

DC: Dark Legion's Winning Creatives

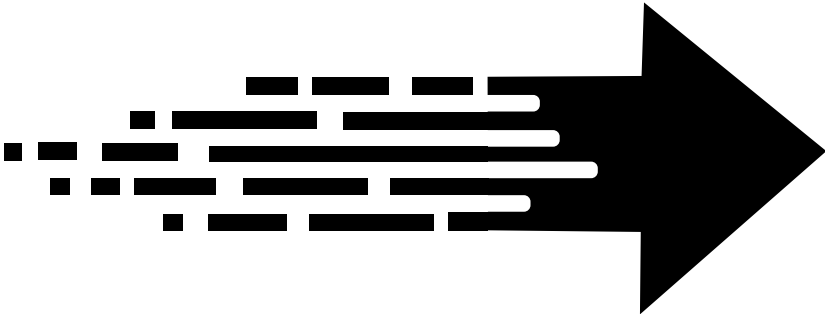
2
Month since launch

4.7M+
Downloads

\$18M+
IAP Revenue

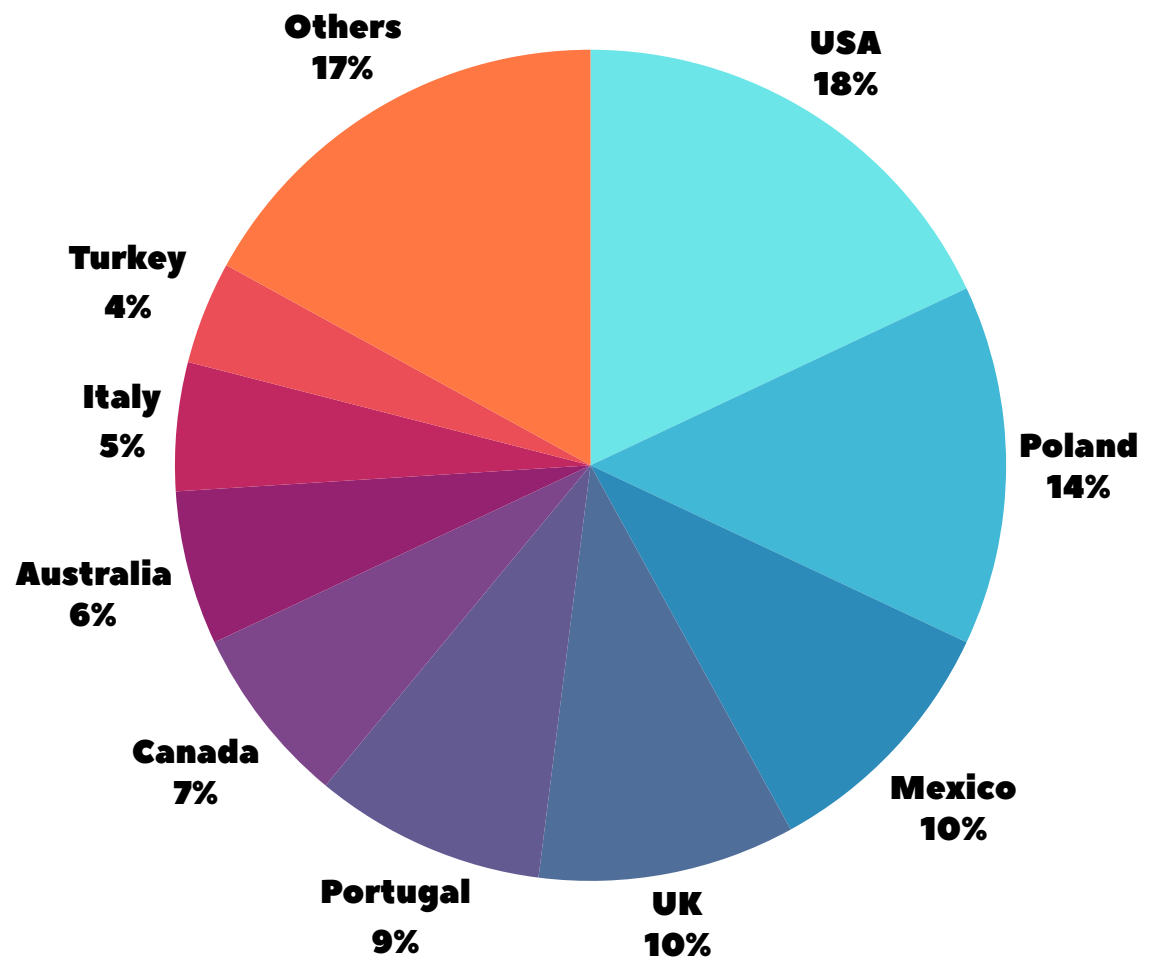


What powers their
winning ads?

