



LAST HORDE

WHITEPAPER

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TABLE OF CONTENTS

<u>INTRODUCTION</u>	3
<u>OUR VISION</u>	4
<u>REQUERIMENTS TO PLAY</u>	4
<u>GAMEPLAY</u>	5
<u>NFTs</u>	9
<u>REWARDS</u>	10
<u>HORDE (HOR)</u>	11
<u>MARKETPLACE</u>	11
<u>ROADMAP</u>	12
<u>TOKENOMICS</u>	13
<u>DISCLAIMER & RIGHTS</u>	14

INTRODUCTION

Last Horde is a fantasy card game based on NFT technology that runs on the Binance Smart Chain (BSC) network. The game uses the Unity engine to offer an immersive gaming experience where players must face off in duels using their cards.

Last Horde offers players the chance to win big rewards and get their native HORDE token. For each victory, a player gets a number of tokens that can be used to buy new NFT cards in the marketplace or to stake and obtain more rewards.

As players gain experience in the game and improve their decks of cards, the chances of victory increase.



OUR VISION

The Last Horde team aims to provide players with a fun, exciting and yet profitable game.

We believe in blockchain technology and we are happy to help increase its adoption.

We support the Play to Earn system and therefore we want to provide an interesting game where strategy is a fundamental part of the mechanics.

REQUIREMENTS TO PLAY

To play Last Horde you need just an Internet connection and a wallet like Metamask that can store BNB and HORDE and acquire at least 3 NFT cards (the rest of the cards until completing the game deck will be mercenaries provided by the system).

GAMEPLAY

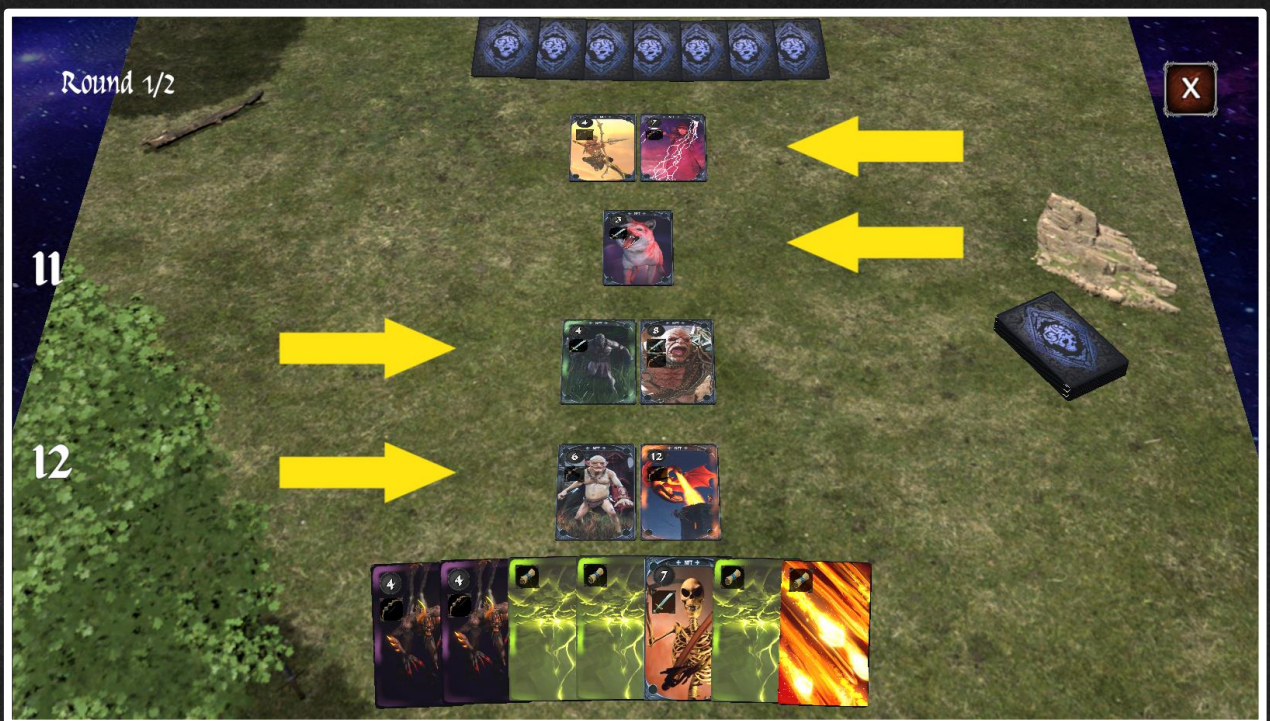
Before starting the game, each player builds the deck with which they are going to duel. A player can choose at least 3 cards and a maximum of 11.

Suppose that a player has 15 cards (NFTs) in his wallet, before entering the game he must build his deck by choosing a number between 3 and 11 from his 15 cards. For example, if you choose 5 of your cards, the system will automatically award you 6 mercenaries for that game.

The total of cards in a deck in play is always 11.



