Mortal Kombat X

* Developed by NetherRealm Studios
* Published by Warner Bros. Interactive Entertainment
* Fighting Genre
* Released on PS4, Xbox One and PC
* 33 playable characters (25 on-disc, 8 DLC)

PROS:

* Stunning graphics
* Brilliant “popcorn-munching, bone-crunching” story mode
* Crammed with long-term hooks, online and offline (Towers, Test Your Luck etc.)
* Great character roster with cool variations (different fighting styles)

CONS:

* Fighting can feel oddly detached or separated
* Have to pay extra for specific MK stars (Jason Voorhees, Predator, Alien, Leatherface, Triborg, Tanya, Tremor and Bo Rai’Cho)

Mortal Kombat X is all about giving players reason to keep coming back, and whether you want to play single-player, online or versus against friends, it’s extremely compelling. All too often fighting games are a flash in the pan, where you spend a weekend working through the solo modes then rely on versus and multiplayer for long-term depth. Mortal Kombat X keeps you coming back across all modes; it’s as much fun to dip in and out of on your own as it is to play winner stays on in a room full of mates.

The plot is preposterous, following the continuing wars within and between the EarthRealm, NetherRealm and Outworld, but its preposterous in a lovably Mortal Kombat way. It’s melodramatic, soapy and ridiculous, creating a world where everything from civil unrest to inter-dimensional conflicts to failed family relationships can be settled through one-on-one fisticuffs, but it’s a lot of fun.

What’s more, it’s seamless. Cut-scenes keep the action moving between bouts without a loading screen to spoil the immersion, and NetherRealm has chosen to make some of these interactive through quick-time events. Personally, I pretty much hate QTEs, yet Mortal Kombat X gets away with them by making the consequences entertaining but not particularly crucial. A character might get hurt or not, or executed painfully, or not, but it doesn’t really matter either way.

Fighting not as fluid as past titles (mainly MK9).

Mortal Kombat X combines cinematic presentation with all new gameplay to deliver the most brutal Kombat experience ever, offering a new fully-connected experience that launches players into a persistent online contest where every fight matters in a global battle for supremacy. For the first time, Mortal Kombat X gives players the ability to choose from multiple variations of each character impacting both strategy and fighting style. Players step into an original story showcasing some of the game’s most prolific characters including Scorpion and Sub-Zero, while introducing new challengers that represent the forces of good and evil and tie the tale together.