

= Mortal Kombat ( 2011 video game ) =

Mortal Kombat is the ninth main installment in the Mortal Kombat series of fighting video games . It is a reboot of the franchise and was developed by NetherRealm Studios and published exclusively by Warner Bros. Interactive Entertainment . The game was released for the PlayStation 3 and Xbox 360 systems in April 2011 , and a PlayStation Vita port was released in May 2012 . An expanded version of the game , titled Mortal Kombat : Komplete Edition , was released for Xbox 360 and PlayStation 3 in February 2012 and for Microsoft Windows in July 2013 .

Although beginning during the events of Mortal Kombat : Armageddon , the plot is a retcon to the earliest period in the Mortal Kombat series , the trilogy of Mortal Kombat , Mortal Kombat II and Mortal Kombat 3 . The storyline involves the divine protector of Earth , Raiden , attempting to change the aftermath of the events of Armageddon by contacting his past self as he faces defeat at the hands of the evil emperor of Outworld , Shao Kahn . While having characters and levels rendered in three @-@ dimensions , the gameplay distances itself from the fully 3D graphics one seen in the last four games , bearing closer resemblance to that of the 2D era of the series , using a camera that is perpendicular to the two @-@ dimensional playing field .

Upon release , Mortal Kombat received very positive reviews and won several awards for fighting game of the year . It was also a commercial success , selling more than two million copies in the first month alone . Due to its extremely violent content , the game was banned in Australia due to the lack of appropriate ratings category , and South Korea , and it has been reportedly indexed in Germany ; the Australian ban was later lifted due to the introduction of an R18 classification and the game was released with many other R rated games in May 2014 . Mortal Kombat was followed by the sequel Mortal Kombat X in 2015 .

= = Gameplay = =

Principal gameplay involves one @-@ on @-@ one 2.5D style fighting . Mortal Kombat uses a single two @-@ dimensional fighting plane ( at 60 frames per second ) , although characters are rendered in three @-@ dimensional fashion , intended to give depth and range to portrayals of various projectiles . Unlike previous Mortal Kombat games , four buttons on the game controller represent attacks and are each linked to a corresponding limb .

A new feature is the " super meter " , which can be charged by various actions during battle such as performing special moves , getting blocked by the opponent , or getting hit by them . The super meter can be charged to three levels , each of them enabling a different action to be performed . At the first level , it can be used to deliver an enhanced version of one of the character 's special attacks ; two levels can be used to interrupt a combo attack , and the full three levels allow for the delivery of a special attack called an " X @-@ ray move " . The X @-@ ray move unleashes a series of attacks during which the game provides an internal view of the character being attacked , which shows their bones and organs being broken or ruptured .

Extra features include a story mode during which the player plays as multiple characters , a Fatality training mode ( allowing players to practice executing finishing moves ) , the Challenge Tower , tag team fighting , and an online mode . The Challenge Tower mode is a single @-@ player option that includes 300 specific challenges of various difficulties providing currency rewards upon completion ; players have the option of using in @-@ game currency to bypass other difficult challenges , completing them later . Among the various challenges are " Test Your Might " ( rapidly pressing buttons and using specific timing to destroy blocks of varying difficulty ) , " Test Your Sight " ( following an object hidden under a cup or skull and revealing the object after a shuffle ) , " Test Your Strike " ( destroying a specific block in a stack ) and " Test Your Luck " ( fighting under certain conditions , such as no jumping ) . The four @-@ player tag @-@ team feature is an original feature , allowing two players to play together . During tag gameplay , two new types of attacks become available . The first of them is the " tag assist " attack , in which the off @-@ screen character temporarily jumps in and performs certain attacks during the active character 's combo . The other is the " tag kombo " , in which the active character performs a combo that is finished by the off @-@

screen character as they enter the fight .

The online mode includes a " King of the Hill " option , where up to eight players can act as spectators and play the winner of a fight . Spectators may also rate the fights and use the " forum " to determine how to perform various combos or moves observed during a fight . A single @-@ use online pass is also included with the game which is mandatory to access the online components . Online passes are also available from the PlayStation Store and Xbox Live Marketplace .

