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**Injustice 2 legendary edition ps4 gameplay**

in: Games, Gameplay, Real World, Injustice 2 Share
Injustice 2: Legendary Edition PlayStation 4, Xbox One, Microsoft Windows
Announced February 28, 2018, Legendary Edition of Injustice 2 released March 27, 2018. It's available for PlayStation 4, Xbox One, and Microsoft Windows. It includes all 10 additional material brands, 5 Premier Skins, an extended tutorial system called Learn Hub, new accessories and a raised character-level cap. In addition, those who pre-ordered the Legendary Edition Day One Edition received a collector's canning, a steel book case, a comic book exclusive downloadable steel card and 11,000 source crystals for use in the game. New features All 10 DLC fighters (Darkseid, Red Hood, Starfire, Sub-Zero, Black Manta, Raiden, Hellboy, Atom, Enchantress and Teenage Mutant Ninja Turtles) will be available from the ground up. 5 Premier Skins is available right from the start and are Power Girl, John Stewart, Reverse Flash, Grid and Black Lightning. The remaining Premier Skins must be opened. Introduction to Learn Hub, expanding the game tutorial. New gears added for all characters. The upper limit of the character level is raised to 30. A new Augment slot is available when the character reaches level 30. Back story and set-up Since Justice League Superman defeated Superman, the high commissioner of the One Nation administration, Batman and his rebellions have been working to bring the world together. This has not been easy because they had to deal with the remnants of the regime, a new group of thugs called Society and the arrival of Brainiac. Playable characters Injustice 2: Legendary Edition includes a list of 38 characters. These characters include: Premier Skins Premier Skins act as skins that change the appearance, sound, personality, and even use the powers of a basic character. If it hasn't been received yet, they will cost about 6,000 source crystals for each skin. For example, the premiers of Black Lightning, John Stewart, Power Girl and Reverse-Flash are all part of Injustice 2: Legendary Edition. Injustice Gallery 2 - Legendary Edition Launch TrailerAdd image for this gallery External links Official website YouTube Channel Games Gameplay Real World Injustice 2 Community content is available under CC-BY-SA, unless otherwise stated. 2017 DC Universe fighting video game Injustice 2Standard edition cover art featuring SupermanDeveloper(s)NetherRealm Studios[a]Published by Warner Bros. Interactive EntertainmentDirector(s)Ed BoonProducer(s)Andrew SteinDesigner(s)John EdwardsArtist(s)John EdwardsArtist(s)John EdwardsArtist (s)John EdwardsArtist (s)Steve BeranWriter(s)Dominic CiancioloShawn KittelsenComposer(s)Christopher Drake[b]SeriesInjustice EngineUnreal Engine 3Unreal Engine 4 (mobile)Platform(s)AndroidiOSPlayStation 4Xbox OneMicrosoft WindowsRelease May 11, 2017 Android, iOSWW: November 11, 2015 2017PlayStation 4, Xbox OneNA : May 16, 2017AU : May 17, 2017EU : May 19, 2017Microsoft WindowsWW: November 14, 2017 Injustice 2 is a 2017 battle video game based on the DC universe. It was developed by NetherRealm Studios and published by Warner Bros. Interactive Entertainment. It's a sequel to 2013 Injustice: The Gods Among Us. The game was originally released in May 2017 for playstation 4 and Xbox One; The Version of Microsoft Windows was later released in November 2017. An extended version of the game, titled Injustice 2: Legendary Edition, was released in March 2018 for PlayStation 4, Xbox One, and Microsoft Windows. Like the last installed payment, a mobile app was released for android and iOS devices. In April 2017, a comic book series of the same name by Tom Taylor was also published. Core gaming remains the same as its predecessors, albeit with small adjustments to returning game mechanics. Injustice 2 introduces a new feature called Gear System that rewards players with costume pieces and devices that can be used to customize the appearance of characters and shape talent and statistics. According to the developers, the idea of implementing a role-playing system (RPG) as a fighting game had already existed before the fall of Midway Games, the original publisher of the Mortal Kombat series. Director Ed Boon also sought to incorporate the game mechanics used by multiplayer shooter games, such as personalization, character creation, catch and leveling, into the fighting game genre that led to the development of the Gear system. Injustice 2's plot centers on an attempt by Batman and his rebellion to restore society after the fall of Superman's regime; However, the arrivals of the newly formed super-band group The Society and the alien Brainiac force Batman to consider releasing the imprisoned Superman to help fight threats. The game received positive reviews from critics who praised its story, performance, enhanced game mechanics, plenty of in-game content and character customization options while criticizing its random catch and microtransaction systems. Gameplay Game image of Flash and Deadshot on the Metropolis stage. See also: Gameplay in Injustice: Gods Us Among Injustice 2 is a fighting game in which players compete in a two-summer battle using