

# LEGENDS OF GOODNESS

## PRESS & CREATOR Q&A

Official reference document for journalists, media outlets and content creators



This document provides concise, copy-ready answers to the most common questions about Legends of Goodness. Information not yet publicly announced is clearly identified.

Developer & Publisher: Mebunaz Software

Platform: PC (Steam) | Engine: Unreal Engine 5 | Release: To Be Announced

Press Kit: <https://mebunaz.com/press-kit> | Press Contact: [mert@mebunaz.com](mailto:mert@mebunaz.com)

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# 1. Game Overview

## 1. What is Legends of Goodness?

Legends of Goodness is a hybrid real-time strategy game that combines top-down army command and civilization building with direct third-person control of legendary heroes.

## 2. Who is developing and publishing the game?

Legends of Goodness is developed and published by Mebunaz Software.

## 3. What genre is the game?

It is a hybrid real-time strategy game with third-person hero combat, civilization building, base construction and a story-driven campaign.

## 4. Which platform is the game being developed for?

The announced platform is PC via Steam.

## 5. What engine is being used?

Legends of Goodness is being developed with Unreal Engine 5.

## 6. Is the game single-player or multiplayer?

The currently announced game mode is a story-driven single-player campaign. No multiplayer mode has been announced.

## 7. When will the game be released?

The release date is currently listed as To Be Announced.

## 8. Can the game be wishlisted?

Yes. Legends of Goodness can be added to a Steam Wishlist through its official Steam store page.

## 9. What is the game's central design concept?

The central concept is to let players move seamlessly between large-scale strategic command and direct third-person control of heroes on the battlefield.

## 10. What is the quickest way to describe the game?

A cinematic hybrid RTS where players build civilizations, command armies and take direct control of legendary heroes in third-person combat.

# 2. Core Gameplay

## 11. What does the player do during a typical mission?

Players build and expand a civilization, manage resources, command armies, complete strategic objectives and directly control heroes during combat.

## 12. Does the game include base building?

Yes. Base construction, building upgrades and civilization expansion are core parts of the strategic layer.

**13. Does the game include resource management?**

Yes. Strategic resource management supports construction, upgrades, army development and campaign progression.

**14. Can players command large armies?**

Yes. The game is designed around large-scale battles involving armies, heroes and tactical decision-making.

**15. How does combat work?**

Combat combines RTS-style unit command with direct third-person hero combat through the Hero Takeover system.

**16. Are there tactical choices beyond direct combat?**

Yes. Positioning, army composition, resource use, construction, upgrades and the timing of direct hero control all contribute to the tactical experience.

**17. Is the game turn-based?**

No. Legends of Goodness is a real-time strategy game.

**18. Does the game include civilization progression?**

Yes. Players build, upgrade and expand their civilization during the campaign.

**19. Are buildings upgradeable?**

Yes. Building and upgrading structures is part of the game's strategic progression.

**20. Are battles scripted or player-controlled?**

The campaign is story-driven, but battles are actively controlled by the player through army commands, strategic management and direct hero combat.

**21. Does the game focus more on strategy or action?**

Both are central. The game is designed as a hybrid experience rather than a traditional RTS with a separate action mode.

**22. Will there be different difficulty options?**

Difficulty details will be confirmed in the final public gameplay documentation closer to release.

## **3. Hero Takeover Mode**

**23. What is Hero Takeover Mode?**

Hero Takeover Mode allows the player to leave the top-down RTS perspective and directly control a selected legendary hero in third-person combat.

**24. Is the transition between RTS and hero control seamless?**

Yes. Seamless switching between army command and direct hero control is one of the game's key features.

#### **25. Why was Hero Takeover created?**

It was created to connect strategic command with the immediacy of fighting directly on the battlefield, giving the player two complementary ways to influence a battle.

#### **26. Can players return to RTS control after taking over a hero?**

Yes. Players can switch back from direct hero control to the strategic command perspective.

#### **27. Does Hero Takeover replace army control?**

No. It supplements the RTS layer. The player still commands armies and manages the wider battle.

#### **28. Does every hero have the same combat style?**

No. The heroes are designed with different weapons, combat styles and backstories.

#### **29. Can Hero Takeover be used during major battles?**

Yes. The system is intended to be used during active battles so the player can intervene directly while still managing the wider conflict.

#### **30. Is Hero Takeover a separate game mode?**

It is an integrated gameplay system within the main hybrid RTS experience rather than a separate standalone mode.

### **4. Heroes and Combat**

#### **31. How many playable heroes are planned?**

The official fact sheet lists 22 playable heroes.