There is also a PlayStation 3 @-@ exclusive 3D display mode , for which 3D glasses are not necessary .

= = Plot = =

The game 's director , Ed Boon , described it as an altered re @-@ telling of the events of the first three Mortal Kombat games ( Mortal Kombat , Mortal Kombat II and Mortal Kombat 3 ) :

" Raiden is about to be killed by Shao Kahn , and just before he delivers the last blow , Raiden sends a mental message to his earlier self by saying that he must win , and the camera rewinds back to Mortal Kombat 1 . The Raiden from Mortal Kombat 1 then gets the message and experiences a premonition . The game then spans Mortal Kombat 1 , 2 , and 3 , retelling the story with an enlightened Raiden , who has changed the course of events . Eventually , everything the player has seen happen before ? Liu Kang winning , Lin Kuei turning into cybernetic ninjas , has been altered . You might see a cybernetic character who wasn 't before , and a different version of events . "

= = = Story = = =

Following the events of Mortal Kombat : Armageddon , both the forces of light and darkness have been wiped out , with only the thunder god Raiden and the Outworld emperor Shao Kahn remaining to represent their parties . A severely weakened Raiden is about to be killed by Shao Kahn , but casts a last @-@ minute spell on the shattered pieces of his magical amulet , directing it to contact his past self with the vague message " He must win " .

During the events of the first tournament hosted by Shang Tsung , the past version of Raiden sees visions of the future courtesy of his cracked amulet . Raiden initially comes to the conclusion that fighter Liu Kang is to win the tournament and save Earthrealm from Outworld . Pivotal characters such as Johnny Cage , Sonya Blade , Jax Briggs , Sektor , Cyrax , Nightwolf , Kitana , Jade , and Sub @-@ Zero are introduced , the latter being killed by the hellspawn Scorpion . In time , Liu Kang becomes the only remaining Earthrealm contestant , and succeeds in defeating the Shokan Prince Goro , as well as Shang Tsung . However , Raiden 's amulet continues to deteriorate , a sign that future events remain unchanged . Disappointed with Shang Tsung 's failure , Shao Kahn orders his execution , but relents when the sorcerer suggests holding the second tournament in Outworld . Raiden initially refuses , but is forced to relent when Shang Tsung threatens to unleash Outworld 's armies upon Earthrealm .

As each of the Earthrealm warriors are defeated , the younger Sub @-@ Zero ( originally named Tundra , who adopts the moniker Sub @-@ Zero to honor his fallen brother ) and Smoke arrive in Outworld on Lin Kuei terms , who are also fighting in the tournament . They are pursued by cybernetic Lin Kuei assassins , including Sektor and Cyrax , who attempt to take them back to Earthrealm for automation . Raiden attempts to change the timeline by rescuing Smoke from his transformation , but as a result , the younger Sub @-@ Zero is automated in his place . Also during this time , Kitana uncovers the existence of Mileena , a mutant clone of herself crafted by Shang Tsung on Shao Kahn 's orders . Infuriated by the betrayal , Kitana defects from Kahn and joins the Earthrealm warriors , with Jade following her later on . In the final round of the tournament , Raiden once again tampers with the timeline by substituting Kung Lao for Liu Kang , the original winner of the Outworld tournament , as the champion of the second tournament . Shao Kahn , however , kills Kung Lao near the end of the tournament , with Liu Kang retaliating and mortally wounding the Outworld emperor . Raiden notes the timeline is still unaffected as his amulet continues to

deteriorate .

