

HORDE



SOULS PAPER V2

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INTRODUCTION

It was mid to late 2021, the DEFI scene was showing many signs of danger. An increase in market tension, unethical projects, unrealistic payouts, scams, rugs and everything else in between had spread fear across the markets. This drove many communities to tarnish all the newly developed projects with the same perception, no matter the innovation. The downturn of the market continued and over the following months, things got tougher for any surviving projects.

The communities that remained had a desire for something new. A standard as to how passive income protocols in particular should be created. A place where an engaged community can have open discussions, suggestions and companionship with the project. A protocol that actually had utility, that appealed to many different crypto sectors, not just investors from the niche of passive income plays. A new type of ecosystem that focused on long term goals and adapted accordingly to what is best for sustainability from the start.

With these core ideas in mind, a team of developers, designers and entrepreneurs who were unsatisfied with this niche sector of DEFI. We started to brainstorm about what we, as investors, wished existed in the space. The following weeks grew intense as we scrutinised each other's ideas, picking apart anything we didn't like from the eyes of an investor. We focused on transparency, equality and long term sustainability.

We ended up with a list of features and mechanisms we wanted to implement into one place. There was nothing out there like it, so our team got to work, building the entire ecosystem from scratch and creating social awareness of a new DEFI wave.

Many months passed and the whole team worked endlessly to pursue the vision we created. Meanwhile the 'DaaS' sector was falling apart and confidence was being lost. This gave us fuel to grind on a daily basis because we believed that the same reasons they were failing, was exactly what we set out to solve.



The first part of our protocol was to target areas in the 'DaaS' sector we felt were ignored by many. This was a focus on two main features:



LIQUIDITY MANAGER

This keeps the token in a price bound range, preventing problems such as new investors buying the top and having an ever growing amount of time to ROI as the price falls with increasing sell pressure.

DECAYING PLOTS

This moves away from the unsustainable lifetime rewards method that have been prevalent, eventually leading to early investors draining the liquidity regularly and causing exponential sell pressure over time.



After many months of non stop building, thorough testing and pushing for awareness, we launched the initial piece of the HORDE ecosystem on 22nd March 2022. The token entered the price bound range the day of launch and it has never left since. Now in the Horde white paper, the 'SOULS PAPER V2', we can reveal our bigger vision and give you all a real insight on how our ecosystem has been created and will continue to expand.

OUR VISION

To create a simple and fun to use ecosystem that bridges many different sectors of blockchain and cryptocurrency together. With innovation at the heart of everything we do, we constantly push to stay one step ahead of the competition in this ever changing space, whilst always ensuring we stick to our core values of equality and sustainability.

Creating revenue streams for the LM has always been a key goal, as we implement our plans, we continue to innovate and adapt to the ever evolving crypto space.





THE HORDE TEAM

(in no particular order)