The game table is divided into 4 rows. Two rows for each player. A player can place his cards on the ranged attack row or the melee attack row, this depends on the characteristics of the card he is playing. Some characters have the melee attack skill and the ranged attack skill. These cards can be placed in either of the two rows.



Players can see all their cards but cannot see the opponent's cards.

Players can choose which of their cards they want to play each turn.

Each character (card) has different abilities such as health, attack type, resistance, special power, etc. which makes each game different.

Depending on the characteristics of the cards, the playing strategy will be different. For example, there are cards that have more resistance to a certain type of attack and other cards that can empower a certain type of card. Each player must know his cards well and know how to combine them in the best possible way.



When a player selects one of the cards that he has in his "hand" or any card that has already been played on the table, the information of the card is displayed.

The winning player is the one who has accumulated the most points at the end of the game.

Points are earned for placing cards, generating wounds, and killing characters.



The game ends when two rounds have been played, that is when all the cards have been played twice. The player with the most points wins.

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NFTs

Each Last Horde card is an NFT that can be bought and sold on the marketplace. There are many NFTs and new NFTs appear regularly representing new characters and objects with their respective attributes. Some NFTs are common and there are a high number of copies of them, but others are extremely rare and there are even some that are unique.

The NFTs are divided into 6 different classes and are visually represented by the color of the playing card frame.

Common - Silver frame.

Rare – Green frame.

Epic – Golden frame.

Legend – Red frame.

Mythical – Purple frame.

Unique – Unpredictable.



REWARDS

Players receive HORDE token rewards every time they win a match. The rewards received for beating the AI are determined based on the difficulty level that the player has selected. Today there are three levels of difficulty; Easy, Medium and Hard.

The reward a player receives when facing another player is always the same.

Another way to get rewards is by staking HORDE tokens.



HORDE (HOR)

HORDE (HOR) is Last Horde's native token and is used to buy and sell NFTs on the marketplace and to reward players for their victories in the game or for staking the token. In addition, depending on the amount of HORDE that a player has at stake, he will be able to carry out more or less daily battles.

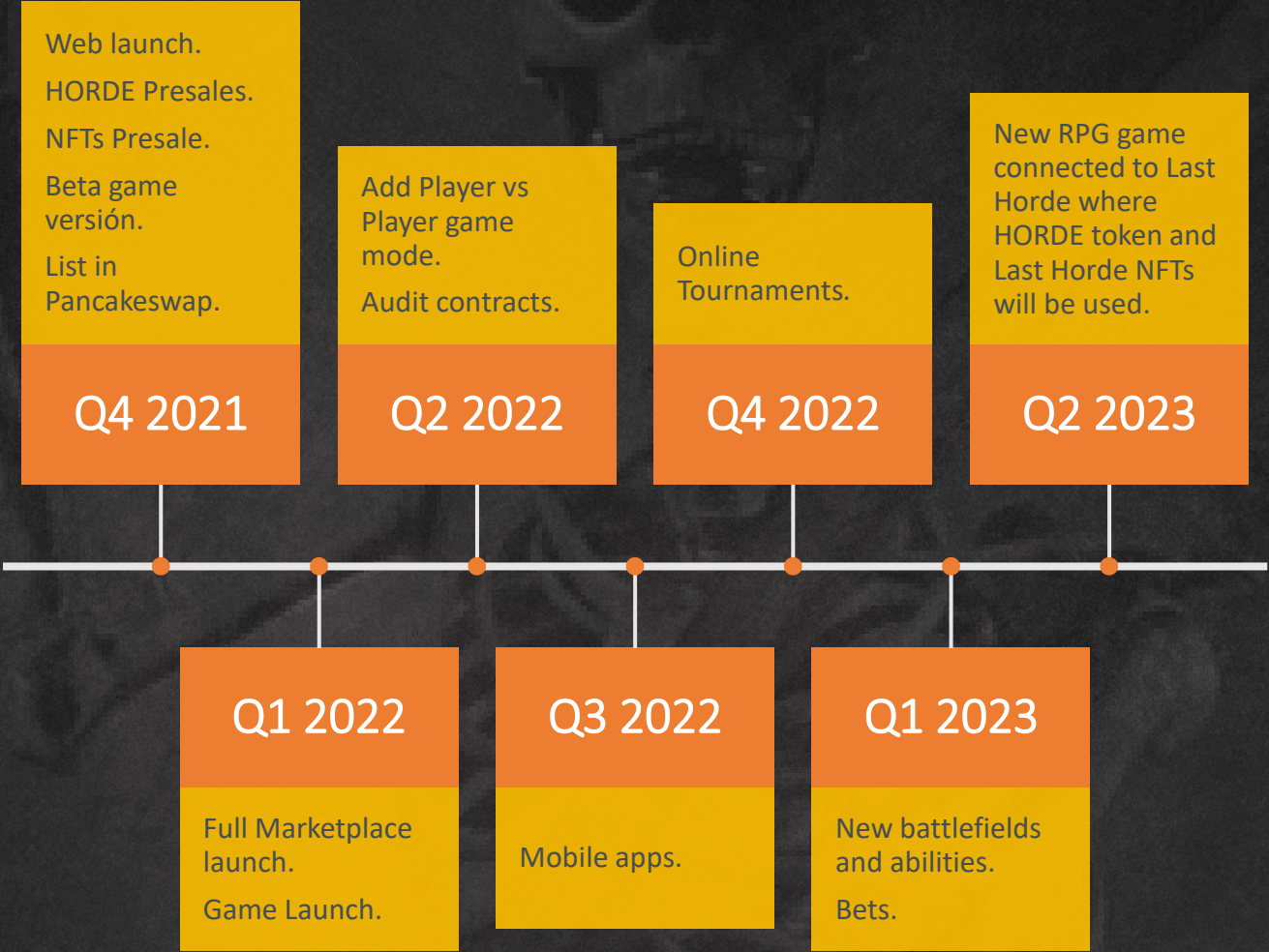
HORDE's maximum supply is 300,000,000 HORDES and the contract address is:

