



# INFINITE CRISIS

It's a bird! It's a plane! Nope, it's another MOBA • Words: Nick Pino

**S**uperman is dead...again. It's the fifth time this match, and this time it's at the hands of Gaslight Batman. Well, I suppose any shot at camaraderie is gone when you align yourself with Harley Quinn, Doomsday, Mechanical Wonder Woman, and a nuclear energy-irradiated Green Lantern.

This is *Infinite Crisis*, the upcoming MOBA (multiplayer online battle arena) from developer Turbine and the creative team at DC Comics. The game's objective is deceptively simple: March your team of five super-powered heroes (or villains, or a mix of both) into the enemy base and annihilate

its generator. The catch? Another squad of five superbeings, controlled by either the computer or competing players, stands in your way. And if you've ever taken part in frenetic battlers like *League of Legends* or *Dota 2*, you'll know the true challenge lies in mastering metagames of positional strategy, time management, and airtight teamwork.

What's special about *Infinite Crisis* is that the extensive roster draws not only from comic characters you already know and love—those from Earth Prime, like Green Arrow, Catwoman, and Zatanna—but also from four new alternate timelines:

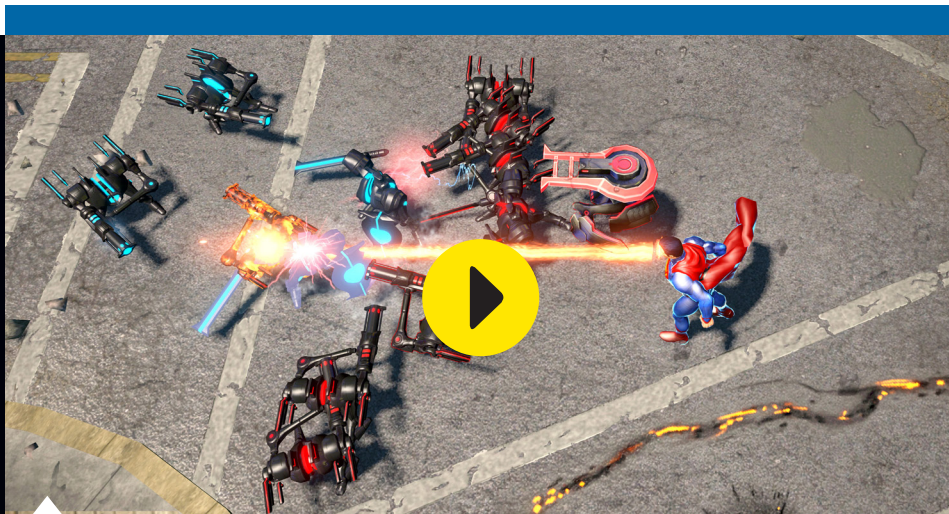
Mecha, Nightmare, Atomic, and Gaslight. Exactly why these heroes and villains have come together to throw down isn't quite clear, but DC has confirmed an upcoming comic series will outline how the intergalactic anomaly occurred.

Astrophysics aside, *Infinite Crisis* still has a long road to reach the status of other free-to-play MOBA staples, but small innovations in the game's mechanics (see "The Devil's In The Details" sidebar) and the zero-dollar price tag should give it the momentum it needs to get off the ground and fly. Speaking of which, I've got a dead Superman to revive. ☺



**SUPERMAN IS DEAD...AGAIN. IT'S THE FIFTH TIME THIS MATCH**





**IDENTITY CRISIS** \\\ The map I played, Gotham Divided, was a standard three-lane arena that showed off the merging between the Mecha, Gaslight, and Prime universes. On one side was the Gotham I knew: bleak, disheveled, and foreboding. On the other was a factory-laden version of the city plagued by Venom-releasing vents and a steampunk blimp that had the Joker's grinning mug on it. I chose to push the top lane, slowly and methodically using Supes' heat vision and freezing breath to take out the opposing squad.



▲ **MEET MECHA SUPERMAN**  
Hailing from a universe where Clark Kent was killed by a drunk driver, Mecha Superman lives out his friend's ideals of truth and justice by protecting the innocent.

### THE DEVIL'S IN THE DETAILS \\\

*Infinite Crisis* distinguishes itself from the competition with two seemingly minor, yet surprisingly helpful features. First, minions drop currency when they're defeated. This allows support characters who usually avoid direct combat to be just as well armed as the team's brawlers. Second, obstacles aren't always problematic. Strongmen like Superman and Doomsday can whip an errant Humvee at opponents, while others can leap them in a single bound.



GAME DETAILS



HANDS-ON



INFINITE CRISIS

### INFO

Publisher: Warner Bros.  
Interactive Entertainment  
Developer: Turbine  
Platforms: PC

### RELEASE DATE

Late 2014

### MULTIPLAYER/ONLINE

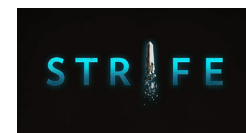
Five-on-five multiplayer

### GENRE

MOBA

### NOT OUT YET? PLAY THIS!

New to the whole "my hero can beat up your hero" genre? Try *Strife*!



### WHAT'S GREAT:

- ♥ The huge roster full of iconic superheroes
- ♥ The four new universes sound interesting
- ♥ It's free!



### WHAT'S NOT SO GREAT:

- ✗ Intended for comic-lovers who may not be MOBA experts
- ✗ *Another MOBA?*