Alex
Innovation lead

- Long list of industry contacts
- Key account manager
- Marketing strategist



Sim
Branding director

- Art and design
- Illustrator and graphics artist



William
Community manager

- Discord developer
- Service manager
- Communications



Tommy
Enterprise architect

- Content writer
- Marketing



Dan (Jyden)
Solution architect

- HR manager
- Business development



Morino
Front end lead architect

- Web3.0 developer
- Technical security manager



Hanse
Lead software engineer

- Backend lead architect
- Liquidity manager analyst and engineer



Austin
Business analyst

- Legal advisor
- Enterprise lead

... and Mel Designs
Whitepaper design



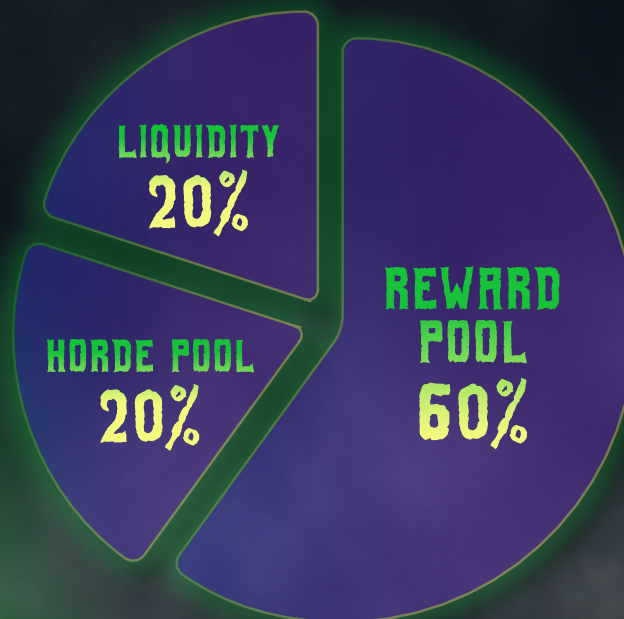
TOKENOMICS

The HORDE token has always been built with utility in mind. It is used to participate with different parts of our protocol.

The token is not a victim to swing trading, our sell tax of 10% prevents any whales manipulating the price in order to drain the liquidity.

Horde tokens are primarily purchased to be spent on creating plots, which increases the ecosystems liquidity over time. Our adaptive tokenomic structure from each plot creation will evolve as we create more revenue streams. This leads us to a unique passive income model and aids us to solidify our business strategies with the methods we planned since day one.

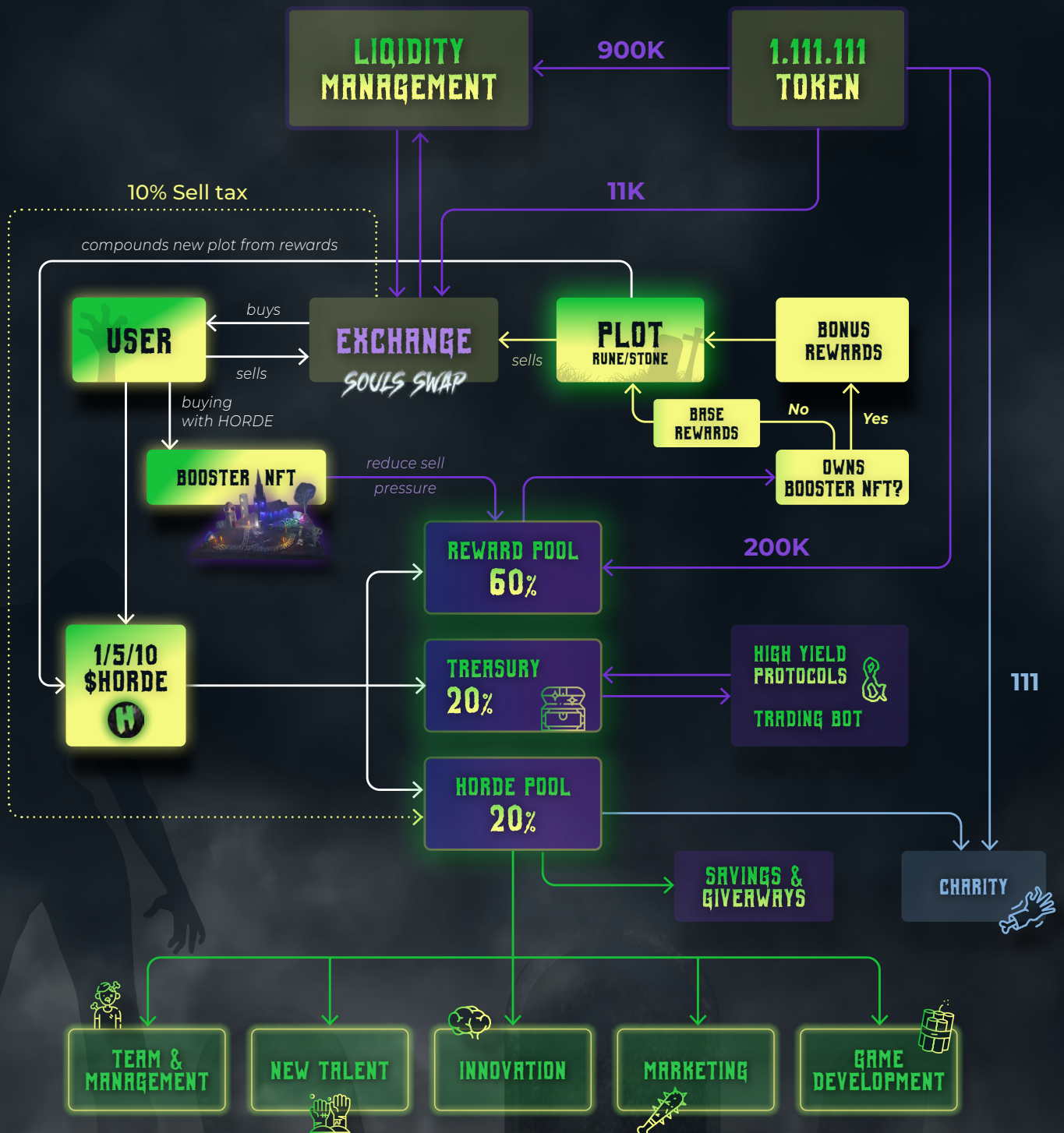
We are dedicated to upgrading and improving our ecosystem, no matter the market sentiment because we have goals which pass existing and future market cycles.



