

◆ Game info

Game name : Hero Emblems II

Developer : HeatPot Games

Platform : iOS universal (iOS)

Game genre : Puzzle/RPG

Release date : Late June 2022

Supported languages : English/Japanese/Traditional Chinese

Price : TBD

◆ Game features

A new evolution of Match-3, combat, and adventure!

Hero Emblems is a Japanese-style game that combines RPG and match-three gameplay. In its sequel, you will enjoy a more thrilling and more difficult adventure with richer content.



◆ The Story

A thousand years ago, a war broke out among the races in the mortal world in order to fight for resources and territory. The long war lasted for 10 years. The Kittie could not stand the long war, so they summoned the Demon Lord of the World of Chaos in the hope that they could be the final winner. The Humans and the Ratties followed suit to fight against it. It was only inevitable that those who wanted to use the power of evil would eventually be swallowed up by darkness, and the world would be plunged into chaos. At this same time, five Emblem Heroes were born, and a battle between light and darkness began. After a fierce war, the Demon Lord was sealed on a small island. The five Emblem Heroes became kings of their races.

Kelmster, the island where the Demon Lord was sealed, was thought to be uninhabited, but it turned out a group of residents were living here. The abandoned race used to be scared and helpless. Then, they began to worship the Demon Lord and regard themselves as the servants of darkness.

Hundreds of years passed, and the son of the Demon Lord was born. This marks the beginning of the dark's revenge against the Emblem Heroes...

◆ A New Chapter of the Night Chasers

A long time ago, there used to be a mercenary group called the Night Chasers. Instead of making money, they went around helping people in need. During the war, they helped many people who were suffering. However, with the advent of peace, the Night Chasers were no longer needed and had to disband. But four young people, Zack, Lucien, Sid, and Odelia, decided to carry on their spirit and formed the new Night Chasers.

In a mission, Zack and his party accidentally saved an elf girl named Dolores, but she couldn't remember anything. Sid worried so much about this girl who traveled far from the Elf Kingdom to the humans' territory. However, this is only the beginning of nightmare for the Night Chasers!



◆ Annoying Man

Ahh...from your attire, I suppose you're the **Night Chasers**, the bounty hunters that work for justice but not wealth and fame. But well...you don't look well these days...
haha...



◆ Zack

I suggest you don't expect much. We would be a goner if caught!

◆ Gameplay

The basic goal of the game is to remove three identical Emblems on the screen by swapping them. Heroes will make moves accordingly. Remove more Emblems so that the heroes can make more moves.

Removing 4 or more identical Emblems at a same time to generate one of the following three types of Magic Emblems. By eliminating it, the hero will launch their exclusive skills.

Magic Emblem: Line up 4 Emblems to generate it, which activates the skill of the Magic Card.

Great Magic Emblem: Use 5 Emblems to form L\T shapes to generate it, which activates the advanced skill of the Magic Card.

Ultra Emblem: Line up 5 Emblems to generate it, which activates the ultimate skill of the Magic Card.



