



# LEGO MARVEL SUPER HEROES

Saving the world, one stud at a time • Words: Nick Pino

**A**fter decades of rivalry between comic powerhouses DC and Marvel, apparently all it took to unite the two was a couple of LEGOs. *Marvel LEGO Super Heroes* is the latest open-world adventure from developer TT Games, the very same team responsible for *LEGO Batman 2: DC Super Heroes*. Now the developer aims to do the same justice to spandex stars like Spider-Man, Hulk, and Iron Man that it did for the residents of Gotham City.

The plot's as opaque as plastic at this point, but here's what we know so far: The world's super heroes must come together (at the request of Nick Fury, of course) to gather up cosmic bricks dropped by Galactus' cosmic wave-riding herald, Silver Surfer. While that one-line synopsis may not have your Spider Sense tingling, the 100+ playable characters available for you to control (see "Avengers Assembled" sidebar) almost certainly will.

The biggest addition to this entry in the LEGO series is what TT Games is calling "Big Figs." These larger-than-average models, perfect for heroes like the Hulk, don't have a single specific power but myriad ways to interact with, and often destroy, the environment around them.

During my demo, I saw Hulk rip pieces of concrete up from the ground to use as projectiles in his fight against an unruly Sandman, then wrestle head-to-head with his U.S.S.R.-spawned rival, Abomination (also represented with a Big Fig). The green giant can access secret locations by smashing through barriers found across the Marvel-inspired New York City hub level, and even lend a brainier hand in mission-specific puzzle segments by transforming back to puny Bruce Banner form. Who says good things can't come in small packages? ☺