The tokenomics are dynamic and updated regularly to allow the Horde ecosystem to grow in most market conditions

HORDE TOKENOMICS

FLOWCHART

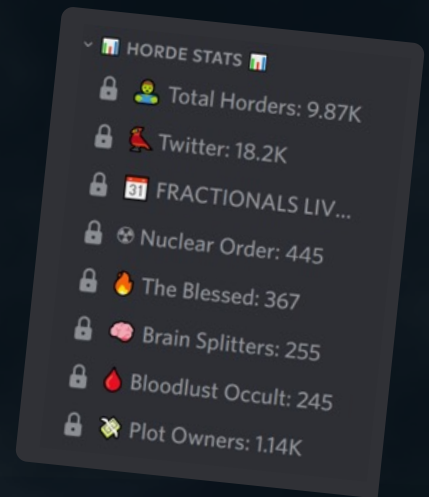


The tokenomics are dynamic and updated regularly to allow the Horde ecosystem to grow in most market conditions



HORDE COMMUNITY

The HORDE community is full of big brains! We currently boast over 18k Twitter followers, over 9.8k Discord members, over 100k views on Youtube videos about us. Our community shouts from the rooftops about us and are always there to help newcomers.



10,000+
MEMBER

21,000+
FOLLOWER

100,000+
VIEWS

We have many knowledgeable and dedicated moderators, all community members that have climbed the ranks because of their dedication and commitment to the project's ethos and always taking the time to go that extra mile.

Our main community in Discord has 69 channels, all specific for what content you are looking for. This is where you can verify your plot ownership and access special features like a new Discord 'role'.

When a plot owner verifies ownership, they can participate in HORDE treasury polls which dictates where the funds will be invested. Suggestions can be made and the team presents these choices when we reach new milestones.



FRACTIONAL PLOTS

Souls Runes & Souls Stones

On the 13th June, we launched HORDE Fractional plots; Souls Runes and Souls Stones.

A simple way to enable smaller portfolios to build up rewards, the same as everyone else at 1% per day and make it possible to save up in order to afford an original HORDE plot.

We decided to take advantage of our decaying plot mechanism, so instead of reducing daily rewards percentage we kept the 1% daily payout and reduced the decaying lifespan of runes/stones.

A problem we observed in other projects were whales compounding much quicker with fractional entries and causing a rapid liquidity drain. Setting a maximum of 10 Souls Runes and 2 Souls Stones per wallet, mitigates this problem, being only equivalent to 20 tokens and only a small amount for any holder large enough to have a damaging effect.

