

*“Sneak peek” demo and closed beta keys are available for interested media partners. Contact [jules@autoattack.net](mailto:jules@autoattack.net) for more information and any questions.*

## **For Immediate Release**

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## **Legion TD 2 Kickstarter Nears Strong Finish**

*The popular Legion TD mod is becoming a standalone, free-to-play, game for PC on Steam*

**March 29, 2016** - The Kickstarter for Legion TD 2 (LTD2), which has raised almost \$60,000, ends on March 31st. The game was also successfully greenlit by the Steam community in just over a week. “We’re completely blown away,” said Julian ‘Jules’ Gari, Senior Designer of LTD2. “As a 3-man team of lifelong gamers, we’re honored to have such an outpouring of support.” LTD2, the first competitive tower defense for PC, is the successor to the hugely popular Warcraft III mod, Legion TD, which inspired StarCraft II’s Squadron TD and Dota 2’s Legion TD: Reborn. Now the creators of the original sensation are redefining the tower defense genre. Find out more at [LegionTD2.com](http://LegionTD2.com).

LTD2 takes the strategic base-building of classic tower defenses and pushes things to the next level. Instead of constructing buildings, you deploy and upgrade dynamic fighters that come to life. Rather than beat the stage or solve the puzzle once, you coordinate with teammates to defeat intelligently-adapting opponents. With a wide array of strategies, LTD2 offers a unique experience with every game. The closed beta launches with 4 playable legions (races) and over 50 unique fighters.

“You’ve got to think ahead. Which fighters should you deploy? How should you position them?” Your choices determine how your fighters engage and maneuver in battle,” said Brent ‘Lisk’ Batas, Lead Designer of LTD2. “This is our opportunity to put the strategy back into real time strategy games, which we feel have become more about muscle memory and less about smart decision-making.”

LTD2 is being developed by AutoAttack Games (AAG), an independent game studio led by the same team that created the original Legion TD. With deep roots in modding, AAG believes in providing content-creation tools, developer APIs, and open access to data. LTD2 will support modding and is not only a game, but also a platform for creativity. LTD2 is evolving and streamlining the custom games scene that was so loved in Warcraft III.

AAG launched a Kickstarter campaign to usher LTD2 through closed beta, which is on track to release this year. After the beta stabilizes, the developers will be adding additional content and improving and balancing the game for years to come. Check out the Kickstarter and watch the gameplay trailer at [LegionTD2.com/kickstarter](http://LegionTD2.com/kickstarter).

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Press kit: [LegionTD2.com/presskit](http://LegionTD2.com/presskit)

Kickstarter: [LegionTD2.com/kickstarter](http://LegionTD2.com/kickstarter)

Teaser trailer: [https://www.youtube.com/watch?v=Yc\\_IF5berbA](https://www.youtube.com/watch?v=Yc_IF5berbA)

Birds-eye view (in-game screenshot):

[http://res.cloudinary.com/autoattack-games/image/upload/v1456351246/map-680\\_cxbw5m.png](http://res.cloudinary.com/autoattack-games/image/upload/v1456351246/map-680_cxbw5m.png)

*Bird's-eye view of the in-game world. On each side, lanes merge into a shared corridor leading to the team's throne room.*

Gameplay instructions (in-game screenshot w/ annotations):

[http://res.cloudinary.com/autoattack-games/image/upload/v1456786925/town\\_llqu47.png](http://res.cloudinary.com/autoattack-games/image/upload/v1456786925/town_llqu47.png)

*Each player defends their own lane. Each player controls a Town and Barracks.*

Placing fighters (in-game screenshot)

[http://res.cloudinary.com/autoattack-games/image/upload/v1456787534/fighter\\_placements\\_hx41ws.png](http://res.cloudinary.com/autoattack-games/image/upload/v1456787534/fighter_placements_hx41ws.png)

*Choose from over 50 unique types of fighters! After each round, your fighters return to their positions fully restored.*

Approaching enemies (in-game screenshot)

[http://res.cloudinary.com/autoattack-games/image/upload/v1456353567/golems680\\_adusco.jpg](http://res.cloudinary.com/autoattack-games/image/upload/v1456353567/golems680_adusco.jpg)

*Enemy creatures approaching the king's throneroom.*

The king (in-game screenshot)

[http://res.cloudinary.com/autoattack-games/image/upload/v1456787640/throneroom\\_mxbwky.png](http://res.cloudinary.com/autoattack-games/image/upload/v1456787640/throneroom_mxbwky.png)

*The king is your last line of defense.*

Meet the team (graphic)

[http://res.cloudinary.com/autoattack-games/image/upload/v1454719394/meet-team-3\\_ekj0om.png](http://res.cloudinary.com/autoattack-games/image/upload/v1454719394/meet-team-3_ekj0om.png)

*The core team consists of 3 passionate founders, but there is a larger support team of industry experts.*