



**COFA Games, March 25, 2020**

**Awakening of Heroes** is a mobile 5v5 MOBA game in development by COFA Games (Belgrade, Serbia). Besides classic MOBA (multiplayer online battle arena) gameplay, Awakening of Heroes brings cartoonlike everyday heroes and new game-changing strategy elements.

The developers identified an increasing need for a relaxing multiplayer combat game that can be played on the go. They are making Awakening of Heroes a game with the ability to engage, entertain and make players laugh.

So, what's the difference between Awakening of Heroes and similar games?

#### **- A unique objective-based MOBA**

Core MOBA gamers will find it interesting that Awakening of Heroes brings fundamental strategic innovations to the genre: Game objectives are attainable through defeating jungle guardians that protect tangible rewards, like reinforcements and weapons, not just gold or buffs. Players' favorite is taking a bomb from a guardian to do a bomb touchdown and destroy a tower. There is a black hole portal with entrances near both bases that is used to take enemies by surprise.

#### **- The most dangerous heroes**

The heroes are game's trademarks, fifteen everyday characters depicted in a loony style. But put them in the arena and equip them with equally comic, but lethal weapons and they become savage: An angry bingo champion granny who bakes a killer cake. A warm-hearted math professor turned butcher skilled in close combat. A grumpy old-timer in his own invention - a speeding wheelchair equipped with lots of guns.

#### **- RPG elements and ranks climb**

Unlocking and upgrading cards levels up heroes' armor, speed, and damage. As wacky as they sound - a soda can ring, a chicken breast armor, and a bearded grandmother's hat are very useful in the arena. Players gather trophies to progress through 15 arenas to the world top league!

## **Awakening of Heroes**

### **- A touch of battle royale**

Besides flying into the arena with hang gliders, Awakening of Heroes brings another battle royale element - mystery boxes. Mystery boxes spawn around the map or when a hero drops them and contain random power-ups in the form of mousetraps, invisibility, or a chicken bomber fleet, to mention but a few. They can be used against enemies strategically or just for kicks.

### **- MOBA evolved**

By defeating enemies, players earn gold and then buy weaponized plants. Six species of plants are opening a whole new genus of tower defense tactical moves: A hero can leave a trap plant for his pursuer, use a catapult plant to launch exploding pumpkins at towers, or position a taunt plant near a tower to tank for his team.

### **- Dynamic matches**

Some of these features add to the fast pace of the game so matches are very dynamic, averaging at 10 minutes.

With its colorful graphics, 3-lane fairytale town map, cartoonish heroes, and completely new strategic features, this objective-based 5v5 real-time multiplayer game stands out among other mobile MOBAs. Currently, the game is in open beta. When published, Awakening of Heroes is going to be free-to-play, but not pay-to-win, developers claim. If you would like to support Awakening of Heroes try the game and give your feedback to the developers.

Download for iOS (US, UK, Germany, France, and Croatia):

<https://apps.apple.com/us/app/awakening-of-heroes-moba-5v5/id992831391>

Download for Android:

<https://play.google.com/store/apps/details?id=com.cofagames.aoh&hl=en>

### **Awakening of Heroes – Main Characteristics**

- Type of game – MOBA (Multiplayer Online Battle Arena) - sub-genre of the RTS (Real-time strategy) genre
- Live in the App Store and Google Play for the US, UK, France, Germany, Serbia, Croatia, Slovenia, and Bosnia and Herzegovina
- In Early Access in Google Play for other countries
- Built with Unity 3D engine
- Platforms: Mobile - Android, iOS
- “Freemium” business model – Free of charge and free of “pay-to-win” concept

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