PLOT	COST	REWARD /DAILY	LIFESPAN	ROI
HORDE PLOT	10 \$HORDE	0.1 \$HORDE (1%)	300 days	300%
SOULS STONES	5 \$HORDE	0.05 \$HORDE (1%)	250 days	250%
SOULS RUNE	1 \$HORDE	0.01 \$HORDE (1%)	200 days	200%





SOULS
PLOT


COST
10 \$HORDE

DAILY REWARDS
1% (0.1 \$HORDE)

LIFE SPAN
300 Days

MAX WALLET AMOUNT
100 Plots

TOTAL PAYOUT /PLOT
30 \$HORDE



SOULS
STONE

COST
5 \$HORDE

DAILY REWARDS
1% (0.05 \$HORDE)

LIFE SPAN
250 Days

MAX WALLET AMOUNT
5 Plots

TOTAL PAYOUT /PLOT
12.5 \$HORDE



SOULS
RUNE

COST
1 \$HORDE

DAILY REWARDS
1% (0.01 \$HORDE)

LIFE SPAN
200 Days

MAX WALLET AMOUNT
10 Plots

TOTAL PAYOUT /PLOT
2 \$HORDE



THE HORDE TREASURY

The purpose of the treasury is a 'liquidity buffer' to support the liquidity manager if ever needed, which so far has never been used.

We have built a very healthy treasury, currently estimated at over \$1 Million. We make investments as and when is necessary with the market sentiment in mind.

The Horde team has access to an expert trading bot that generates 20% per month that flows directly back into the Horde liquidity.



ROADMAP

02

FEB

- 18th Discord launch and community outreach

03

MARCH

- 1st Souls Paper Volume 1 (litepaper) released
- 2nd KYC by Assure is complete
- 14th SOULS SWAP revealed
- 17th Pre launch AUDIT by Only Up Capital
- 19th Milestone organic growth of 10k Twitter followers and 5k Discord members
- 21st PRESALE
- 22nd LAUNCH DAY
- 25th \$HORDE token listed on  Coinmarket Cap &  Coingecko

PRESALE

21st March

SOLD OUT
28 mins!

\$750,000
RAISED

for LP, LM & certik audit

LAUNCH

22nd March

PLOTS
CREATED
2,000+
in first 12h

VOLUME
\$2.5M+

TREASURY
MILESTONE \$100K
after 19h

APRIL

- 8th \$250k Liquidity Pair Campaign initiated
- 11th 6.66% price range increase. From \$95-105 up to \$99 -112
- 20th FLUX partnership announcement
- 22nd Milestone 5000 plots created

04



... ROADMAP

MAY

- 10th HORDE went live on FLUX
- 11th Presale participants celebrate making ROI
- 13th Our first ever NFT release - NFT Scene - Church Square
- 17th NFT Scene - Search & Rescue release
- 18th CERTIK AUDIT complete
- 21st NFT Scene - Wasteland Cabin
- 26th HORDE present LMS and offer Liquidity Management Service to other protocols **LMS**

JUNE

- 8th Our biggest investment poll so far - \$420,000!
- 9th Fractional Plots Announced Souls Runes & Stones
- 12th First LMS partner: Golden Society
- 13th Fractional Plots Launched
- 15th New LMS Partner: Liquid Capital
- 16th Milestone 10,000 plots created

06

Q3

- **HORDE Website V2**
- **dApp upgrades**
- **Souls Paper** Volume 2
- **HORDE GAME** development and demo releases
- **HORDE MERCH** store
- Further **LMS partnership** announcements
- New editions of **NFT releases** with new utilities TBA
- **Liquidity Pair Staking**
- **SECRET**

Q4

- **HORDE GAME Launch**
- **HORDE LIVE** a live stream of top leaderboard winners playing for huge cash prizes!
- Further ecosystem development, **becoming the standard in stability for the DEFI space** with a huge network of projects implementing LMS

