

THE LEGEND

OFFICIAL HANDBOOK/MANUAL

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The Legend

Evil is imminent. It was created during the creation of this world, when The Creator was developing the land with his partner, but their conflicting views ended up splitting them up, and making each other immortal enemies. His former partner dedicated his life to destroying The Creator, and taking back the land he helped develop. This is his demon brainchild. He has decided to send an army down onto the land, to overtake it, and force all civilians to follow the code of evil that was put into place after the destruction of the Creators' relationship. While The Creator's enemy was never given a name, he uses that to his advantage to ensure nobody really knows who he is.

His assistant, "The Mysterious One," was sent down to manage the military, and ensure the destruction of all the land that was created by The Creator. The Creator didn't take to kindly to this, so he sent down a group of men and women, to defend the land that he created. He designed them to be different than all other civilians. He gave them the power of magic. He wanted to ensure the protection of the land, so he gave them the elements of courage, wisdom, and strength. He named them James, Lauren, Justin, Arissa, Seth, Theresa, and Noah.

The Creator was not yet satisfied, so he equipped them with the required tools they would need to defeat evil, and ensure the land remained safe. He gave them swords, maces, sledgehammers, bows, and so much more. He looked at his defenses, and determined that they were good, so he sent them off on their journey to defeat "The Mysterious One." They later returned from battle, and proclaimed that the land was ridded of all evil as they know it. The land was safe once again. Evil was banished, and the civilians could resume their normal lives. Restoration projects, and renovation projects began on destroyed towns, and refugee camps. All was good, following the defeat of "The Mysterious One."

Evil is imminent, but with the right troops, you can ensure that your life will remain the same, if not improve. You must overcome evil, before it overcomes you.

Gameplay Disclaimer

This game features strong language, and violence. The board of directors at Motive Games has concluded that while this game was not officially rated by the ESRB, it would be given a Teen rating. There is no blood present in the game, however the stronger language present in the game may deter some players. The game may have been given a Mature rating if there was gore present, however “The Legend” just edges out the Mature rating. Gameplay time can vary from 2-10 hours, depending on the speed of progression throughout the game. During testing, we determined the average play time to be roughly 4 hours. This game is the first game in the series, so there will be more games entering this franchise soon! This game was designed to reflect video games from 1980-1995. “The Legend” was developed in 4 months, with development starting on February 23, 2016. “The Legend” officially released on June 18, 2016.

THE LEGEND

Controls

STANDARD CONTROLS

Before playing, you may want to understand the controls of the game, so you can enjoy the game to its maximum potential, and defeat the more difficult parts of the game.

CONTROLS – “THE LEGEND”

ACTION	BUTTON
Accept an action/Trigger an action	Z
Back out of a menu/Open the pause menu	X
Movement	Arrow Keys
Open the pause menu	ESC Key

DEVICES “THE LEGEND” HAS BEEN DEVELOPED FOR

- Windows PC

Developers

CARSON KAISER, CEO

Carson Kaiser developed this project individually, and by himself. There was input from multiple parties, but Carson Kaiser developed this game, to start the franchise.

RILEY SPENCER, CFO

Riley Spencer provided input throughout the game's development. He was not able to help develop "The Legend," as he was working on other projects at the time of "The Legend's" Development.

ANDREW MAIS, DEVELOPER AND MENTOR

Andrew Mais, who is the long-time mentor of Carson Kaiser, assisted in development of the game, but was not able to fully assist in development, due to other projects being started.

Characters

JAMES SCARN

James Scarn is the first character you will play as in “The Legend.” James was originally designed with secret agent, James Bond in mind. He is a swordfighter, however, during this war, his weapon was an axe.

JUSTIN BURT

Justin Burt, known as the “Professional Badass,” is a former boxer, who had a dream of defeating the undefeated Arissa Scott. He later retired from boxing, to take care of his family.

LAUREN JAMES

Lauren James was one of the best known fighters on this planet, until she faced Arissa, and lost. She decided to go into hiding following her first loss, and didn’t reappear until the war of good and evil started.

ARISSA SCOTT

Arissa Scott is the best known fighter in the area, and is best known for being undefeated. Her most notable battle was against Lauren James, whom she defeated, and later befriended.

SETH FREITAG

Seth Freitag is known as a legend in the Grassport region, as he is a militant member of The Creator’s defense sector. He appeared to help The Creator retain the land he created.

NOAH JOHNSON

Noah Johnson; not much is known about this man. The only thing we know about him is that he is a militant member of The Creator’s Defense Sector. Outside of battle, he lives a very private life.

THERESA SMITH

Theresa Smith is a distant cousin of Arissa Scott, and she is a militant member of The Creator’s Defense Sector. She used to be the leader of the Defense Sector, but she stepped down, to focus on personal projects.

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Contact Information

If you have any questions, feel free to send an email to MotiveGamesOUYA@gmail.com, or call (413) 367-4263.

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