*Latest Videogame in NetherRealm Studios' Award-Winning Franchise Delivers the Most Personalized Mortal Kombat Experience Ever*

*Time-Bending New Cinematic Story Continues the Epic Saga that is More than 25 Years in the Making*

BURBANK, Calif.--(BUSINESS WIRE)-- Warner Bros. Interactive Entertainment today announced that ***Mortal Kombat 11***, the latest entry in the renowned franchise from award-winning NetherRealm Studios, is now available for PlayStation®4 computer entertainment system, PlayStation®4 Pro computer entertainment system, the Xbox One family of devices including the Xbox One X, Nintendo Switch™ system and PC.

***Mortal Kombat 11*** follows the events of *Mortal Kombat X* and introduces a time-bending narrative bringing together iconic characters from different *Mortal Kombat* eras, along with various franchise-first fighters, culminating in the ultimate generational clash as current characters collide with their past selves. ***Mortal Kombat 11*** also debuts the innovative Custom Character Variation System, which offers nearly infinite customization options for players, providing a deeper and more personalized experience than ever before.

To view and share the ***Mortal Kombat 11*** **Official Launch Trailer**, visit: https://go.wbgames.com/MK11LaunchTrailer

To download the ***Mortal Kombat 11*** **Official Launch Trailer**, visit: https://go.wbgames.com/MK11Launch

"After more than 25 years, the *Mortal Kombat* franchise has never been more relevant and continues to get stronger, thanks to the talented team at NetherRealm Studios and the passionate community," said David Haddad, President, Warner Bros. Interactive Entertainment. "With today's launch of ***Mortal Kombat 11***, the NetherRealm team has created the most personalized *Mortal Kombat* experience yet, coupled with best-in-class gameplay, iconic characters and an immersive, cinematic story that is sure to excite both fans and new players."

"The entire team at NetherRealm Studios has been hard at work on ***Mortal Kombat 11***, and we're excited to see players around the world finally get their hands on the game," said Ed Boon, Creative Director, NetherRealm Studios. "***Mortal Kombat 11*** introduces more ways to customize your favorite fighters than ever before, new gameplay modes, franchise-first characters and of course our time-bending new story that both fans and new players will enjoy."

In ***Mortal Kombat 11***,the story continues as Raiden's defeat of the evil Elder God Shinnok has drawn the ire of Kronika, the Keeper of Time, and upset her desired balance between good and evil. To restore stability in the realms, Kronika has only one option – rewind time to its beginning and restart history. Through the immersive story mode, players take on the role of various fighters from past and present *Mortal Kombat* eras, who must join forces to defeat Shao Khan's Outworld armies and solve the temporal crisis at stake.

***Mortal Kombat 11*** features a robust roster of new and returning fighters with unique abilities and Fatalities. UFC champion, Olympic medalist and WWE superstar Ronda Rousey takes on the role of Sonya Blade, alongside multiple fan-favorite characters, including Scorpion, Raiden, Sub-Zero, Liu Kang, Kung Lao, Johnny Cage, Cassie Cage, Jax Briggs, Jacqui Briggs, Kitana, Skarlet, Baraka, Kano, D'Vorah, Kabal, Jade, Erron Black, Kotal Kahn, Noob Saibot, Frost and Shao Kahn. They are joined by a variety of franchise-first fighters such as Geras, a powerful servant of Kronika who can manipulate time; Cetrion, the Elder Goddess of Virtue and Guardian of Life; and The Kollector, a corrupt enforcer and loyal associate of Shao Kahn.

***Mortal Kombat 11*** is packed to the brim with multiple modes for all players, including the Towers of Time, which builds upon NetherRealm's past gameplay experiences and allows players to test their skills through various challenges, providing more ways than ever to continue the fight. The Krypt also makes a return as part of Shang Tsung's mysterious island, allowing players to explore and interact with the environment in new ways, while unlocking rewards that can be used in other modes of the game.

The ***Mortal Kombat 11*** Standard Edition is available for $59.99 (SRP). The ***Mortal Kombat 11*** Premium Edition is available for $99.99 (SRP), including the base game and the Kombat Pack which feature six new downloadable content (DLC) playable characters, one-week early access to DLC characters, seven exclusive character skins and seven sets of gear. The ***Mortal Kombat 11*** Kollector's Edition is available for $299.99 (SRP), including the main game, Kombat Pack, Scorpion mask bust, exclusive steel case, commemorative magnet coin and authenticity plate. Shang Tsung is one of six playable DLC fighters included in the Kombat Pack. Actor Cary-Hiroyuki Tagawa is lending his voice and likeness to the popular character that he portrayed in the classic 1998 *Mortal Kombat* film.

Players can also experience ***Mortal Kombat Mobile***, available as a free download on the App Store and Google Play. Players can link ***Mortal Kombat 11*** to the mobile game and unlock a special pack with a guaranteed ***Mortal Kombat 11*** character. To learn more, follow ***Mortal Kombat Mobile*** on Twitter (@MKMobileGame) and Facebook (MKMobileGame).

To learn more about ***Mortal Kombat 11***, please visit www.mortalkombat.com or join the community conversation on Facebook (MortalKombat), Instagram (@MortalKombat), Twitter ( @MortalKombat), Twitch (NetherRealm), YouTube (Mortal Kombat), Discord (MortalKombat) or Reddit (MortalKombat).

**About Warner Bros. Interactive Entertainment**

Warner Bros. Interactive Entertainment, a division of Warner Bros. Home Entertainment, Inc., is a premier worldwide publisher, developer, licensor and distributor of entertainment content for the interactive space across all platforms, including console, handheld, mobile and PC-based gaming for both internal and third-party game titles.

**About NetherRealm Studios**

NetherRealm Studios is a leader in the development of interactive entertainment, and the creator of the billion-dollar *Mortal Kombat* franchise. *Mortal Kombat* has spawned two theatrical films, multiple television series, and has sold over 42 million games to date. Located in Chicago, Illinois, the award-winning NetherRealm team has been working and creating games together since 1992. Additional information about NetherRealm Studios can be found at www.netherrealm.com.

*Mortal Kombat 11* ©2019 Warner Bros. Entertainment Inc. Developed by NetherRealm. All other trademarks and copyrights are the property of their respective owners. All rights reserved.

*Mortal Kombat*, the dragon logo, NetherRealm Studios, NetherRealm logoand all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc.

WB GAMES LOGO, WB SHIELD: ™ & © Warner Bros. Entertainment Inc.

***** These videos/trailers may only be displayed if it is behind an age-gate that: (1) is age-neutral (i.e., requires the user to input their date of birth or select it from a drop-down bar); (2) employs reasonable technical measures to keep underage users from re-entering their age after initially being denied access; and (3) does not display any ESRB rating information on the trailer player or the age-gate itself. Failure to implement these**

**requirements may jeopardize your ability to obtain material of this nature from us in the future. ***

View source version on businesswire.com:
https://www.businesswire.com/news/home/20190423005328/en/

Kehau Rodenhurst
Warner Bros. Interactive Entertainment
Kehau.Rodenhurst@warnerbros.com

Eric Levine
Warner Bros. Interactive Entertainment
Eric.Levine@warnerbros.com

Source: Warner Bros. Interactive Entertainment