



LEGENDS OF GOODNESS

OFFICIAL FACT SHEET

Category Information

Game Title Legends of Goodness

Developer Mebunaz Software

Publisher Mebunaz Software

Genre Hybrid Real-Time Strategy (RTS)

Engine Unreal Engine 5

Platforms PC (Steam)

Game Modes Single-player Campaign

Release Date To Be Announced
Wishlist Now on Steam

Supported Languages 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, Swedish
Localized into 30 languages at launch (Interface & Subtitles).

Official

Website www.mebunaz.com

Category Information

Steam

Store Page <https://store.steampowered.com/app/4502200/LegendsofGoodness/>

Official Story Trailer <https://youtu.be/DPdzQD720Is>

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Legends of Goodness is a hybrid real-time strategy game that seamlessly combines large-scale civilization building with direct third-person hero combat. Players command armies, build civilizations, and take control of legendary heroes to save humanity from the Reptilian invasion.

KEY FEATURES

- Hybrid RTS gameplay with seamless **Hero Takeover Mode**, allowing players to instantly switch from commanding armies to directly controlling heroes in third-person combat.
- Recruit and command **22 legendary heroes**, each representing a different nation and featuring unique combat styles and backstories.
- Fight against **Whispera** and the invading **Reptilian Army** in a story-driven campaign centered on humanity's final struggle for survival.
- Build, upgrade, and expand your civilization through strategic resource management and base construction.
- Lead massive battles featuring large armies, powerful heroes, and tactical warfare.
- Explore **42 handcrafted battlefields** inspired by real historical locations and ancient civilizations around the world.
- Experience a rich cinematic narrative combining mythology, history, fantasy, and large-scale warfare.
- Developed with **Unreal Engine 5**.

KEY SELLING POINTS

- **Hybrid RTS + Third-Person Hero Gameplay**
- **22 Playable Heroes from 22 Different Nations**
- **42 Handcrafted Historical-Inspired Maps**
- **Large-Scale Strategic Battles**
- **Story-Driven Single-Player Campaign**
- **Built with Unreal Engine 5**