#### **32. Where do the heroes come from?**

Each hero represents a different nation.

#### **33. Which nations are represented?**

The announced heroes represent Argentina, Australia, Austria, Brazil, Canada, China, England, France, Germany, India, Italy, Japan, Kenya, Mexico, Norway, Poland, Russia, South Korea, Spain, Thailand, Turkey and the United States.

#### **34. Why are the heroes from different nations?**

The multinational cast supports the story's central idea of humanity uniting against a global threat.

#### **35. Do heroes have unique backstories?**

Yes. The heroes are presented as distinct legendary figures with individual backgrounds and combat identities.

#### **36. Do heroes use different weapons?**

Yes. Heroes are designed around different weapons and combat styles.

#### **37. Are heroes only commanders?**

No. They function both as important battlefield units and as directly controllable characters through Hero Takeover.

### **38. Are the heroes connected to the game's story?**

Yes. Their return and their shared mission are central to the narrative.

## **5. Story and World**

### **39. What is the premise of the story?**

Humanity is collapsing under war, famine and drought while an ancient demonic threat prepares to seize control of the world.

### **40. Who is Whispera?**

Whispera is a powerful demonic entity manipulating humanity from the shadows and driving the world toward destruction.

### **41. Who are the Reptilians?**

The Reptilian Army is the invading force unleashed by Whispera against humanity.

### **42. Why are the heroes summoned?**

The souls of 22 extraordinary heroes are summoned from the afterlife and given one final mission: unite humanity and resist Whispera.

### **43. Is the story set in the real world?**

The game uses a fantasy narrative while drawing visual and geographical inspiration from real historical locations and civilizations.

### **44. What themes does the story explore?**

The story explores global collapse, unity, sacrifice, resistance, mythology, history and humanity's struggle for survival.

### **45. Is the campaign cinematic?**

Yes. The official materials describe a rich cinematic narrative combining mythology, history, fantasy and large-scale warfare.

### **46. What does the Official Story Trailer reveal?**

It introduces the world's downfall, the rise of Whispera, the Reptilian threat and the heroes whose destinies become connected in humanity's final struggle.

### **47. Is the story only background for battles?**

No. The campaign is explicitly story-driven, with the narrative providing the context for the civilizations, heroes and conflicts.

### **48. Will more story material be released?**

Additional story and gameplay material may be released as development and marketing progress. Confirmed updates will appear on the official website and channels.

## **6. Maps and Historical Inspiration**

**49. How many battlefields are planned?**

The official fact sheet lists 42 handcrafted battlefields.

**50. Are the maps procedurally generated?**

No. The announced battlefields are handcrafted.

**51. What inspires the environments?**

The environments are inspired by real historical locations and ancient civilizations from around the world.

**52. Are the maps exact historical reconstructions?**

They are described as historically inspired battlefields rather than documentary reconstructions.

**53. Will maps have different visual identities?**

Yes. The global historical inspiration supports distinct environments, architecture and battlefield atmospheres.

**54. Do maps support both strategy and hero combat?**

Yes. They are designed for top-down strategic play and direct third-person hero combat.

**55. Are all 42 maps available at the start?**

Campaign progression and map availability details will be communicated in the final gameplay documentation.

**56. Will maps include large battles?**

Yes. Large-scale strategic battles are one of the game's key selling points.

**57. Will historical locations affect gameplay?**

The environments are intended to provide distinct battlefield spaces and strategic contexts; detailed map-specific mechanics will be shown in future gameplay coverage.

**58. Can press use map screenshots?**

Yes. Official high-resolution screenshots made available through the Press Kit may be used for editorial coverage, subject to the terms stated in the Press Kit.

## **7. Technology and Presentation**

**59. Why was Unreal Engine 5 chosen?**

Unreal Engine 5 supports the visual scale, detailed environments, cinematic presentation and hybrid third-person/RTS gameplay targeted by the project.

**60. Is the game built entirely with Unreal Engine 5?**

The public fact sheet states that the game is developed with Unreal Engine 5.

**61. What visual style does the game use?**

The game combines cinematic dark fantasy, historically inspired environments and large-scale strategic warfare.

#### **62. Will the final game support 4K resolution?**

Final display and graphics options have not yet been publicly confirmed.

#### **63. What are the system requirements?**

Minimum and recommended PC specifications have not yet been announced.

#### **64. Will the game support controllers?**

Controller support has not yet been publicly announced.

#### **65. Will the game support Steam Deck?**

Steam Deck compatibility has not yet been announced.

#### **66. Will there be accessibility options?**

Detailed accessibility features will be announced when the relevant systems are finalized.