◆ Skills and Traits

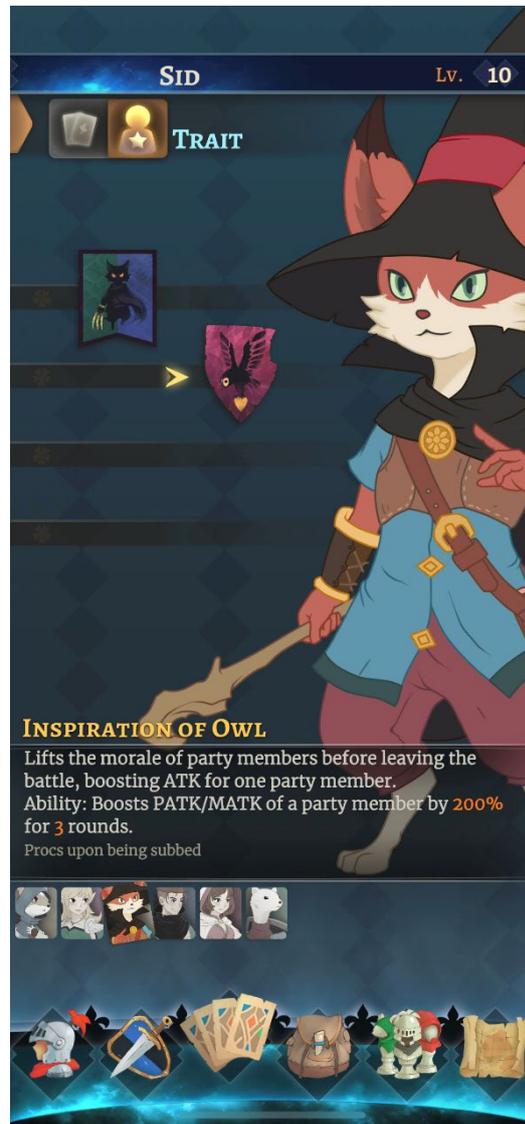
Each hero has their own Magic Cards, and three of them can be equipped at the same time. The most powerful Ultra Cards can only be equipped in the Ultra Emblem. Most of the Magic Cards can be equipped in the Magic Emblems and the Great Magic Emblems according to the needs. However, some rare Magic Cards can be equipped only in specific Great Magic Emblems.

In addition, heroes can also get exclusive traits, which will be launched when conditions are met, such as:

Zack's Passionate Fighter: When HP is lower than 30%, his PATK will increase for 5 turns.

Dolores' Night Spirit Counterattack: The ability to automatically counterattack when she is under melee attack.

Sid's Inspiration of Owl: When Sid is substituted, he will increase the PATK/MATK of any party member by 200%.



◆ Deployable Heroes

Each hero in Hero Emblems II is independent. When there are more than four members in the party, you can substitute any party member according to the battle situation. When a hero's HP drops to zero, they will not die, but enter the Downed state. Just wait a few turns and they will become available again.

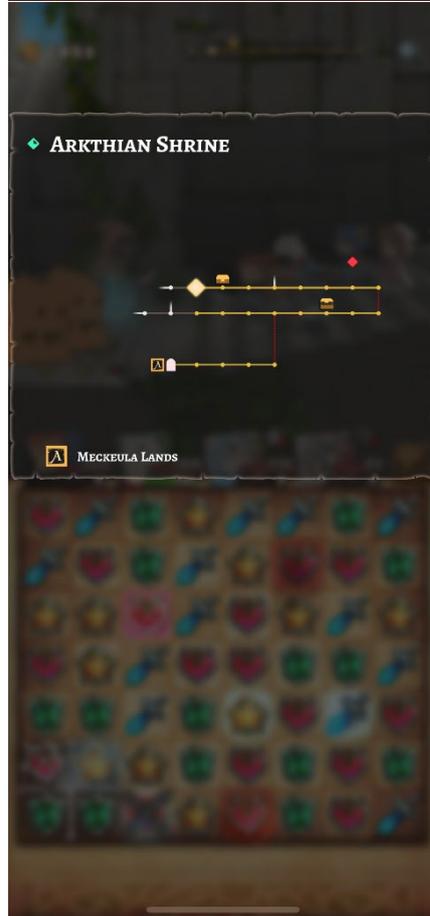
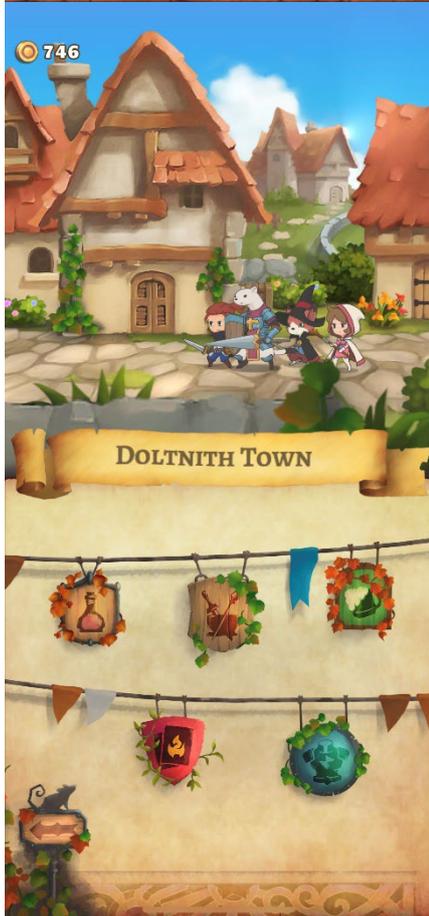
DP is a hero's defensive power. As long as it's not Crushed (drops to zero), it can effectively reduce the damage your enemy's attack. Once a hero's DP is Crushed, they will be exposed to danger. Therefore, you must always pay attention to your heroes' HP and DP.



