



Horror Lands

Horror Lands Game Whitepaper

V1.0.3

About the game

Players adore horror themed games and play them for decades. Now, the tradition of fighting against zombies and monsters is launching in our 3D first-person-shooter (FPS) play-to-earn (P2E) Wax blockchain game which also features survival & strategy features.

Website : HorrorLands.com

Play game : play.horrorLands.com

Use different weapons, free the lands from hordes of horror (zombies, skeletons, vampires etc.) and earn HORROR tokens.

Drop NFTs from the prize pool randomly. Enter leaderboard rankings and earn Wax prizes.

On later stages of the game, you will be able to own the lands. Players kill zombies on your land and you get token commissions.

Attack players in PvP, in multiplayer tournaments and earn more tokens, NFTs.

Our game is initially developed for Wax blockchain.

The planned collection name on Atomichub is **horrorlands1**

Roadmap

[Check the up-to-date roadmap on our website >>](#)



Gameplay

Game Access

The game requires a minimum one of the following NFT packs to start. There are 6 options to choose with different advantages.

Pre-alpha stage packs:

These pack cards are the most advantageous and aim to provide best experience in the long term for the players. The card owners start earning tokens earlier than others with additional benefits.

Pack Cards NFT Info Table:

* WL : Whitelist

NFT Type	Max. Amount	Paid Drop (with WL)	Paid Drop (Public)	Marketing (Free)	Drop Price per item
Founders Pack	330	150	150	30	Wax 600
Lifetime Pack	800	400	400	0	Wax 90

Drop information:

- **Founders pack: (300 NFTs). Wax 600** each
This is the most comprehensive option. By supporting our game development, you get the best benefits on the long term. The pack contains the following:
 - Full lifetime access to the game
 - **Land key– Guaranteed land pack with random rarity** (See lands section below for details)
 - **Drops whitelist key** (It ensures you to access all future drops (free and paid)
 - Health pack (**6 health renewal NFTs**)
 - A weapon NFT (**automatic gun**)
 - Access to **NFT prize pool** (See the details below)

- **Lifetime pack:** (800 NFTs). **Wax 90** each
 - Full lifetime access to the game
 - Health pack (**3 health renewal NFTs**)
 - A weapon NFT (**gun**)
 - Access to **NFT prize pool** (See the details below)

Whitelist information:

- **Founders pack :**

150 of 300 founders packs will be sold with a guaranteed whitelist card. The whitelist NFTs will be dropped to qualified accounts according to the following scheme.

- **75 Whitelist NFTs :** The first 75 accounts who join to our **Discord** server and verify their wax wallets. This group will get **Early Fighters** role.

- **50 WhiteList NFTs:** We will do an invite event on our **Discord** server. The leaderboard who invited most will get WL NFTs. The invited people have to verify their wax wallets. We will manually calculate how many invites are valid and distribute NFTs accordingly.

- **20 Whitelist NFTs :** There will be a giveaway on our **Twitter** account. We will randomly choose winners.

- **5 Whitelist NFTs :** These will be given one by one randomly on our **Telegram** account at any moment without prior announcement.

The **remaining 150 founders packs will be sold on a public sale** with captcha protection.

The remaining packs from whitelisted sale will be also added to the public sale if such situation appears.

* Important : You can not win 2 or more WL cards for a wax account. In case of double wins, the next qualified person will get the WL. Strictly, 1 WL for 1

account.

- **Lifetime pack:**

These cards will be sold without WL, publicly with captcha on Atomichub

- We will do a snapshot of blockchain before the start of pass drops, to determine the final wl holders.

Alpha stage packs:

These packs will be introduced after the end of pre-alpha stage and provide entry-level start to the game.

- **1 month pack:** Minted on demand.
 - 1 month access to the game
 - A weapon NFT (knife)
- **3 months pack:** Minted on demand.
 - 3 months access to the game
 - A weapon NFT (knife)
- **6 months pack:** Minted on demand.
 - 6 months access to the game
 - A weapon NFT (pistol)
 - Access to NFT prize pool
- **12 months pack:** Minted on demand.
 - 12 months access to the game
 - A weapon NFT (gun)
 - Access to NFT prize pool

These packs will be used in game UI and will renew the game memberships accordingly.

After buying one of the options, login to the game. It will list your available NFTs in the inventory accordingly.

Marketing NFTs:

We will be distributing additional **30 Founders Pack** to several people (early supporters, influencers etc. for marketing and advertising purposes freely).

Free Promo NFTs: We can also distribute free promo and upcoming news NFTs for benefits in the future with blends.

Phase 1 – Starting the game

After the completion of pre-alpha tests and after we start the sale of game pass cards, a player can start the game immediately.