### **8. Localization and Availability**

#### **67. How many languages are planned?**

The official fact sheet lists localization into 30 languages at launch for interface and subtitles.

#### **68. Which languages are currently listed?**

The listed languages are Turkish, Arabic, English, French, Italian, German, Castilian Spanish, Simplified Chinese, Brazilian Portuguese, Bulgarian, Danish, Indonesian, Dutch, Finnish, Traditional Chinese, Japanese, Korean, Latin American Spanish, Polish, Hungarian, Norwegian, Portuguese (Portugal), Romanian, Russian, Thai, Ukrainian, Vietnamese, Greek, Czech and Swedish.

#### **69. Will the game include localized voice acting?**

Voice-over localization details have not yet been announced.

#### **70. Will subtitles be available?**

Yes. The official fact sheet states that the planned localization includes subtitles.

#### **71. Will the interface be localized?**

Yes. The official fact sheet states that the planned localization includes the interface.

#### **72. Will every language be available at launch?**

The fact sheet currently states that 30 languages are planned at launch. The final list may be updated before release.

#### **73. Where can players confirm the final language list?**

The final supported-language list should be checked on the official Steam store page and official website closer to release.

#### **74. Can press request localized materials?**

Localized media requests can be sent to Mebunaz Software through the press contact address.

### **9. Release, Pricing and Store Information**

**75. Where will the game be sold?**

The announced storefront is Steam for PC.

**76. What is the Steam App ID?**

The official Steam App ID is 4502200.

**77. What is the release date?**

The release date is To Be Announced.

**78. What will the game cost?**

Pricing has not yet been announced.

**79. Will there be a demo?**

A public demo has not yet been announced.

**80. Will the game launch in Early Access?**

An Early Access release plan has not yet been announced.

**81. Will there be pre-orders?**

Pre-order plans have not yet been announced.

**82. Will there be downloadable content?**

Post-launch content plans have not yet been announced.

**83. Does the game contain multiplayer microtransactions?**

The currently announced experience is a single-player campaign. Final commercial and store information should be checked on the official Steam page.

**84. Where should players follow release updates?**

Release updates will be shared through the official website, Steam page and official social channels.

## **10. Studio and Development**

**85. What is Mebunaz Software?**

Mebunaz Software is the developer and publisher of Legends of Goodness.

**86. Is Legends of Goodness an independent game?**

Yes. It is an independently developed and published project by Mebunaz Software.

**87. How long has the game been in development?**

The development timeline is discussed by the studio as a multi-year production. A formal start date is not currently listed in the public fact sheet.

**88. What is the studio's creative goal?**

The project aims to combine strategic scale, direct hero combat, cinematic storytelling and globally inspired historical environments in one cohesive experience.

### **89. Who should journalists contact?**

Press and interview requests should be sent to [mert@mebunaz.com](mailto:mert@mebunaz.com).

### **90. Where is the official Press Kit?**

The official Press Kit is available at <https://mebunaz.com/press-kit>.

## **11. Press and Creator Use**

### **91. What materials are available in the Press Kit?**

The Press Kit provides official trailers, screenshots, trailer thumbnails, Steam store assets, logos, press documents and contact information.

### **92. Can journalists download the trailer?**

Yes. Downloadable 4K and 1080p versions of the Official Story Trailer are provided through the Press Kit.

### **93. Are high-resolution screenshots available?**

Yes. A downloadable screenshot pack is provided through the Press Kit.

### **94. Are official logos available?**

Yes. The Press Kit includes an official logo pack.

### **95. Are Steam store graphics available?**

Yes. Official Steam store assets are provided as a separate downloadable pack.

### **96. Can outlets copy text from this Q&A?**

Yes. The answers are written in concise, third-person, copy-ready language for editorial use. Outlets should verify any time-sensitive details before publication.

### **97. Can creators request additional assets or interviews?**

Yes. Additional asset, interview and preview requests can be sent to the press contact address.

### **98. Where is the Official Story Trailer?**

The Official Story Trailer is linked from the Fact Sheet, Steam-related materials and the official Press Kit.

### **99. Can media outlets request review or preview access?**

Review and preview access policies have not yet been publicly announced. Interested outlets may contact Mebunaz Software through the press contact address.

### **100. Which sources should journalists use for the latest official information?**

Journalists should use the official Press Kit, Steam store page and communications from Mebunaz Software as the authoritative sources for current information.

## **Editorial Note**

This document reflects publicly announced information available in August 2026. Release timing, pricing, specifications, platform features and other unannounced details may change. For publication, verify time-sensitive information through the official Steam page or Mebunaz Software.