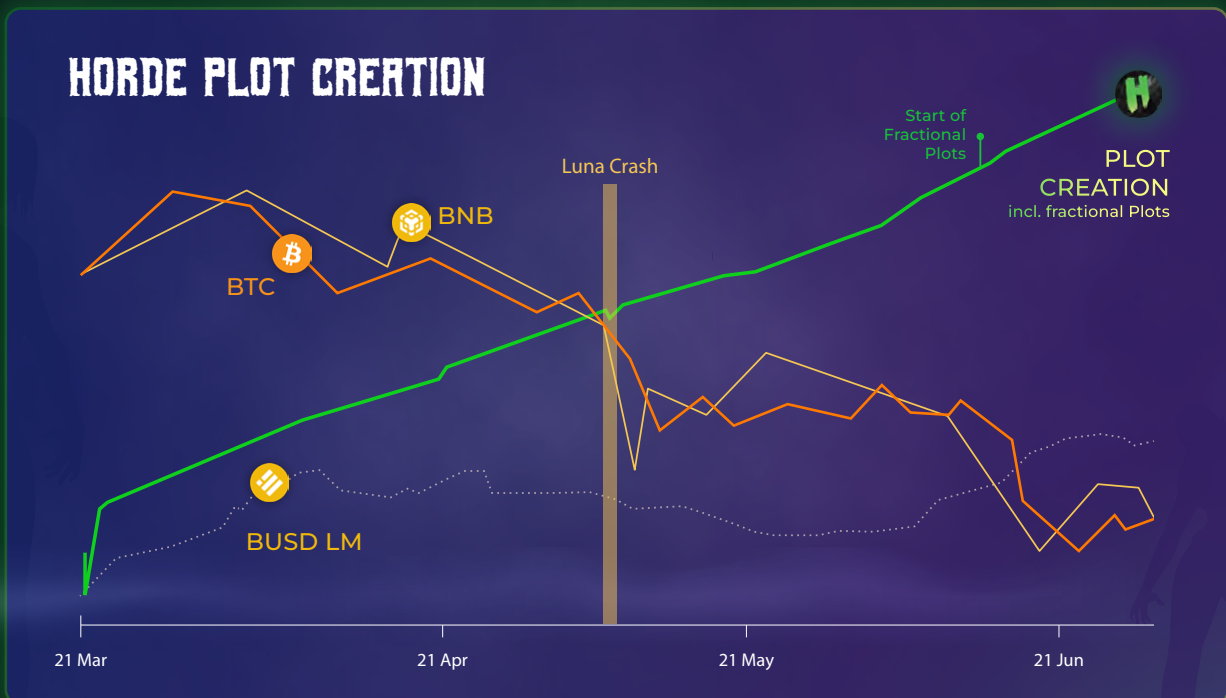
THE LIQUIDITY MANAGER **LMS**

How it works and why we want to stay stable.

The Liquidity Manager is one of the stand out features within the HORDE ecosystem. Developed from scratch, it replicates a 'stable coin' like strategy that uses buys and sells, after being calculated in a complex algorithm and is able to dictate what range a token price can be restricted to.

We created a separate exchange interface called SOULS SWAP where the user trades on the HORDE/BUSD pairing. The back end of this is called the liquidity manager and is a separate liquidity pool to that of pancake swap. This is where the trades occur and the contract ensures the range is kept, whilst adding liquidity to the protocol.

HORDE launched in a very volatile, downward spiraling market, however once it entered its price range from the day of launch, it never left. Keeping daily rewards at a similar dollar value, it prevents a problem known to many in the 'DaaS' sector especially of increasing days to ROI. This is where your daily rewards fiat value decreases over time, making it very difficult, sometimes impossible to get ROI back, let alone any profit. With HORDE's stability in token price using the liquidity manager we aim to solve this issue in the passive income category.



PROUD TO INTRODUCE ...

On the 26th May 2022, we launched a separate initiative called HORDE LMS!

