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Ready to do battle

[Mortal Kombat vs DC Universe Goes Gold](#)

Soon to be released

[Midway](#) is sending word that its upcoming Mortal Kombat vs DC Universe fighting game has gone gold and that the release dates have been nailed down for both the Xbox 360 and the PlayStation 3. In North America, the game will arrive on November 16 while in Europe, players will have to wait until November 21 in order to find out whether Superman can stop the impending invasion of the fighters from Mortal Kombat.

There isn't much to the plot of the game, as it is revealed through the recently released trailers. An unknown event, apparently powered by magic, pushes the Earth inhabited by the characters of the DC comics universe to begin merging with that inhabited by the heroes and villains of Mortal Kombat. Each side sees the other as being the aggressor and the fight begins although there's a more sinister evil threatening both sides.

For the first time, the game, which is trying a crossover with another intellectual property, is rated T for Teen, which means that some of the trademark violence that the series is well known for has been limited, mainly because DC Comics does not want its characters to appear hyperviolent. The result is the fact that heroes from DC will not perform Fatalities and will not kill their enemies. Instead, players will have to settle for Brutalities which result in the victim being abused in many ways. I hear [The Joker's finishing move](#) is quite something. The creators of the game had to submit three different variants to the ESRB in order to get one approved for use in the game.

While I still wonder why they did not include series icons like Reptile and Goro, I can barely wait to boot up the game, choose Sub Zero and then go around freezing DC heroes.