Healed by the sorcerer Quan Chi , Shao Kahn enters into an alliance with the Netherrealm and has Quan Chi resurrect his wife , Sindel . In doing so , they nullify the ward that prevents Kahn 's access to Earthrealm , initiating a full @-@ scale invasion . Shortly afterwards , Raiden prevents the death of Johnny Cage by slaying Motaro . Joined by fighters Kurtis Stryker and Kabal , the Earthrealmers attempt to stop Kahn 's invasion , but many of them are killed by Sindel , who had been vastly empowered by the souls extracted from Shang Tsung 's body , thus killing the sorcerer . Kitana is then overpowered by Sindel 's new strength and is brutally beaten . Kitana , critically injured , pleads to her mother that Shao Kahn has corrupted her , but Sindel ignores and attempts to finish her off . Nightwolf , however , comes in time to stop Sindel and sacrifices himself to kill her . Raiden confronts Quan Chi and , learning of the alliance with Kahn , he realizes that the message " He must win " refers to Kahn himself ? if he is allowed to merge Outworld and Earthrealm , he will be punished by the Elder Gods for a violation of the Mortal Kombat code for taking a realm without winning the tournament . Liu Kang , however , blames Raiden for the death of their allies and attacks an approaching Shao Kahn . In an attempt to change history , Raiden accidentally kills Liu Kang . Grief @-@ stricken , Raiden " surrenders " to Shao Kahn . The Elder Gods intervene , restoring Raiden 's strength which he in turn uses to defeat and punish Kahn for breaking the Mortal Kombat code .

After defeating Kahn , Raiden vows to rebuild Earthrealm with survivors Johnny Cage and Sonya Blade . Quan Chi is then revealed to be an agent of Shinnok , who intends to take advantage of the chaos and the elimination of Kahn to conquer both Outworld and Earthrealm in the name of the Netherrealm .

= = = Characters = = =

^ a PlayStation exclusive ^ b Available as downloadable content or as part of the Komplete Edition  
^ c Boss character ( nonselectable ) ^ d Secret character

= = Development = =

In a November 2008 interview , Ed Boon stated that game sales for Mortal Kombat vs. DC Universe would dictate what features would appear in " the next game " . In 2009 , Midway Games Chicago filed for bankruptcy and was purchased by Warner Bros. Interactive . This led the game to be developed by NetherRealm Studios , becoming the first installment in the series to be published exclusively under the Warner Bros. label . On June 18 , 2009 , Boon confirmed on his Twitter page that developers were performing motion capture for the game and that it would not feature superheroes . Dan Forden was also expected to return as the music composer for the game . In late 2009 , Boon stated that the franchise was returning to its bloody origins and that the production team were aiming for a " Mature " rating , as opposed to the " Teen " on the previous game . Boon also showed concern about content being classified under the " Adults Only " rating .

Mortal Kombat was officially revealed on June 10 , 2010 with a release for the Xbox 360 and PlayStation 3 in 2011 . It was revealed at the Sony E3 press conference that Mortal Kombat would be 3D compatible , and Boon said that in dealing with the 3D capability , more attention to detail was required so as to not obstruct the gameplay . Boon said that the extras mode from previous games ( " The Krypt " ) would return with an " elaborate and sophisticated unlocking system " and put " the other games in the series to shame . " He also said they intended for Mortal Kombat to be accessible to the casual player and more " engaging " , with experts on the fighting genre consulted . New features were made to create a deeper fighting experience . Some mild humorous elements were also included , such as the Babality finishing moves . At the time , Boon said that the production team were considering a PC port of Mortal Kombat as " there seems to be a market for [ PC games ] in Europe . "

Mortal Kombat runs on a heavily modified version of the Unreal Engine 3 , similar to the engine used by its predecessor , Mortal Kombat vs. DC Universe . Developers recreated the entire fighting

engine so that it was restricted to a two @-@ dimensional plane of fighting , with senior producer Hans Lo stating at gamescom 2010 that the change from 3D gameplay to 2D was advantageous for Mortal Kombat , as it increased graphical detail for characters and arenas and improved gameplay speed . Another new mechanic is the inclusion of " blood physics " ( blood loss is portrayed as being more natural and being clearly visible on characters or surroundings ) . Developers stated that online gameplay for Mortal Kombat would be a main priority , declaring interest in capabilities to link the player 's progression feed to their accounts on social networking websites such as Facebook and Twitter , and recreate the feel of socializing with players in an arcade .