We opened our doors to other projects to integrate a custom version of our Liquidity Manager into their protocols. The best tool in our toolbox, customised and delivered for all to use! All built from an audited contract with future upgrades and marketing collaborations included. An offer that many projects with falling token prices and increasing sell pressure all wanted, but just didn't know it yet!

After many discussions from different projects, both large and small, all at different stages of development, we made a deal with our first two partners. Golden Society and Liquid Capital, both on the Avalanche blockchain.

We are currently building a liquidity manager for other undisclosed projects on multiple chains, they will all come under the umbrella of HORDE LMS and pay % fees from every transaction, which will filter back to our liquidity manager. Bringing more liquidity and also awareness of our ecosystem.

As we continue to build LMS, the more projects we will have on board, the longer we stabilise our partners' token range, the more trust we will build, helping us go from strength to strength.

LP BUSD/HORDE

From day one our vision was stability and sustainability and by pairing with BUSD, instead of BNB we removed the rollercoaster ride of the bears and bulls.

The reason we chose BUSD is that it's actually backed 1:1 with USD as hard assets, this allows us to avoid depegging and other worst case scenarios as we have witnessed recently in the space.

Choosing the correct chain and stable coin to build our ecosystem was a difficult task and we are very pleased with the results we have had on Binance Chain (formally Binance Smart Chain). Many have been surprised with its great performance with our complex system whilst benefiting from cheap fees and a huge user base.

FIND US

WEBSITE

horde.games

SOUL SWAP

dapp.horde.games/soulsswap

PRICE CHART

dexscreener.com/bsc/0x0069FF45ea9F7c28E0A2dEDb9BEf8144af8131BC

SOULS PAPER

horde.games/landing/pdf/soulspaper.pdf

BUSINESS INQUIRIES

info@horde.games



DISCORD

<https://discord.gg/horde>

TELEGRAM

t.me/HordeOfficialChannel

TWITTER

twitter.com/HordeTweets



REDDIT

www.reddit.com/r/Horde_Official

MEDIUM

medium.com/@horde_official



YOUTUBE

youtube.com/c/HordeOfficial0



EXTENDED FAQ

Explain how and when the price range increases

The price range is adjustable. Since launch we have already raised it by +6.66%, from \$95-105, up to \$99-112. As the ecosystem grows and more utilities are revealed for the HORDE token, it becomes more valuable and with a fixed supply of 1,111,111, the price range can be increased if required in alignment with the ecosystem's liquidity growth.

This is a combination of Liquidity Pool, Liquidity Manager, Active plots, general volume, reward pool and other factors that we take into consideration. Our key goals is to have a stable ecosystem and this is what we deliver.

FLUX partnership

Flux labs partnership has aided us with further decentralisation and bigger exposure to their ecosystem and partners. On the 10th May, our dApp went live on Flux. The team have worked closely with us to ensure this transition was as smooth as possible, we commend the FLUX teams professionalism. FLUX is web3.0 infrastructure and also part of our treasury. They have a broad scope on the crypto sector and we are thrilled to have them to hand if we ever need another opinion on new innovative ideas we create.

SECURITY | Certik + Assure

Even before launch, we always had safety and security as a top priority. We went through a KYC process with Assure and had our contracts audited by OnlyUp Capital. With funds raised at the presale, we paid for a full CERTIK audit including Skynet and KYC.