0x95368f2c269F1f3394f21d72662BFB8b00F1A7fD

MARKETPLACE

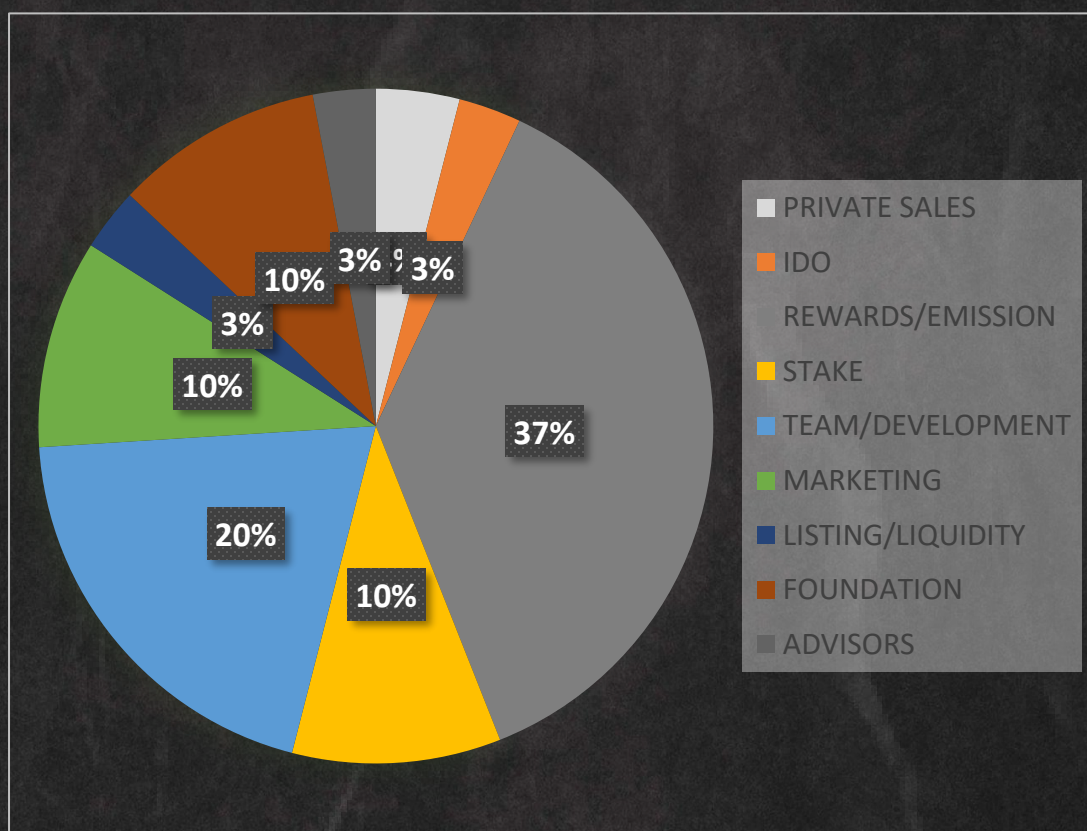
Players are the owners of the NFTs they have acquired and can keep or sell them freely. In the marketplace, players can set a sale price and other players can buy them. There is a small buyer fee added to each transaction.

ROADMAP



TOKENOMICS

OBJECT	%	HOR
PRIVATE SALES	4%	12,000,000 HOR
IDO	3%	9,000,000 HOR
LISTINGS/LIQUIDITY POOLS	3%	9,000,000 HOR
STAKE	10%	30,000,000 HOR
TEAM/DEVELOPMENT	20%	60,000,000 HOR
REWARDS/EMISSION	37%	111,000,000 HOR
MARKETING	10%	30,000,000 HOR
FOUNDATION	10%	30,000,000 HOR
ADVISORS	3%	9,000,000



DISCLAIMER AND RIGHTS

This document is not final and will be periodically reviewed and transformed.

The purpose of this document is to provide selected details about the gameplay and the economy of Last Horde. The information outlined in this document may not be exhaustive and does not imply any elements of a contractual relationship. Nothing in this document shall be deemed to constitute a prospectus of any sort or a solicitation for investment.

