

Battle Crush



FACTSHEET

Title	Battle Crush
Genre	Action Battle Brawler
Platform	Nintendo Switch, Steam (PC), Mobile / Cross-Play Support
Languages	Korean, English, Japanese, Chinese (Simplified), Chinese (Traditional), French, German, Spanish
Release Date	Spring 2024
Characteristics	<ol style="list-style-type: none"> 1. PvP brawler action game centered on strategic combat with easy controls 2. Unique battlefields and various game modes with up to 30 players 3. Characters inspired by mythical figures, each possessing unique skills

GAME DESCRIPTION

Battle Crush is a PvP brawler action game under development by NCSOFT (hereafter NC) and aiming to launch in the global market in the first half of 2024. The game will release on Nintendo Switch, Steam (PC), and mobile platforms, and it will additionally support the Cross Play feature which allows players to play the game with various control methods including controllers (Nintendo Switch), keyboard and mouse (PC), and touch screen (mobile). Battle Crush's business model is structured around Battle Passes. Players can earn Battle Passes through purchase and by playing the game and completing achievements. This allows players to customize the appearance of characters with

h costumes, weapons, actions, and more. Customization items do not affect the character's abilities.



Battle Crush is a game where the last man standing is declared the winner, having survived within a shrinking terrain while facing enemies. Its distinctive combination of user-friendly controls and strategic combat actions, which require the utilization of both terrain and objects, sets it apart from other games. Players can choose from various game modes and unique battlefields based on their tastes, such as Battle Royale, Brawl, and Showdown. The game's diverse characters, inspired by mythological figures like Poseidon, Urus, and Lops (Cyclops), also exhibit their individual charm through their unique skills.

KEY FEATURES

- **PvP brawler action game centered on strategic combat with easy controls.**

Through simple button inputs, players can utilize three types of attack techniques in game: Light Attacks, Strong Attacks, and Ultimates. Ultimates become available when the gauge is filled by using both Light and Strong Attacks. There are also defense techniques such as Dodge and Guard. Players become invincible for a short period when Dodge is used and can counterattack if timed correctly with the opponent's attack. Each attack/defense skill varies in distance, timing, and stamina consumption depending on the characters, allowing for strategic gameplay.



There are various combat strategies that can be utilized in Battle Crush. For example, successfully connecting all Light Attack combos will launch enemies into the air. The airborne characters will then be completely vulnerable to enemy attacks, resulting in significant damage. In response, players can tactically decide whether to execute mid-air recovery techniques or employ aerial attacks for a counteroffensive.



While exploring the diverse terrain of the battlefields, players can acquire equipment, including weapons, armor, and accessories, as well as consumables like potions and teleportation items. The outcome of combat is significantly influenced by the types of items players

possess. Therefore, securing victory requires players to acquire items faster than their opponents.

■ Unique battlefields and various game modes enjoyed by up to 30 players

In Battle Crush, the battlefield narrows gradually over time, forcing players to always stay on the move. However, by cleverly using this to their advantage, they can also knock opponents off of the battlefield to secure victory. Terrain and objects, such as walls that block projectiles, water in which you can swim, or bushes ideal for hiding from enemies, can also be ingeniously utilized to achieve victory.



Battle Crush features three game modes: Battle Royale, Brawl, and Showdown. In Battle Royale up to 30 players fight to determine the final winner. It can be played in Team mode, where three users participate as a team, or Solo mode, where each user competes individually. When playing Team mode, it's important to form your team with three characters that work well together in order to increase the chances of victory.

In the case of Brawl mode, a single user can select three different characters with which to fight. Set in a smaller map compared to Battle Royale, the excitement and tension of the battle is intensified. Various items that appear at regular intervals and take effect as soon as they are grabbed can turn the tide of the fight. As with Battle Royale, both team and solo modes are available.

Showdown is a one-on-one mode in a best 3-out-of-5 format. Before starting the game, players can plan their strategy by evaluating their opponents' character choice. After each round, the defeated player gets the chance to select an item before the next round begins, allowing for an unpredictable and fun experience until the very end.

■ **Characters with unique skills inspired by mythological figures**

While developing Battle Crush, NC has created characters inspired by mythological figures, such as Poseidon, Urus, and Lops (Cyclops). The game will have a roster of 15 launch characters for players to experience from the beginning. Each character possesses unique skills and each are divided into melee, ranged, tank, assassin, and support types, allowing players to make strategic choices depending on the game mode and team composition. Through the Battle Pass, players can also earn currency that can be used to customize the appearance and actions of the characters. The featured customization items do not bestow any gameplay advantage, their purpose being for players to express their individuality.



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