According to Dave Pindara , one of lead artists for Mortal Kombat , environments were developed to create active objects and effects such as " scripted cinema events " , " dynamic lighting effects " and " characters and objects that animated and reacted to the fights . " Arena development began with 18 arenas , but development of environments with different times of day and original arenas related to the plot scaled up arena development to roughly 30 arenas . One unique feature is included with each stage such as " The Desert " which has a " sand tech " , allowing for realistic sand motion during characters ' interaction . Dan Forden , lead sound designer , said the intent was to create a " cinematic game audio experience " . Sound effect design included use and enhancement of the " bone @-@ crunching audio design " of previous titles and , while the " dynamic experience " was vital , small details such as the " rustling of fighter 's clothes " and background sounds were also included . Music for each stage was similar to previous games but with " a completely new arrangement " .

Boon said that there was a focus on including characters from the first three Mortal Kombat games and that " if you have a favorite character from those games , you 're probably going to see him or her in the game . " The game 's developers stated that the characters had been designed with the intent to make each character unique ? each having his or her own individual stance , victory pose and Fatality with no shared animations . Lead designer John Edwards said that characters are differentiated by features such as power and speed . Producer Shaun Himmerick said that the internal and external character design required " two months or ten weeks " . Boon said that an exclusive character was planned for the Xbox 360 version , but " unfortunately , the circumstances didn 't allow us to make a 360 exclusive . " Ed Boon mentioned that Marcus Fenix of the Gears of War franchise was considered for the Xbox 360 version as the console guest fighter . He also said they were in talks to include Sweet Tooth from Sony 's Twisted Metal franchise .

On April 5 , 2011 , Warner Bros. Interactive Entertainment and NetherRealm Studios announced Mortal Kombat was finished and ready for mass production , with pre @-@ orders having gone " gold " . Asked what would be the correct way to call it , for example " MK9 " or " MK2011 " , Boon answered he would say " The Mortal Kombat game they rebooted in 2011 . "

= = Release = =

= = = Promotion = = =

On August 31 , 2010 , a teaser trailer " Shadows " debuted on IGN , featuring a track " Another Way to Die " from the band Disturbed 's album Asylum . On September 28 , 2010 , the slogan " Kombat Begins In ... " appeared with a clock counting down on the Mortal Kombat official website , the countdown ending on Monday October 11 , 2010 . At the conclusion of the countdown , a link to the Facebook page was added to the website and an accompanying Facebook application was also released that showcased a teaser trailer for the game .

On October 4 , 2010 , the " Environment Bio " trailer of the Mortal Kombat arena , The Pit , was released to explain the in @-@ game backstory on its origins and evolution . Similar videos featuring The Living Forest , the Dead Pool , and Kahn 's Coliseum were released afterward , also explaining background information on the stages . In a similar fashion , character profile videos were released for Scorpion , Sub @-@ Zero , Mileena , Liu Kang and Raiden . In April 2011 , Playboy models Jo Garcia and Brittney Palmer ( dressed as Mileena and Kitana , respectively ) promoted the

game in a sponsored vlog advertisement . In April 2011 , Bespoke Arcades created a series of arcade machines to promote the game at the Gadget Show Live 2011 . In April 2012 , two live @-@ action cosplay trailers featuring Rachelle Glover ( Kitana ) and Danni Levy ( Mileena ) were released ; they were later combined into one commercial video titled " Fight Anywhere " .

On March 8 , 2011 , a demo version of the game was released for download globally , initially exclusively for PlayStation Plus members . The demo ( an arcade ladder with single- or two @-@ player capability ) showcases four characters ( Johnny Cage , Mileena , Scorpion and Sub @-@ Zero ) and the stages The Living Forest and The Pit . Performance Design Products sponsored the inaugural National Mortal Kombat Championship , which took place in Las Vegas in May 2011 . Mortal Kombat was also internationally presented in the 2011 Evolution Championship Series ( Evo ) , being recognized as a " main tournament fighting game " . Professional gamers Justin Wong ( winner of the PDP championship ) and Carl ' Perfect Legend ' White ( the Evo 2011 champion ) spoke positively of Mortal Kombat 's place in future tournament events .

= = = Retail versions = = =

Mortal Kombat was available for pre @-@ order in three different editions : Standard , Kollector 's Edition ( includes a copy of the game , art book , Sub @-@ Zero and Scorpion figurine bookends and a downloadable content ( DLC ) skin , dubbed a Mortal Kombat Klassic costume ) , and the Tournament Edition ( includes a fight stick controller instead of the bookends and art book ) . A European version of the Kollector 's Edition was also released , which includes the game , art book , a Scorpion & Sub @-@ Zero figurine , a Steelbook case and downloadable skins .

