



LEGENDARY HEROES™

LEGENDARYHEROES

lives by the maxim, "simple to execute, difficult to master" providing "old-school" game play with "new-school" game style.

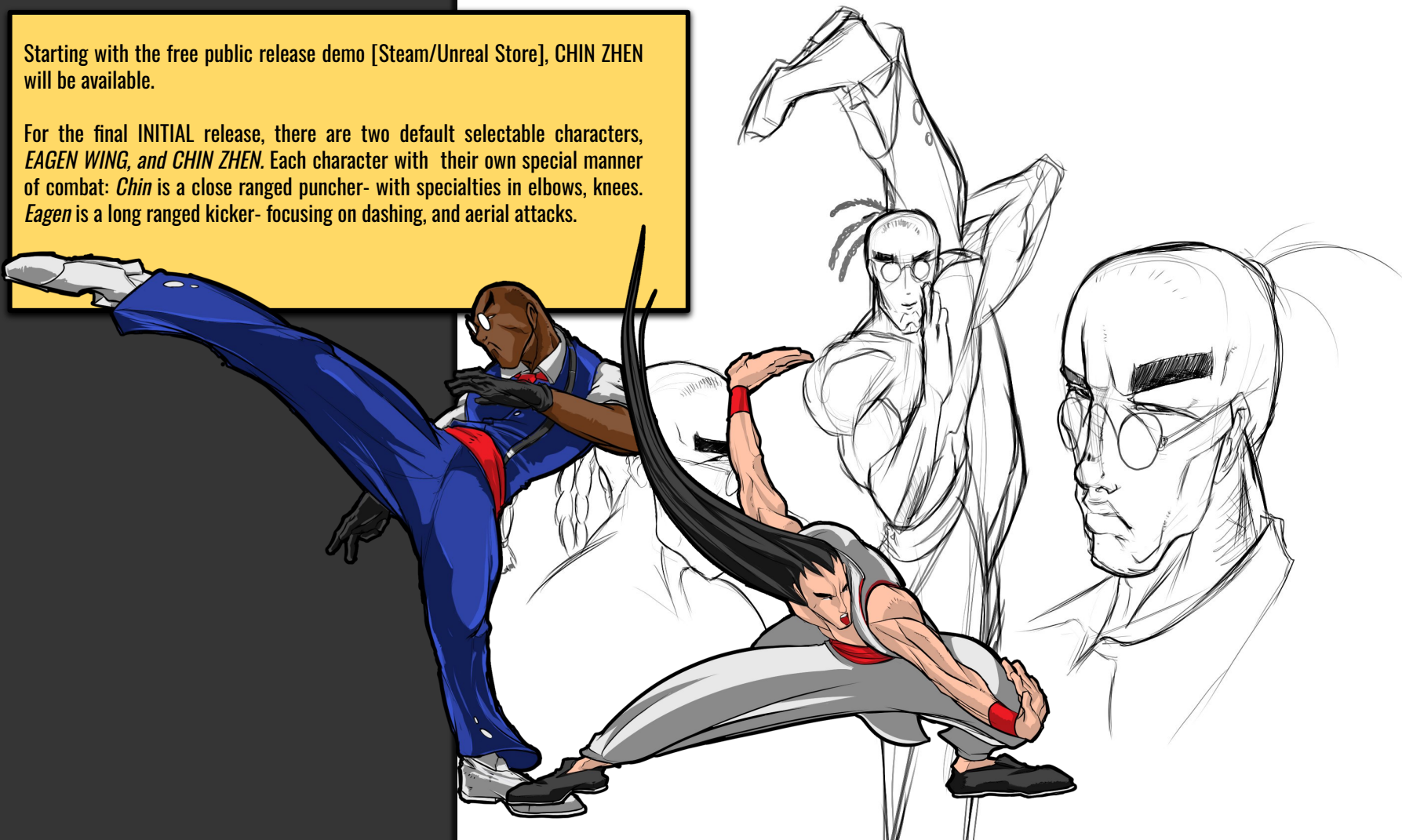
It is a classical 2D side-scrolling action beat-em-up in the vein of Irem's Kung-Fu Master from the 1980s, while combining the pace of more advanced titles such as Guardian Heroes, Comix Zone and Tekken Force Mode.