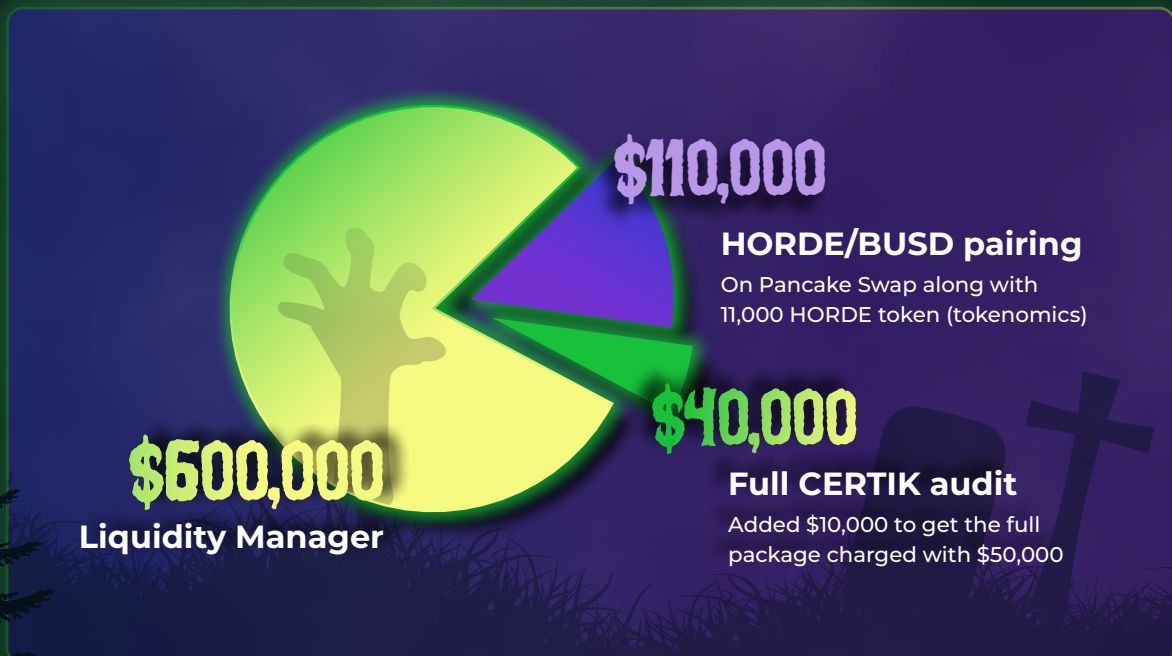
The CERTIK audit was completed on 18th May after months of thorough testing. Find links to all KYC and audits below.



PRESALE SPECIFICS

Our Presale was a huge success. The pHORDE tokens were available which could be swapped for a plot after launch. These tokens were ONLY used to create plots and were not tradeable. This obviously removed a huge amount of sell pressure during the launch.

The 1500 pHORDE tokens that were available for \$500 each, selling out in just 28 minutes! The \$750,000 of BUSD that was raised was distributed as following:



HORDE GAME



For the first time ever, we are very excited to reveal a glimpse into our long awaited game. A 3D zombie defence strategy game like no other, with amazing NFT utility.

We expect to release the BETA in Q3 with the full game launched in Q4. Originally planned for Q3 release in the initial Souls Paper (lite paper) road-map, we decided to move this date forward in order to focus on increasing our income streams with LMS (see page X) whilst the game studio (TBA) was building the foundations. This in turn has increased the budget for the game, ensuring we deliver a very exciting, addictive and fun P2E game!

Initially releasing on the Android marketplace (Android 10 and higher), we want to make this game accessible for everyone so we will be building towards having it across all platforms eventually.

GAMEPLAY

In 'HORDE - Wasteland Defence', you will be defending your plot against waves of zombies and other mutated creatures, whilst at the same time, upgrading and building your arsenal full of towers, troops, traps and weapons.

The game is set in the 'Wasteland', spanning over 4 different faction's territories with multiple levels in each faction. Each level will have a pre-determined path where the horde of zombies are heading to your plot. If you don't keep them at bay, they will overrun your plot and your brains become their dinner.

You will also be able to choose a 'Hero' to help defend against the endless waves of the undead which will be incredibly important. There will be many heroes to choose from and they all have their own unique characteristics and functions, they can freely roam in the game and you have full control.

You will be able to upgrade your heros to become stronger and customise them with accessories.

A Multiplayer (PVP) feature will become a battleground between friends and online enemies alike. There will also be an in game currency that we will be expanding on further as we release more details.

We will be showing screenshots and game mechanics to our community as the game development continues