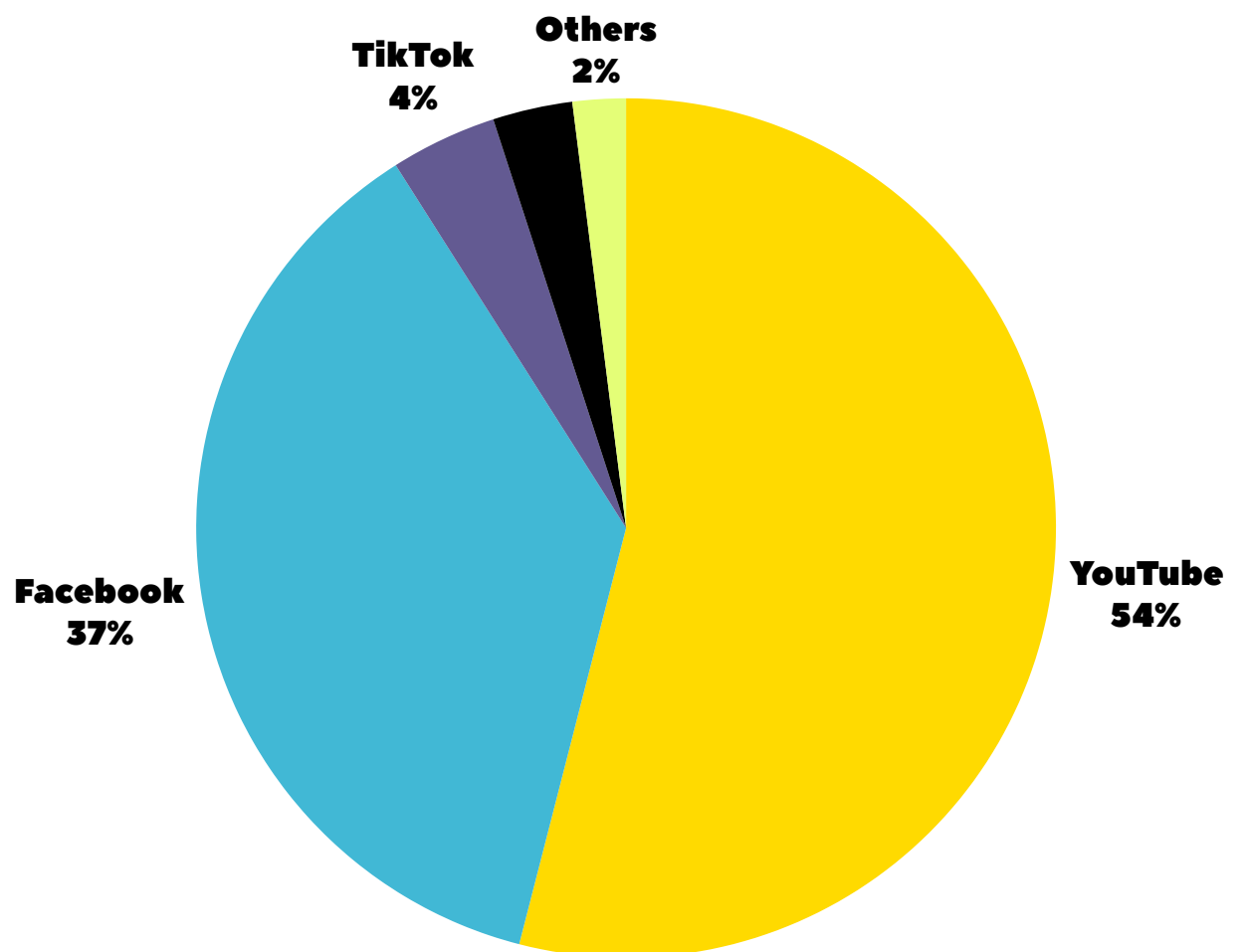


UA ADS STRATEGY

Top Countries



Top Ad Networks



Powered by

APPMAGIC

CREATIVE STRATEGY AND TAGS



Hook = 100% Animated Intro signalling danger settings



Theme = 100% creatives show narratives that need rescue



CREATIVE STRATEGY AND TAGS



Hook Scene Characters:

