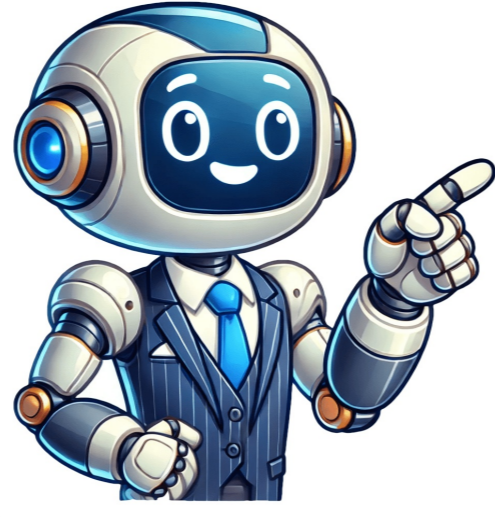


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UPDATE: NetherRealm Studios have since clarified the release schedule for DLC. We're just two weeks away from the hotly anticipated release of Mortal Kombat X, and as such NetherRealm Studios are turning the hype machine up to eleven. Just yesterday we were given a sneak peek at the first half hour of the game, as well as our first glimpse of gameplay from Tower Mode — and today we're hearing more details about when we can expect to see the game's DLC offerings. An advertisement released by EB Games Australia has unveiled the DLC schedule for Mortal Kombat X — and given that the content is digital, players can expect that these dates will be the same worldwide. The first batch of DLC will release on April 26, with more following every two weeks thereafter. Here's the full itemized listing: 04/26 - MASKDMURDER Pack 05/10 - Klassic Pack #1 05/24 - HUNTERPREY Pack 06/07 - Klassic Pack #2 The 'MASKDMURDER' Pack is set to include Jason Voorhees from the Friday the 13th movies, whereas the 'HUNTERPREY' pack will add the Predator into the game. The two 'Klassic' packs will add Tanya and Tremor, and each of the four packs will include several character skins. All this content has been bundled together as the 'Kombat Pack' season pass. DLC plans for Mortal Kombat X have proven somewhat divisive amongst fans. While the added fighters seem wisely chosen and the price isn't too unreasonable, the fact that the content has been promoted ahead of the game's launch has been criticized by some, with questions being raised as to why this content isn't just being included in the base game. But, NetherRealm devs have regularly said that the DLC characters are simply not done and therefore will not launch with the retail package. Like any DLC, this content is only being added into the game to enhance its sales potential — but the pre-release advertising likely serves a more customer-centric function. Fighting games can utilize new content packs to maintain their all-important online community, so publicizing those new Kombatants early is a sensible way of making sure players are aware that new fighters are on their way. What remains to be seen is whether Mortal Kombat X can deliver on its hype. Between its stacked roster, intriguing story mode and the masses of other gameplay on offer, it seems like the title is primed to follow up on the good work that 2011's Mortal Kombat did to reinvigorate the series. Four years on, NetherRealm Studios might be about to release their best game to date. Mortal Kombat X will release on April 14 for Xbox One, PlayStation 4 and PC. An Xbox 360 and PlayStation 3 release will follow, as well as a port for mobile devices. Source: NeoGAF Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.

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