



SMITE is the online battleground of the gods. Players choose from a diverse cast of deities and use their unique powers to triumph over the opposition in 5v5 team matches. SMITE is a new take on the MOBA genre; rather than observing from above the action, the game's third person perspective puts players into the thick of combat. Instead of clicking the mouse to move, players use the familiar WASD keys to move and fight their way through SMITE's dynamic battlegrounds.



KEY FEATURES

BE A GOD

Cut through your enemies, encase them in ice, or drown them in a vortex of souls. Assume direct control of your godlike avatar and experience the MOBA genre up close with the game camera directly behind your character.

Choose from a long list of well-known and more obscure gods, each with their own history, special abilities and unique play style.

THIRD PERSON CAMERA

Unlike traditional MOBAs the action in SMITE is experienced up close from a third person perspective. As you play SMITE you will feel the intensity of each battle as well as the need to be aware of your surroundings.

TACTICAL GAMEPLAY

Master and use your godlike abilities to fulfill key roles such as damage dealer, tanking, crowd control, and support. Explore the map and defeat NPC enemies for increased gold and buffs that help both you and your allies. Then deny your opponents victory with perfectly-timed stuns and calculated ambushes.

POWER UP

Within a single match, your god levels from 1 to 20, causing your abilities to gain strength. You can purchase in-game items and consumables to benefit your god and complement your personal play style – whether it's buffing your Magical power, Physical power, Defense or Utility capabilities.

CALCULATED STRIKES

Every attack in SMITE is a skill shot that you control. Ranged attacks are carefully aimed, melee attacks properly positioned, and Area of Effect damage must be ground-targeted. Predict your enemies' movements and hit your mark for maximum effect in fast-paced combat.

FREE-TO-PLAY

Everything affecting gameplay in SMITE can be earned simply by playing the game. Players have access to an initial set of playable gods for free, while additional gods are unlocked through gameplay time or more quickly through micro-transactions. Cosmetic skins can be purchased for further customization.



MULTIPLE WAYS TO PLAY

CONQUEST

Traditional MOBA gameplay. Three lanes, minions, towers, Phoenixes, and a Titan boss battle.

ARENA

Casual Team Deathmatch. Defeat enemy players to reduce their tickets and win.

ASSAULT

All Random, All Middle. Assault is a casual game mode that randomly picks your god for you and features one giant lane rather than three.

JOUST

Joust is a 1v1 or 2v2 or 3v3 face-off. Take your opponent head on in a quick one lane match.

SIEGE

This 4v4 mode features two lanes and hulking siege monsters that charge the enemy lines when your team accumulates enough points.

MATCH OF THE DAY

Each day brings a new thematic battle with special rules. Look here for interesting matches each time you log in.

SMITE also features a Tutorial and various Practice Modes for an easy introduction to new players.

DEVELOPER

Hi-Rez Studios was established in 2005 to create exceptional online interactive entertainment.

In February 2010, the company released their first title, the squad-based shooter MMO, Global Agenda. The studio's next game, the high speed sci-fi FPS Tribes: Ascend, was released in April 2012. The team's latest AAA free-to play-game, the action-MOBA title SMITE, was released on March 25th 2014.

For more information, please visit hirezstudios.com or send an email to press@hirezstudios.com.