- Batman: 62.5%
- Superman: 62.5% (5/8)
- Joker: 37.5% (3/8)
- Aquaman or other heroes: 25%
- Non-superhero characters : 25%



CREATIVE STRATEGY AND TAGS



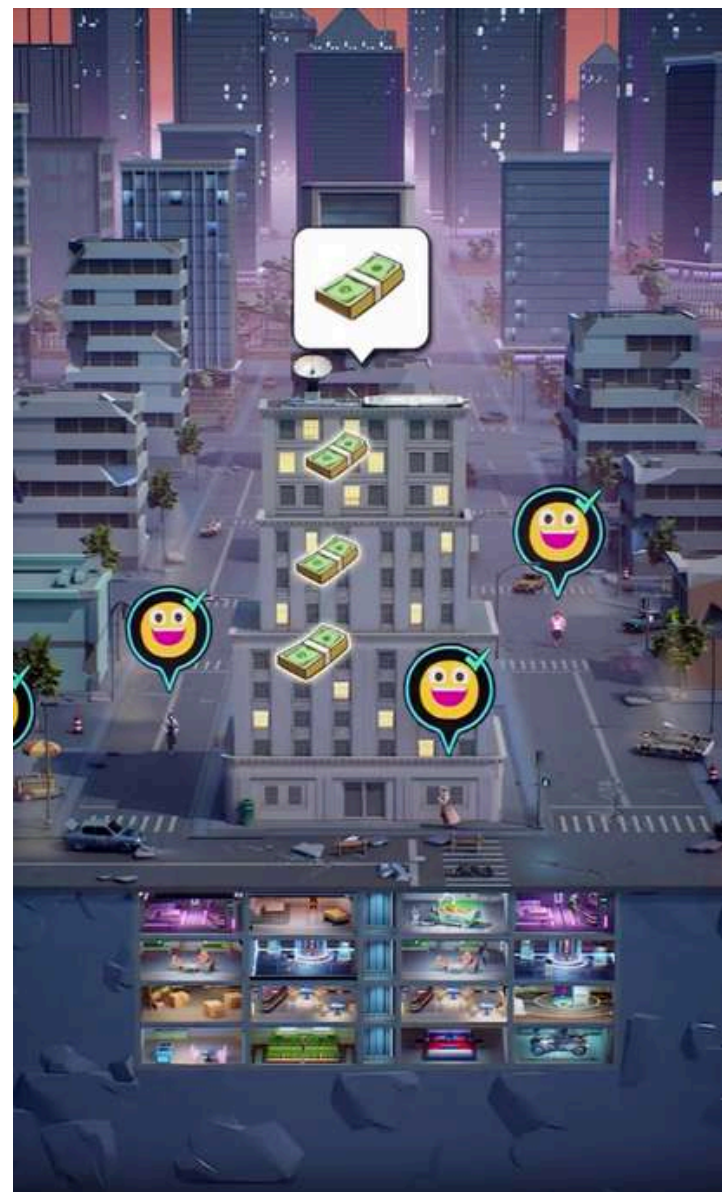
100% top ads transition for animated intro hook scene to gameplay



100% top ads show in game currency



100% top ads show core gameplay mechanic of building tech and unlocking characters

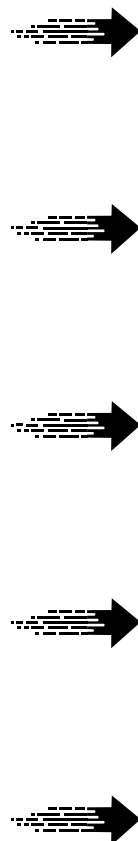


CREATIVE STRATEGY AND TAGS



End scenario in top ads

- Win state shown: 50%
- No ending / mid-cut: 37.5%
- Fail state shown: 12.5%



NEW CREATIVE EXPERIMENTS IN LAST 30 DAYS



Variations in Hook Scenes: Use of non super hero characters and trends from other popular games



Exploring new gameplay formats to highlight game variety (done with player launch intros)



KEY TRENDS SUMMARY

IN TOP CREATIVES

Trend	% of Core Ads	Notable Shift (Last 30 Days)
Rescue-driven emotional hook	100%	Still dominant
Animated threat intros	100%	Experimenting with tone
Use of superhero IP (Batman, etc.)	87.50%	Expanding to minor characters
Building/unlocking mechanic shown	100%	Constant
Currency visuals	100%	Constant
Win-state ending	50%	Mixed endings continue
No/fail ending	50%	More experimentation seen
Shift to humor/lifestyle tone	0% → 20%	New creative angle emerging