

Legends of Echo – Fact Sheet

Legends of Echo sees five bloodlines – Air, Earth, Water, Fire and Industry – battling each other constantly for domination in the Echo, a strange and wonderful world parallel to our own.

The Echo is a world that is strangely familiar yet undeniably different, where the scientific and the arcane co-exist and where we earthlings can roam and rampage in an assumed form – all through the screens of our mobile phones.

Featuring exciting one-on-one battles in a multiplayer role-playing environment, Legends of Echo combines the best of location-based services, social networking features and online mobile gaming.

Players are free to roam the Echo – built entirely on South African street maps - to discover and forge weapons in preparation for their next battle.

In addition, players can trade with each other or interact via an in-game instant messaging system that harnesses the power of mobile social network, The Grid.

Features:

- South African Massive Multiplayer Online Social Role-Playing Game (MMOSRPG)
- Competitive (and addictive) real-time gameplay for mobile phones in an online multiplayer environment
- An immersive game world parallel to players' real-life locations and built on accurate street maps of South Africa
- Twenty characters in five bloodlines: Earth, Air, Fire, Water and Industry
- Arcane weapons and special items to be discovered, traded or forged
- Bloodline-specific abilities with regards to weapon use and creation

- Thrilling location-based battles against human opponents, with strategy hinging on choice of weapon, skill and turn-based gameplay
- The ability to teleport across the South African map in search of new allies, items or enemies
- An in-game instant messaging system similar to popular social network, The Grid