critical Strike
3. Defender - rolls for counter based on attack type (parry/absorb/deflect)
4. Defender - if counter fails, roll for dodge
5. Defender - if dodge fails, subtract damage from HP

For step 1, base damage is determined as specified above based on a Hero's Class and the appropriate stat.

Critical Strike

Each time a hero attacks, they test their Luck stat to determine if it is a Critical Strike. Critical Strikes will deal bonus damage on top of the base damage. The higher a hero's Luck, the more likely they are to score a Critical Strike.
For instance, let's say a hero triggered an attack that dealt 48 Mind damage. They test their Luck and score a Critical Strike. This may grant a +50% bonus, bringing the damage of the attack up to 72 Mind damage.

Counters

There are three different types of Counters in LHU: Parry, Absorb and Deflect. The type of Counter that a defender tests for is based on the Damage Type of the attack.

Parry Counter

Parry is the Counter for Physical type attacks. The Defender tests their Strength stat, and if they succeed, the defender takes no damage and they instead deal a percentage of the damage to the attacker.
Let's say my hero is attacked for 48 Physical damage, and the parry damage percentage is currently set to 80%. After the attacker sends the attack, my defender rolls their Strength stat to test for a parry. If they succeed in that roll, my defender will take 0 damage, and instead the attacker will take 38 damage.

Absorb Counter

Absorb is the Counter for Magic type attacks. The defender tests their Mind stat, and if they succeed, the defender takes no damage and instead they convert a percentage of the incoming damage to MP. Heroes who are skilled at Absorb will be able to use their Ultimate skills much more frequently in battle than other heroes.

Deflect Counter

Deflect is the Counter for Mind type attacks. The defender tests their Magic stat, and if they succeed, the defender takes no damage. Instead they deal a percentage of the incoming damage to a random hero on the attacker's team.

Dodge

If a defender fails to Counter an attack, they then attempt to Dodge it. The defender tests their Dexterity stat. If they succeed, they fully dodge the attack and take no damage. Heroes with higher Dexterity may compensate for lower HP by being able to avoid damage more frequently.

Dealing Damage

If the defender has failed to Counter or Dodge the attack, they then take damage. Their HP is reduced as determined by the base damage, any affinity strength or weakness, and any critical strike bonus.

Additionally, total damage may be multiplied if the player chose to use an Energy Multiplier, as specified with the next section..

ROADMAP

Roadmap & Future Epochs The game will evolve through several Epochs, with new features, modes, and systems introduced over time. Here's a brief look at what's to come:

EPOCH 1
AGE OF HEROES

- Fully decentralized NFT heroes
- Read & write data
- Grow your heroes
- Establish guilds

Your NFT hero comes with custom metadata, allowing you to create unique stats for your own games. This transforms your hero into more than a character—it's a tool for creation, expanding its impact beyond LHU and into your own universe.

EPOCH 2
AGE OF GUILDS

- Build your tokenized guild
- Fully decentralized land and capitals
- Token staking
- Prepare for war

Land and Capital City NFTs come with custom metadata, enabling you to create unique stats for your own games. Your land becomes more than a resource—it evolves into a canvas for building new worlds, offering limitless opportunities.

EPOCH 3
AGE OF WAR

- Heroes command armies
- Guilds conquer, ally and gain governance
- Shape the game
- History added to metadata

The history of your heroes and land is captured decentrally, preserving every battle, victory, and decision. This rich history becomes a foundation for you to create your own stories, games, and worlds, transforming your journey into a narrative you control and share.

EPOCH 4
AGE OF CREATION

- Open source innovation
- Guild drive custom universes
- DAO governance
- Shape the ecosystem

Leverage our source code along with your heroes, lands, and stories to create entirely new games. This epoch empowers you to take full control, transforming your assets into the building blocks for your own gaming experiences, making your creative vision a reality.

EPOCH I
AGE OF HEROES

- **Own Your Heroes:** These aren't just characters—they're decentralized, dynamic assets that will evolve with each Epoch, unlocking new possibilities as you shape their future.

- **Level and Fuse:** Unlock potential through leveling and Fusion. Customize their skills, preparing them to lead your armies in future guild wars and battles.

- **Start Your Guild:** Gather allies, build your guild's strength, and compete for victories. Lay the groundwork for minting your Guild Capital in Epoch 2.

- **Create:** Bring your heroes to life by writing custom stats, renaming them, or giving them entirely new identities for your own games and projects.

EPOCH 2
AGE OF GUILDS

- **Mint your Guild Capital:** Establish your guild's domain by minting a Guild Capital. As it levels up, you unlock superior land, improved staking yields, and enhanced in-game advantages, positioning your guild for strategic growth and dominance within the LHU ecosystem.

