

TOWN HEROES



CLOSED TEST

TESTER GUIDE

Everything you need to join the closed test, play, and help us shape Town Heroes.

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01

WELCOME, HERO

Thank you for joining the Town Heroes closed test. You are among the first players to step into the town — and the first people whose feedback will change it.

Town Heroes is a real-time action RPG for Android, iOS and Steam: skill-based combat, deep hero progression, clans, PvP arenas and monster waves at the town gate. The closed test is where we tune all of it with you.



TEST WAVES

The test runs in waves. Each wave has a focus — for example PvP balance — a start and end date, and its own tasks.



WORK IN PROGRESS

You will meet bugs, missing pieces and placeholder art. That is expected: finding them is the point.



YOUR VOICE

Every report reaches the team. We read them, group them, reply in the game, and turn them into fixes.

02

FROM APPLICATION TO FIRST MATCH

Six steps. Most testers are playing within minutes of the invite.

1

APPLY

Fill in the form at townheroes.net/tester. We confirm by e-mail right away.

2

GET SELECTED

Waves open one by one. When you are picked, your invite arrives by e-mail.

3

YOUR CODE

The invite carries a personal, single-use code like TST-XXXX-XXXX.

4

INSTALL

Download the game from the test channel for your platform (links in the invite and on Discord).

5

ENTER THE CODE

In the game: Settings > Account > Tester invite code > Enter code.

6

PLAY & REPORT

Play as you normally would — and send what you find with the report button.

1

Your code is personal and works once. Please do not share it — if someone wants to join, send them to townheroes.net/tester.

03

INSTALLING THE TEST BUILD

Use the link for your platform from your invite e-mail. The same links are pinned in the #testers channel on Discord.

ANDROID

GOOGLE PLAY CLOSED TEST

Open the link with the Google account you use on your phone, tap Become a tester, then install Town Heroes from Google Play.

IOS

APPLE TESTFLIGHT

Install TestFlight from the App Store, open the invite link on your iPhone or iPad, then tap Install.

STEAM

STEAM PLAYTEST

Open the Town Heroes store page, click Request Access under Playtest, then install it from your Steam library.

Test builds update often. When a new build is out, your store app or Steam updates it — or the game asks you to update when you start it.

04

ENTERING YOUR INVITE CODE

Your account becomes a tester account the moment the code is accepted.



Settings > Account > Tester invite code

- ✓ Start the game and sign in (Google, Apple, Steam or e-mail code).
- ✓ Open Settings, then the Account tab.
- ✓ Find the Tester invite code row and press Enter code.
- ✓ Type the code — dashes, spaces and letter case do not matter.

Once accepted, the report button's Tasks tab opens and you join your wave. Codes have an expiry date, shown in your invite.

THE REPORT BUTTON

The small button on your screen is the most important tool in the test. It captures what you see, what the game was doing, and what you want to tell us.

TAP

Quick send: a screenshot and the game log go straight to the team. Perfect for 'this looks wrong' moments.

HOLD

Opens the report form: choose a type, write a short description, draw on the screenshot, attach video and stats.



The report button

THE REPORT FORM

- ✓ Type — Bug, Suggestion, Balance or Visual.
- ✓ Short description — what happened, what you expected.
- ✓ Draw on the screenshot — pen, arrow, box and circle to point at the problem.
- ✓ Video — attach the last few seconds (a red dot on the button shows it is recording).
- ✓ Stats — FPS, ping, memory, battery and temperature, if the problem is about performance.



Report form with drawing tools



Drawing on the screenshot

- I** No connection? Reports are saved and sent automatically when you are back online. Serious errors are also reported automatically — you do not need to do anything.

MY REPORTS, TASKS AND SURVEYS

The report panel also shows what happened to your reports — and what the team would like you to try next.

MY REPORTS

Every report you sent, with its status: New, Inspecting, Added to the bug list or Closed. When the team replies, the answer appears right under your report.



My reports — status and team replies

TASKS

Each wave has a short list of things to test — a mode, a feature, a device setting. Mark a task done, or failed with a report attached. Surveys appear here too; a minute of your time helps us decide what to build next.



Tasks and surveys of your wave

07

FOUNDER TESTER

The heroes who are there from day one deserve to be remembered.

7 DAYS · 30 MINUTES A DAY

EARN THE FOUNDER TESTER REWARD

Play a character on every one of the first 7 days of your wave, at least 30 minutes each day. That character receives the Founder Tester reward by in-game mail — a cosmetic title that stays with it after the test.

The reward is earned per character: the hero you played is the hero who wears it. Active, reliable testers are also the first we invite to the next waves.

08

WRITING A GREAT REPORT

The best reports are short, specific and easy to repeat.

HARD TO ACT ON

"The game is broken."

EASY TO FIX

"Team Elimination, Battle Arena: after I respawned the camera stayed on my gravestone for about 5 seconds. Happened twice. Video attached."

- ✓ One problem per report — two problems, two reports.
- ✓ Say where: mode, map or place in town, and what you were doing.
- ✓ Say what you expected to happen.
- ✓ Attach video for anything that moves: combat, camera, animation.
- ✓ Balance feedback is welcome — tell us which hero, which skill and why it feels off.

HOUSE RULES

A few simple rules keep the test fair and useful for everyone.



KEEP YOUR CODE PERSONAL

Invite codes are single-use and tied to you.
Friends can apply at townheroes.net/tester.



SHARING

Test builds are unfinished. Before posting videos or screenshots publicly, check the current sharing rules pinned on Discord.



RESPECT

Be kind in matches, chat and on Discord.
Harassment, cheating and exploit abuse end test access.



PROGRESS MAY RESET

Characters and items from the test may be reset before launch. Founder rewards are the exception.

HELP, COMMUNITY AND PRIVACY

We are a small team, and we read everything.

DISCORD

discord.gg/mEj6y6yPnu

#testers for questions, build news and links.

WEBSITE

townheroes.net/tester

Applications, this guide in six languages.

SUPPORT

support@townheroes.net

Account or access problems.

PRIVACY

[privacy@townheroes.net](https://townheroes.net/privacy)

Ask what we store, or ask us to delete your application.

I applied but have no invite yet.

Waves open gradually. Your application stays on our list — keep an eye on your inbox and on Discord.

My code does not work.

Check the expiry date in your invite and that you are signed in. Still stuck? Write in #testers or to support@townheroes.net.

Can I play on more than one device?

Yes. Sign in with the same account; your tester status follows your account.

SEE YOU IN TOWN, HERO.

— The Town Heroes team