

Mortal Kombat 11

Mortal Kombat is an American [media franchise](#) centered on a series of [video games](#), originally developed by [Midway Games](#) in 1992. The development of the first game was originally based on an idea that [Ed Boon](#) and [John Tobias](#) had of making a video game starring [Jean-Claude Van Damme](#), but as that idea fell through, a [fantasy-themed fighting game](#) was created instead, nonetheless paying homage to him with nut-cracking movie star character [Johnny Cage](#) (JC is almost JCVD). ***Mortal Kombat*** was the first ever fighting game to introduce a secret fighter, reached if the player fulfilled a set of requirements.

The original game has spawned [many sequels and spin-offs](#) consisting of several [action-adventure games](#), as well as a comic book series and a card game. Film producer [Lawrence Kasanoff](#) licensed the rights to the game in the early 1990s and produced the first hit movie ever made from a video game. Lawrence also produced the second movie, animated TV series, live-action TV series films, the first one million platinum-selling album and a live-action tour. ***Mortal Kombat*** has become the most successful fighting franchise in the history of video games and one of the [highest-grossing media franchises of all time](#).

The series has a reputation for high levels of violent content, including, most notably, its [Fatalities](#) (finishing moves allowing the player to finish off their defeated opponent). [Controversies surrounding *Mortal Kombat*](#), in part, led to the creation of the [ESRB](#) video game rating system. Early games in this series were also noted for their realistic [digitized sprites](#) and an extensive use of [palette swapping](#) to create new characters. Following Midway's bankruptcy, the ***Mortal Kombat*** development team was acquired by [Warner Bros. Entertainment](#) and turned into [NetherRealm Studios](#).