◆ Combat voice

Japanese voice is added to each hero during the battle for the best battle atmosphere. In addition, subtitles can be turned on for hero voices for players who don't understand Japanese.





◆ Heroes

◆ Zack (voice: Yuto Mimura)

Human / Warrior

Living on the streets with Odelia as a child, he was adopted one day by members of the Night Chasers, who taught them that they were supposed to help people with their great power.

As the captain of the Night Chasers, he is a man who hates trouble. Sometimes he doesn't look reliable, but he is the true leader of the Night Chasers.



◆ Lucien (voice: Junpei)

Marten / Knight

He comes from a mysterious tribe and is short-spoken by nature. He only talks to Odelia when necessary. Because Zack and others do not ask about his past, he feels relieved to follow Zack and his party. There seems to be something he wants to protect so much.



◆ **Sid** (voice: Ren Yazawa)

Kittie / Black Mage

Since childhood, he has been an apprentice of a Kittie sage and specialized in history and black magic. But for some reason, he left the Kittie. When he was wandering alone, he got to know Zack and Odelia. Because they all valued the belief of the Night Chasers, they formed the Night Chasers again. He is the mentor and spokesman of the party.



◆ **Odelia** (voice: Narnar Sakuragi)

Human / White Mage

She and Zack were taken in by the Night Chasers when they were kids. As an orphan, she always envies people who have families. Because of this, she wants to protect the world even more so that everyone will not lose their families due to accidents or wars.

Under the influence of the righteousness and enthusiasm of the Night Chasers for a long time, she wants to inherit the spirit of them when she grows up.

Although she is younger than Zack, she has the maturity and steadiness of a big sister and often takes care of everyone in the party.



◆ Dolores (voice: Ayumi Mukaierito)

Elf / Elf Swordsman

Traveling alone to human territory, she was ambushed and injured by monsters on the way. Fortunately, she was saved by Zack, Lucien, and Odelia. However, after being rescued, she found that she had lost her memory. Without a place to go, she decided to travel with the Night Chasers.



◆ Roy (voice: Kaede Sawahata)

? ? / Braves

A little Braves who is in trouble but will embark on a challenging adventure.



◆ **Abner** (voice: TOM)

Frogkin/Bard

A bard who will answer the call of his destiny.



After Hero Emblems was released, we examined what players like and dislike based on player feedback. Hero Emblems II comes with greater diversity of gameplay, more thrilling gaming experience of combos, a more immersive story, and optimized game mechanism. We hope you enjoy Hero Emblems II!

◆ **System Requirements**

64-bit iPhone/iPod Touch/iPad with iOS 10.3 or later

** Recommend to use iPhone 6/iPad min4/iPad Air2/iPad 5th Gen./iPad Pro or later devices for better experience.**