
WARNER BROS. INTERACTIVE ENTERTAINMENT ANNOUNCES

MORTAL KOMBAT

*Brutal Fighting Game Created By Original Game Developer With New Name – NetherRealm Studios
For PlayStation®3 computer entertainment system and Xbox 360*

Burbank, Calif. – June 10, 2010 – Warner Bros. Interactive Entertainment announces ***Mortal Kombat***, the most brutal installment of the landmark fighting game to date for release on the PlayStation®3 computer entertainment system and Xbox 360® video game and entertainment system from Microsoft in 2011. ***Mortal Kombat*** is being developed by the newly re-named NetherRealm Studios, led by ***Mortal Kombat*** creator and creative director Ed Boon.

The newest chapter of the iconic fight franchise marks a triumphant return to the series' mature presentation and a reinvention of its classic 2D fighting mechanic. Driven by an all new graphics engine, the fan favorite Fatality is back and presented in more gory detail than ever before. In addition, ***Mortal Kombat*** introduces a number of new game-play features including tag team and the deepest story mode of any fighting game. Players can choose from an extensive lineup of the game's iconic warriors and challenge their friends in traditional 1 vs. 1 matches, or take on several new game modes.

“We are bringing the ***Mortal Kombat*** franchise back to gamers with the talented NetherRealm Studios team creating the game fans long to play,” said Martin Tremblay, President, Warner Bros. Interactive Entertainment. “Re-establishing the brand with Warner Bros. Interactive Entertainment, ***Mortal Kombat*** innovates on past games while staying true to the brand's legendary characters and fighting style.”

“We can't wait for players to get their hands on ***Mortal Kombat***,” said Ed Boon, Creative Director, NetherRealm Studios. “This game really is a response to what players have been demanding: mature presentation, reinvented 2D fighting mechanic and the best, most gruesome fatalities ever!”

Mortal Kombat introduces a number of new game modes as well as the most extensive online experience ever seen in a fighting game. Up to 4 players can battle “tag-team”- 2 players can team up in the new “Co-op Arcade Mode” or compete against another team online.

For more information about *Mortal Kombat*, please visit www.themortalkombat.com.

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About NetherRealm Studios

NetherRealm Studios, wholly owned by Warner Bros. Home Entertainment Group, is a leader in the development of interactive entertainment as the creator of the billion dollar Mortal Kombat franchise. Mortal Kombat has spawned two theatrical films, multiple television series, and has sold over 28 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

About Warner Bros. Interactive Entertainment

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

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