

Heroes of Havoc: Idle Adventures

Heroes of Havoc was the latest installment of the Might & Mayhem franchise. I was commissioned to write flavour text, dialogue and character bios for the game, based upon the existing lore of the franchise. The following excerpt is intro text which scrolls across the screen the first time the player loads the game.

Enter The Realm; a tattered kingdom where civilisation lies in ruins, a stomping ground for all manner of beasts and deplorable creatures. A world without law, where might makes right and strength is proven in battle. The forces for good seek a hero to explore the vestiges of this ruined kingdom, meeting its nefarious inhabitants in combat and recruiting a monstrous troop of their own.

Build your own regiment of villains-turned-heroes, collecting loot and upgrading skills as you go, to create the most powerful party ever to traverse The Realm.