The game's personality and charm focus strongly on the characters' variable dynamic fighting techniques, coated with classical martial arts flair. All of this is presented within a package made to compete with the rich stylistic animation of top level hand-drawn fighting games and action games, while also using today's more advanced technology of high resolution displays and memory resources.



Starting with the free public release demo [Steam/Unreal Store], CHIN ZHEN will be available.

For the final INITIAL release, there are two default selectable characters, *EAGEN WING*, and *CHIN ZHEN*. Each character with their own special manner of combat: *Chin* is a close ranged puncher- with specialties in elbows, knees. *Eagen* is a long ranged kicker- focusing on dashing, and aerial attacks.



CONTROLS...

Control dynamics for Legendary Heroes are similar to a standard fighting game. This means you're able to utilize regular "normal" (or normals) attacks in combination with special and charge attacks. These elements can be canceled into one another, giving a large range of movement options for equally important offense and defense.

SPECIAL ATTACK

FORWARD, 1+2



1- LIGHT ATTACK



2- MEDIUM ATTACK



3- HEAVY ATTACK



JUMP/DOUBLE-JUMP



DODGE

RT

TARGET COMBO

RB/L1

SPEED-WALK

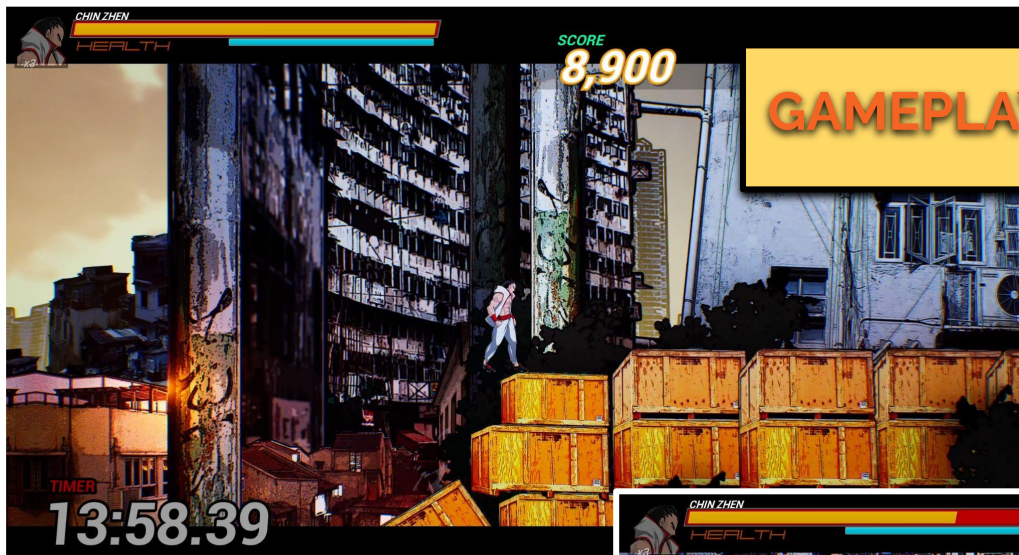
LT

GUARD/PARRY

LB/L1

SUPER ATTACK

HOLD TARGET COMBO .5 SEC THEN RELEASE

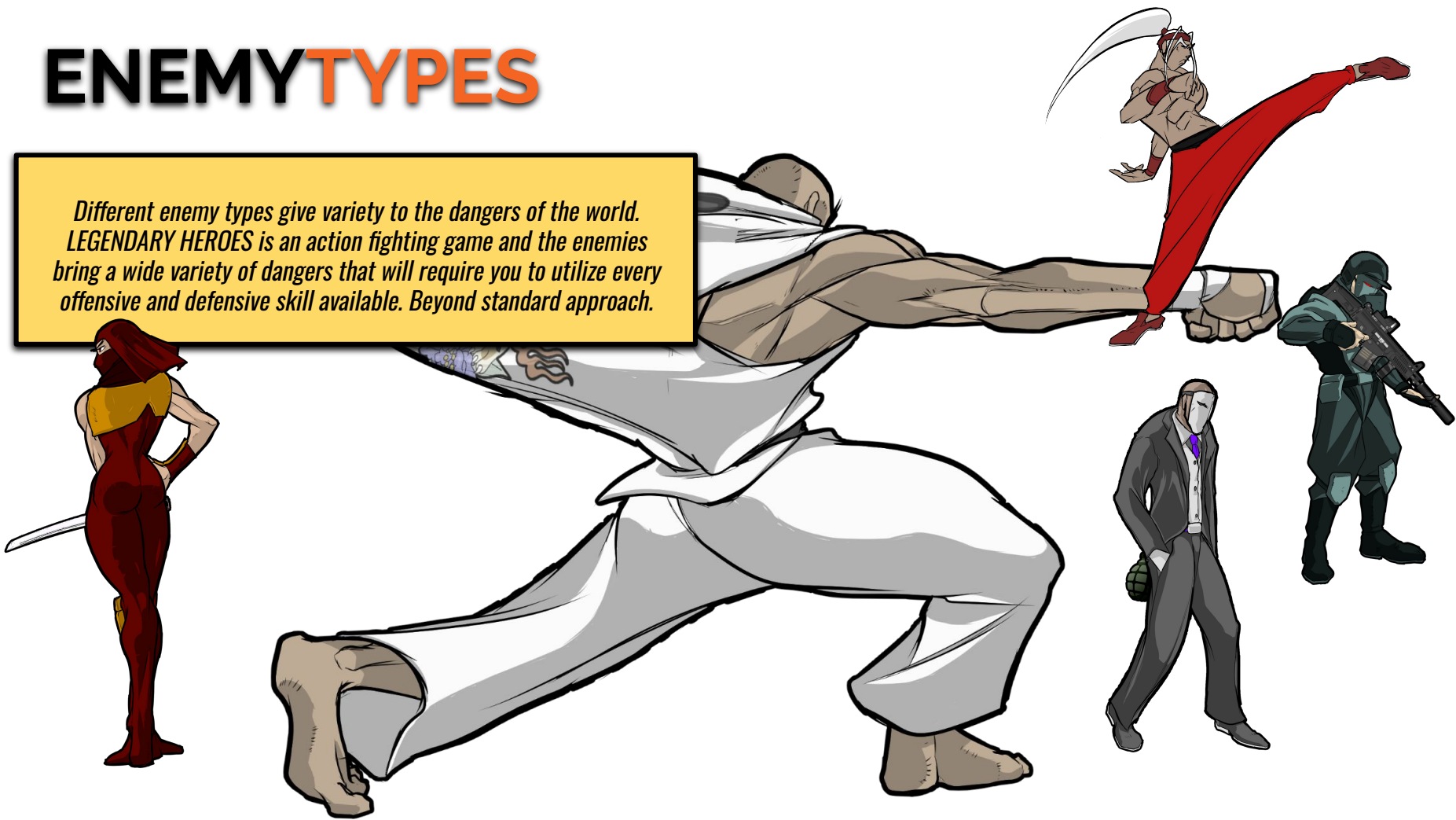


GAMEPLAY PRODUCTION IMAGES

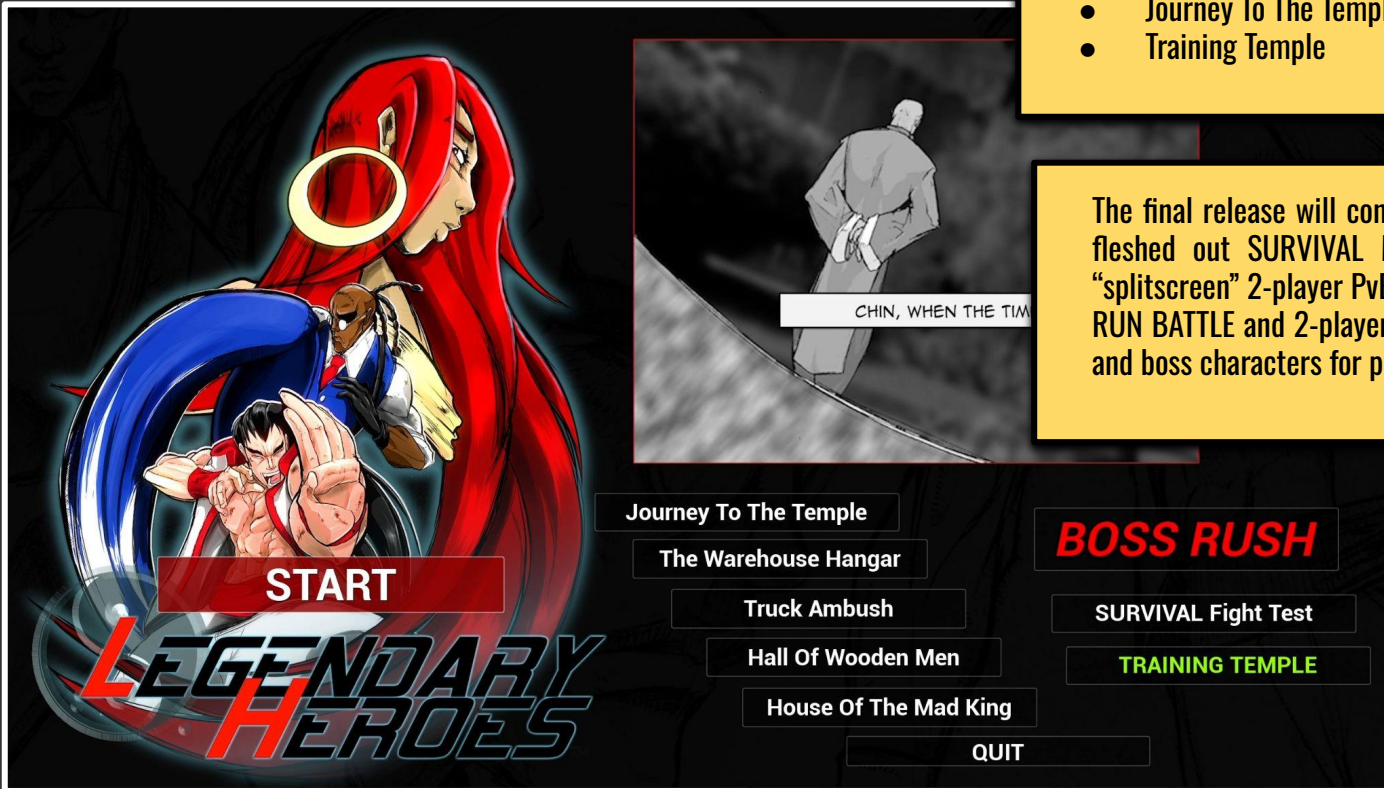


ENEMYTYPES

Different enemy types give variety to the dangers of the world. LEGENDARY HEROES is an action fighting game and the enemies bring a wide variety of dangers that will require you to utilize every offensive and defensive skill available. Beyond standard approach.



PRESENTATION



Initially for the demo three levels are available.