In the United States , pre @-@ orders at retailers Toys " R " Us and Wal @-@ Mart were provided with classic Mortal Kombat skins for Kitana and Mileena , modeled after their Ultimate Mortal Kombat 3 appearances . A classic Jade skin ( also using her UMK3 model ) was also included with preorders of Mortal Kombat or Mortal Kombat : Annihilation on Blu @-@ ray ( both released April 19 , 2011 ) . GameStop , Best Buy and Amazon.com also participated in preorder bonuses and included classic costumes and Fatalities for Scorpion , Sub @-@ Zero and Reptile respectively . Mortal Kombat @-@ themed costumes were also provided for the owners of Xbox 360 avatars who preordered any version of the game .

= = = Downloadable content = = =

Netherrealm Studios released the Klassic DLC pack ( containing the classic outfits and Fatalities that were exclusive to pre @-@ order deals ) on June 7 , 2011 . Downloadable characters include Skarlet ( a red female character based on a rumor about Mortal Kombat II ) , Kenshi ( first introduced in Mortal Kombat : Deadly Alliance ) , Rain ( first seen in Ultimate Mortal Kombat 3 ) , Kratos from the God of War series , and Freddy Krueger from the A Nightmare on Elm Street franchise . A free compatibility pack is available alongside each character that contains " klassic " skins for two characters and is available to all players . A " Season Pass " available to Xbox 360 users offered the first four DLC characters together at an overall discounted price . Warner Bros. is one of the first game companies that introduced the concept of season pass : a long term , pre @-@ paid , post @-@ launch downloadable content plan .

= = = PlayStation Vita port = = =

The PlayStation Vita version of Mortal Kombat was announced on January 18 , 2012 . It was released on May 1 , 2012 in North America and on May 4 in Europe . The Vita version of the game includes all the features from the PlayStation 3 version of Komplete Edition , and adds new costumes and a new Challenge Tower that are not available in the console versions , as well as touchscreen controls for finishing moves and other exclusive features .

= = = Komplete Edition = = =

On January 9 , 2012 , Warner Bros Interactive Entertainment announced Mortal Kombat : Komplete Edition . This version was released for the Xbox 360 and PlayStation 3 on February 28 , 2012 in North America and on March 2 in the United Kingdom , and consists of the game with all of the downloadable content released for it . The North American release also includes download codes for the album Mortal Kombat : Songs Inspired by the Warriors , as well as the 1995 film Mortal Kombat ( available via the PlayStation Store or Xbox Live ) .

In May 2011 , Ed Boon hinted on his Twitter account that a Mac version of the game was more likely than a PC one . By February 2012 , developers stated there were no immediate plans for a PC version , but were " gauging interest " . On May 22 , 2013 , it was announced that the Komplete Edition would be released for Windows on July 3 , 2013 . Initially , the game became only available through Steam but a retail version followed during the first days of August .

= = Reception = =

= = = Critical reception = = =

Prior to the game 's release , Techtree listed Mortal Kombat as " one of the reasons for people to own a gaming console in 2011 " , with PC Magazine and 2D @-@ X editor Jeffrey L. Wilson claiming this was one of the most anticipated titles of E3 2010 . The E3 2010 showcase version of Mortal Kombat received the Best Fighting Game of E3 and Best Stage Demo of E3 awards by GameSpot , and the Best Fighting Game of E3 award by GameTrailers . Later , Mortal Kombat won several Game of the Year type awards for the best fighting game of 2011 ; some of them are listed in the table on the right .