- **Build your land:** Use $LHU tokens to mint land, which generates resources to upgrade your Guild's Capital. Burn or trade land for strategic gains, fueling your guild's expansion and increasing its influence across the game.

- **Stake:** Stake your $LHU tokens to earn rewards that grow with your Guild Capital's level. Higher capitals bring greater staking returns, preparing your guild for increased governance and control within the ecosystem.

- **Create:** Customize your land with unique stats, personalizing its geography or attributes. Your assets to reflect your vision. They can be integrated into personal projects, giving you creative freedom to expand beyond LHU, allowing your land to evolve with your storytelling and gameplay.

EPOCH 3
AGE OF WAR

- **Heroes lead armies:** Command your heroes to raise armies that fight in guild wars. Use strategic planning to dominate lands and control valuable resources.

- **Wage Guild War:** Compete for dominance by conquering other guilds land. Victorious guilds gain tithes of resources of defeated guilds for a set period, strengthening your position.

- **Staking for Governance:** Guilds stake tokens to participate in governance, voting on new features, game mechanics, and future development decisions. This enables guilds to shape not just LHU but the Legendary ecosystem.

- **Create:** Your heroes' stories, land ownership, and battles will be recorded on chain, enabling you to take these records beyond gameplay. These assets are your creative building blocks. Craft comics, build narratives, or leverage AI tools to create entirely new games or experiences.

EPOCH 4
AGE OF CREATION

- **Build Your LHU:** Guild War system goes open-source as the first mode, allowing guilds to create their own games and experiences based on the established LHU framework by registering their game with us and creating discovery from the main LHU game.

- **Create your Universe:** Guilds can create custom versions of LHU, setting their own rules, costs, and conditions. Utilize heroes with extensible metadata and lands, while creating smart contracts to manage token costs and rewards.

- **Create DAO governance:** Guilds act as DAOs, with full control over the rules, economies, and structures of their own games. Guilds can dictate everything from entry fees to token distribution within their ecosystem.

OPEN SOURCE
EPOCH 4

As we enter Epoch 4, our guild war system will be modularized and made opensource. This will be step in open collaboration with our community to create usercreated versions of LHU with their own rules and governance standards. Our mission is to transform the LHU ecosystem into a wide network of games and creations where our digital primitives can live and add value.

DIGITAL PRIMITIVES

In Legendary: Heroes Unchained, all **NFT assets** play an active role in the evolving metagame. The assets you own today are not static—they grow, adapt, and unlock new possibilities as the game progresses through its various Epochs.

- **True Ownership:** Every NFT in LHU represents true ownership. Players can freely trade, sell, or use their assets across different game modes or future projects within the ecosystem.

- **Extensibility:** As the ecosystem grows, players will be able to **extend the metadata** of their NFTs, making them usable in future games or community driven projects, enhancing their value and interactivity beyond just LHU.

Legendary: Heroes Unchained's NFT assets are designed to be more than just in-game items—they are building blocks for a larger digital world where players and creators have the freedom to innovate and create new experiences.
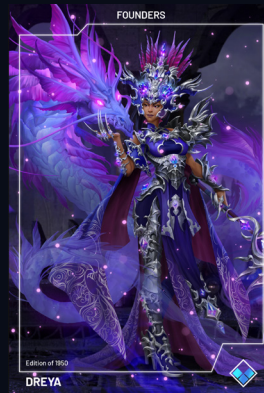
HERO NFTS
EPOCH I

Heroes are the heart of LHU, serving as the primary agents of action in battles, dungeons, and events. Each hero NFT is unique, with specific traits, stats, and abilities that determine their role in combat.

- **Unique Traits:** Heroes possess immutable traits such as Rarity, Affinity, and Role. These traits are key to determining a hero's potential power and usefulness in different game modes. These metadata attributes are constantly being written to and are decentrally immortalized in IPFS monthly.

- **Progression:** Players can level up their heroes by engaging in combat and completing quests, unlocking new abilities and increasing their stats over time.

- **Fusion:** Heroes can be enhanced through the **Fusion system**, where players burn lower-level or unwanted NFTs to upgrade or replace skills on their favorite heroes.

- **Market Utility:** Hero NFTs are fully tradable on the marketplace, giving players the freedom to buy, sell, or trade heroes based on their strategic needs.

- **Commanders:** Raise and lead armies in Epoch 3 - Age of War.

- **Create:** Bring your heroes to life by writing custom stats, renaming them, or giving them entirely new identities for your own games and projects.

- **Digital Life:** Just like our heroes, all metadata including stats being constantly written from gameplay will be decentrally immortalized on IPFS on a monthly cadence to ensure the legacy of these assets lives on.

LAND NFTS
EPOCH 2

Land in LHU represents valuable resources for guilds and individual players, driving economic growth and strategic expansion. Land NFTs tie into the guild system, where guilds control territories and extract resources to fuel their progress.