- Barcelona Castles, Spain
- Journey To The Temple, Hong Kong
- Training Temple

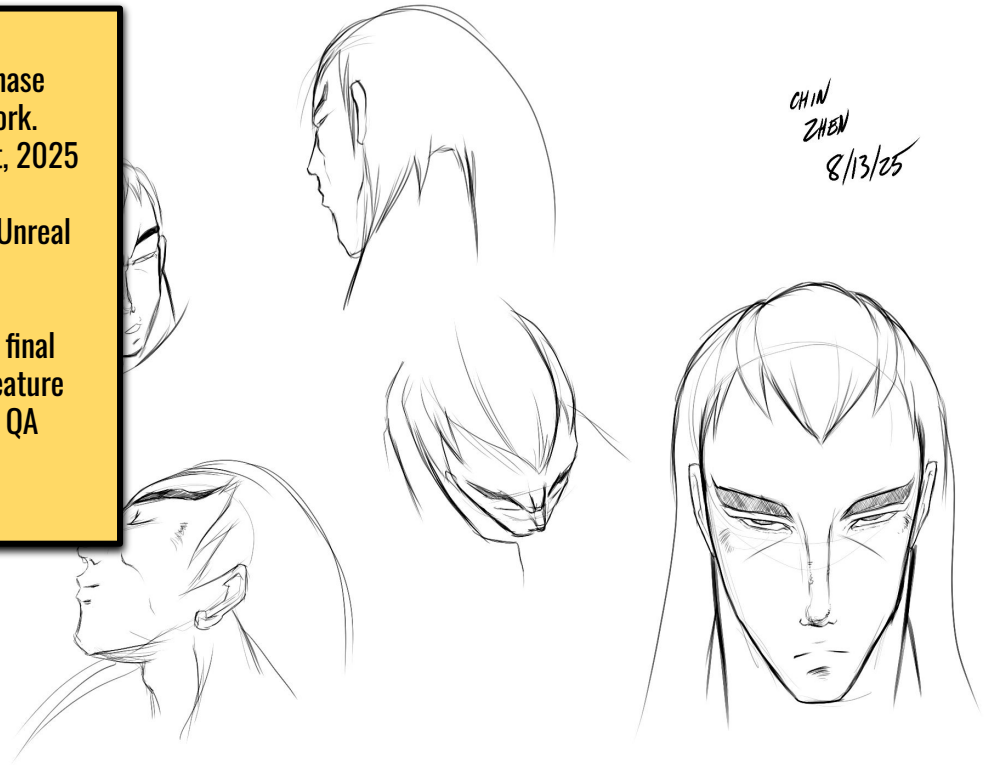
The final release will contain a total of 8 levels, including a fleshed out SURVIVAL MODE, BOSS RUSH, simultaneous “splitscreen” 2-player PvE mode, 2-player round-robin SPEED RUN BATTLE and 2-player 1v1 VS BATTLE (unlocks all enemy and boss characters for player use)

DEV**CYCLE**

Currently LEGENDARY HEROES is within its initial Alpha phase (version 0.60), with a final showing at Anime NYC, New York. Development has been within a 7-month window as of August, 2025

The next milestone will be to release the free public Steam/Unreal Store demo for early October 2025.

The final cycle will be for an additional 1-year and 6-month final cycle for new team member acquisition, level completion, feature implementation, gameplay polish and extensive gameplay QA testing.



PUBLICPLAYTEST



Two critical public playtests have occurred at Brooklyn Arcade, New York and 2025's showing of Anime NYC at the Jacob Javits Center, both sponsored by Citi Gaming, LLC and Defend The North.

The results were resounding success, providing an immense amount of valuable feedback from players hailing from literally every different diverse background available.

LEGENDARY HEROES proves that strong gameplay and great characters can and always will dominate the interests of anyone regardless of origin.

RELEASEDATE



While a possible additional 6-month buffer time may be needed, LEGENDARY HEROES is aimed for a late 2026 “vanilla” release.

An additional DLC character will be available 3 months following after final product testing and approval.

*For more information on LEGENDARY HEROES and production, please
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Visit our SOCIALS for production updates

www.instagram.com/LegendaryHeroesGame_Official



@LegendaryHeroesGame_Official

And visit our new Discord for a chance to try the latest alpha build



<https://discord.gg/YaRJpt4D>

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