" Mortal Kombat " has received critical acclaim . GameZone 's David Sanchez considered describing Mortal Kombat as " a fitting reboot for the series " to be an understatement , as " while offering plenty of nostalgia " the game is also " a major step up for the series " . Andrew Reiner of Game Informer called it " the best Mortal Kombat yet . " According to Mark Waltron of GameSpot , " over @-@ the @-@ top , bloody , and bursting with content , Mortal Kombat is a return to form for the franchise . " IGN 's Ryan Clements called it an " amazing " game that " combines the novelty of extreme violence with a great fighting engine . " Neidel Crisan of 1UP.com stated it " has simply set the standard for future fighting games to follow . " Eurogamer 's Matt Edwards was more critical of the game , but added that " to judge Mortal Kombat harshly simply because it isn ' t the equal of BlazBlue or Street Fighter IV on a technical level would be unfair to what the game does right . " Brett Elston of GamesRadar was also more cautious in his review , stating it is " a successful sequel that both reboots and redeems the wayward series , though it ' s not a flawless victory . "

Mortal Kombat 's gameplay was generally well received due to its balance , violence and use of what GameTrailers called a " classic 2D template " . Reiner wrote that " the only area where Mortal Kombat feels antiquated is in its AI . " Waltron praised the game for having " one of the most in @-@ depth story modes to grace a fighting game . " Crisan compared it to " watching a full length CG movie " , and said that while " incredibly corny , it 's also oddly addicting " due to its over @-@ the @-@ top plot . One complaint concerned the shifting levels of difficulty in the game 's story mode , described by Clements as forcing the player " to fight cheap tactics with cheap tactics . " According to Elston , " character balance , inconsistent detection and a stingy coin reward system drag down an otherwise bloody good time . "

According to Ed Boon , during its release month , Mortal Kombat sold two million copies between both PlayStation 3 and Xbox versions . Warner Bros. Interactive Entertainment , publisher of NetherRealm Studios ' Mortal Kombat , reported that Mortal Kombat had sold close to three million units as of August 2011 . According to Warner Bros. , this covered the cost of the entire Midway asset acquisition . One year after the game 's release , GameZone 's Sanchez stated that Mortal Kombat has still remained " the best fighter currently on the market , " calling it " today 's greatest modern fighter " and " one of the most compelling fighters to come along in years . "

The PlayStation Vita version of the game was also well received . Dan Ryckert of Game Informer called it " the most complete version of Mortal Kombat available , " while Brett Zeidler of Destructoid hailed it as " a perfect example of keeping the best graphical fidelity possible and including an already astronomical amount of content . " According to Walton , " despite a few control issues " regarding tag team combos , " Mortal Kombat on the Vita is every bit the great and gruesome fighter as its console counterparts . " Steven Hopper of IGN recommended this " great port " for those who did not play the original release enough .

The PC version of Mortal Kombat : Komplete Edition was well @-@ received despite being released two years later than the console versions ; the PC version received an 82 / 100 Metascore on Metacritic , with users of the same site rating it an average score of 8 @.@ 9 / 10 . In August 2013 , questioned about the sales performance of the Windows version of the game , Boon tweeted that it was " WAY , WAY above expectations " .

= = = Controversy = = =

In February 2011 , the game was refused classification by the Australian Classification Board due to " violence that exceeds strong in impact " . Warner Bros. unsuccessfully appealed the decision to the Classification Review Board , who ruled " the impact of the violence in Mortal Kombat is higher than strong and thus could not be accommodated within the MA15 + classification . " The Australian Customs and Border Protection Service listed the game as a prohibited item and the Australian Minister for Home Affairs Brendan O 'Connor asked to be briefed on the Mortal Kombat decision , citing " public disquiet on the issue " . In 2012 , the Vita version of Mortal Kombat was banned in Australia as well . A spokesperson for Warner Bros. commented : " We felt that because of the Vita 's size , the smaller screen would minimise the impact of the violence in the game and we felt it might fit within the MA15 + category . Obviously , the Classification Board of Australia did not agree . " In 2013 , however , following the introduction of an R18 + classification , Mortal Kombat was released uncensored on May 1 , 2013 , with the R18 + rating .

Mortal Kombat was also indexed in Germany by the Federal Department for Media Harmful to Young Persons due to " drastic representations of violence , " and was banned in South Korea due to its excessive depiction of blood and gore .

= = Sequel = =

A sequel for the game , Mortal Kombat X , was developed by NetherRealm Studios for the PC , PlayStation 4 , and Xbox One and was released in April 2015 .