- **Resource Generation:** Each plot of land generates specific resources, such as minerals, gold, or magic, which are crucial for upgrading guild capitals and crafting items.

- **Customization:** Land NFTs come with customizable stats, allowing players to modify their land's by appending their own data to customize for their own projects and creations.

- **Fusion:** Heroes can be enhanced through the **Fusion system**, where players burn lower-level or unwanted NFTs to upgrade or replace skills on their favorite heroes.

- **Trade & Burn:** Players can sell land on the open market, or burn it to mint new assets like Guild Capitals, creating a dynamic and player-driven economy.

- **Digital Life:** Just like our heroes, all metadata including stats being constantly written from gameplay will be decentrally immortalized on IPFS on a monthly cadence to ensure the legacy of these assets lives on.

- **Dominion:** Build your guilds territory by expanding its domain and preparing your war machine for Epoch 3.

GUILD CAPITAL NFTS
COMING IN EPOCH 2

Guild Capitals are vital assets for guilds, representing their power and influence within the game world. These NFTs serve as the center of guild territories, controlling land and resources.

- **Upgrades:** Guild Capitals can be upgraded, increasing the rarity types of land that can be minted within the guild and in-game bonuses applied to gameplay. These will be vital in spreading your dominion in Guild Wars (Epoch 3).

- **Strategic Control:** Owning and upgrading a Guild Capital allows guilds to exert control over large swathes of land, providing crucial advantages in both PvE and PvP game modes.

- **Gameplay Bonuses:** Within each capital are skills and technologies that can be unlocked and activated which bestwo gameplay effects and bonuses.

- **Governance Rights:** Guild Capitals grant governance rights, allowing guild leaders to participate in LHU's decentralized decision-making, voting on key updates, and future developments. (Epoch 3).

LHU TOKEN
COMING IN EPOCH 2

Our token will be introduced with the release of Epoch 2. It will facilitate many in-game functions with utility concerning hero leveling costs, marketplace purchases and most importantly minting guild land. Epoch 3 will expand the utility by introducing governance measure to allow holders in guiding the direction of development and tuning for the game.

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TOKENOMICS

Coming soon!

DISCORD

ALLOWLIST FOR DROPS

Allowlists for our upcoming Founder's Drops are available by joining our Discord server. Spots will be awarded for participation. Our community will eligible to win in various ways including ranking within the Discord mini-game leaderboard, community events, Twitter raids and more.

If you haven't already, please checkout our **Discord** to start your adventure!

Please check our Discord for the official announcement when our allowlist give aways have started.

DAILY ADVENTURE – DISCORD GAME

If you haven't already, please play our Discord mini-game dungeon crawler! It boasts an old-school, ASCII art aesthetic to give you a taste into the real game's battle engine. The **Daily Adventure** on Discord is the first expression of the systems outlined in this document.

Each day, a unique dungeon map is procedurally generated from a pool of quests, encounters, chests, shrines, battles and starting heroes. You are granted a team of five heroes and a set amount of energy with the goal of earning the highest score possible before energy runs out or your team is knocked out. You can play that adventure as many times as you wish that day, trying out different strategies and trying to figure out how to get the most points possible given your starting resources.

Each action you take, whether moving around the map, praying for a buff at a shrine, healing at a temple, or initiating a round in battle, costs energy. Dispersed through the adventure map are shrines you can pray at to gain more energy and extend your adventure.

At the completion of each run of the adventure, your final score will be posted to the daily leaderboard. If you have already posted a high score that day, your new score will only replace it if it is higher.

When the day ends, a new adventure begins. You will be able to play a new map with new starting conditions and a clean leaderboard for a new day's competition.Your goal each day is to earn as many event points from the dungeon map as possible. You'll need to use both your heroes and energy wisely to do so. Once you complete a run, your total event points serve as your score, which is posted to the day's leaderboard. Each leaderboard will offer spots for upcoming Founder's Mints.

INFRASTRUCTURE

BUILT ON BASE

Legendary: Heroes Unchained (LHU) is built on **Base**, an Ethereum Layer 2 solution that offers security, scalability, and low-cost transactions. By utilizing Base, LHU provides players with true ownership of their assets, fast transactions, and minimal gas fees, all while maintaining the security of the Ethereum network. This ensures seamless interactions such as minting heroes, trading land, or participating in guildwars. As LHU evolves, Base will continue to support its expansion, offering players more ways to create, compete, and shape the ecosystem.

N3TWORK
STUDIOS

MARKETPLACE

LHU offers a seamless marketplace experience where you can mint, trade, and list your NFT assets with ease. Whether you're using fiat currency or Base ETH, you can engage directly with the marketplace from within the game. Players have the flexibility to use self-custody wallets for direct user-to-user transactions through OpenSea, or to purchase assets directly and mint new assets ensuring an accessible platform for all.