During the first phase of the game, you will be killing zombies with your provided weapon. The attacks from zombies will be in hordes. If you manage to survive an attack session, you will get HORROR tokens. If you die, you will need to wait for regaining health by time.

We will redistribute a predefined percent of the game income to the players back in two ways.

Leaderboard prizes and random NFT drops.

Leaderboard prizes

The points will help you to enter leaderboard rankings. Each month, top 5 players will earn wax according to the following table. A separate wax account will be opened to hold leaderboard wax amount and be distributed to the players.

Total pool : 5%

1st place : 3% of total income

2nd place : 1% of total income

3rd place : 0.5%

4th place : 0.3%

5th place : 0.2%

For example :

Suppose the game has earned 50,000 wax during a month. 5% of the amount, 2,500 wax will be given back to the top 5 most successful players in wax.

So 1st place gets 1500 wax, 2nd place gets 500 wax and so on.

On each month, the scores are reset to zero and competition starts again for the wax prizes.

If you earned a prize, you will need to wait 3 months again to qualify for the list. This way, we will be providing prizes to more people.

Random NFT drops

Total pool : 10%

For every attack session, you will have a small chance to drop NFTs randomly (an NFT from our game and also from other popular games).

Each month, 10% of atomichub sales commissions & other earnings will be used to buy NFTs for this pool in wax.

A separate wax account will be used to hold these NFTs and everyone can track them.

For example :

Suppose the game has earned 50,000 wax during a month. 10% of the amount, 5,000 wax will be used to buy different NFTs from several projects. We will try to include many common, uncommon items and also a few epic, legendary ones. This way, we will provide many prizes to players and also a few lucky ones will grab the most valuable NFTs too.

There is no limit how many NFTs you will earn. The more you play, the more you will be lucky.

The pool will run until all NFTs are claimed. If there are remaining NFTs in the pool, they will be available on the next cycle alongwith the newly added NFTs.

Fair play & bot elimination

We have implemented several hash and verification methods to provide fair play for all users and will prevent all the automated bots usage. Plus, we will be manually track the blockchain and game status by getting regular reports on the accounts.

Phase 2 – Alpha release

We will introduce different weapons, health potions and other items to the game to bring a better gameplay experience and better earning opportunities.

You will be able to use advanced weapons, health potions, time reset tools to play more often and quicker.

Introducing new type of horror monsters including skeletons, vampires. Boss enemies will give more points, tokens and more chance to drop NFTs.

At this stage, NFT drop pool will also include these newly introduced in-game utility NFTs.

Phase 3 – Beta release

Lands

Lands! That's what we all P2E players try to own for passive profits. We will introduce lands packs in this stage.

The land owner will earn tokens each month according to rarity just by **staking**. The earned tokens will be sent automatically to their wallets in the end of the each month.

The lands will also allow to owner to **earn passive income when a player enters the land to kill zombies and monsters** there. Each time a player earns tokens, the landowner will also get a commission. Landowners can determine the commission rates freely.

The lands will bring different amount of income according to rarity.

Mythic, Legendary, Epic, Rare, Uncommon and Common lands.

The number of lands and their profit rates will be determined before the packs release.

Founders pass owners will automatically get a land pack free sent to their wallets, before the land sale.

Land Pack NFT Info Table:

* WL : Whitelist

NFT Type	Max. Amount	Free with Founders Pass	Paid Drop (with WL)	Marketing (Free)	Drop Price per item
Land Pack	500	330	170	0	To be decided

* The WL requirement will be determined before the drop.

Bounties

The land owners can encourage players to hunt on their lands by providing any owned NFTs in the bounty section.

For example, an owner can list 5 NFT from other collections as bounty. The owner will determine the probability of dropping each NFT accordingly. The players will see which bounties are available on each land by browsing our play game section.

These NFTs will be randomly dropped to the players while they play on the land.

Clans

Every player will be automatically assigned to several clans. This is to prepare players for multiplayer wars. The details are currently being discussed by our team and will be released in the whitepaper before the beta release.

Tokenomy

The max supply of HORROR tokens is 10,000,000

The distribution of the tokens will be the following:

Team : 15% (Locked for 6 months after the pre-alpha launch)

Marketing & Listing : 5% (Will be spent on marketing and listing on atomichub, exchanges etc.)

In-game tokens : 70% (P2E tokens)

Lands staking tokens : 10% (Land owners will get a share of tokens passively, monthly sent to their wallets according to land rarity)

We can introduce other tokens by time to improve our economy.

* The whitelist will be updated when needed to reflect additions and changes to the game. We will not change revealed NFT cards, drop numbers and valuations.