DC Universe characters and other third-party franchises. Using different combinations of directional inputs and buttons, players get to make basic attacks, special movements and combinations to try to injure and knock out the opposing fighter. [3] [4] Injustice 2 preserves numerous gameplay mechanics of injustice: Gods Among Us, including environmental interaction, stage transition, confrontation and character traits. [5] [6] [7] The feature system, as before, provides a temporary buffet or ability to complement each character's style of play. [5] Supremeter that allows players to perform enhanced specialized movements and unlock powerful super moves once downloaded including: Players can use the metric to perform new techniques, such as dodging forward rolling, which provides a way to overcome enemy keep-away tactics, or air recovery that allows characters to escape the opponent's combination early. [5] [9] Most environmental attacks that were completely inevitable in the first game of injustice can now be prevented or avoided. However, certain environmental attacks with large amounts of start-ups, such as throwing a car, are still unhindered. [3] [9] Injustice 2 introduces a looting system known as the Gear System, which offers character-specific costume pieces and devices with a space-changing effect. [10] Gear System uses mechanics like RPG to reward players with experience and looting after every match. [11] [12] Each fighter to be played is given four basic stats: strength, defence, health and ability, the latter of which affects specific attacks. [12] As players collect experience points and level later, the basic stats of their characters increase. [12] Players can further improve their basic stats by equipping equipment obtained with loot drops waste, which also allows players to customize the look of their characters. [12] [13] A less common gear may include one or more bonus additions ranging from new visual effects to speciality movements, higher returns on in-game currency or experience points. [12] Players can get extra bonuses by equipping their characters with a single gear set. [12] There are three varieties of gear: equipment, shaders and abilities. [14] In addition to the random catch earned at the end of the battle, all three types of fishing gear are purchased in catch boxes called Mother Boxes using in-game currency. [14] Each character has five accessory positions for dressing new costume pieces, including head, torso, arms, legs and accessory. Two capabilities to equip new or modified special attacks; and one shade position to change the color scheme. [14] [15] The game also includes five separate gear loads for each character, allowing players to switch between their rosters at the start of each match. [15] There is also a microtransaction system at play. [16] [17] Players can buy Source Crystals using real-life money to buy cosmetic adjustments for fighters such as premier skins and shades, rather than waiting to get them through normal play. [16] Source crystals can also be used to purchase Transform Gear. [16] Transform Gear allows players to use single-gear visualizations for another, allowing them to match the stat converters they want with the costume pieces they want. [16] Finally, once players have reached level 20 with at least one character, Source Crystals can be used to smooth out other characters [17] NetherRealm's representatives clarified that purchases made with Source Crystals are strictly cosmetic and do not offer gaming benefits. [16] [17] In addition to the campaign, online and arcade modes, Injustice 2 introduces a new Mode. [18] Like NetherRearm's previous title in Mortal Kombat X's Living Towers mode, Multiverse allows players to travel through series of parallel worlds in the DC universe and fight opponents with a variety of handicaps, orders and goals. [18] Online multiplayer has the ability to disable gear system updates and changes, reduce all basic stats to their default levels, turn all gear into purely cosmetic items, and provide more balanced gameplay for competitive matches. [12] [19] [20] Players can also form guilds online with up to 50 other players. [21] Guild members can work together to achieve daily and weekly cooperation goals to earn and distribute equipment exclusively for guild play and climb global leaderboards. [21] Characters Injustice 2's base list includes 28 playable fighters made up of both new and returning heroes and villains. [22] [23] There are also 10[24] additional characters in the game that are available for download (DLC). Red Hood, Starfire and Sub-Zero formed Fighter Package 1, while Fighter Package 2 consisted of Black Manta, Hellboy and Raiden, and Fighter Package 3 brought Atom, Enchantress and TMNT. Darkseid was a pre-order bonus and was later released as a separate additional material for fighter packages. [25] [26] New playable characters are listed below in bold, while underlined characters are guest characters. [27] Aquaman AtomDLC Atrocitus Bane Batman Black Adam Black Canary Black MantaDLC Blue Beetle Brainiac Captain Cold Catwoman Cheetah Cyborg DarkseidDLC Deadshot Doctor Fate EnchantressDLC Firestorm The Flash Gorilla Grodd Green Arrow Green Lantern Harley Quinn HellboyDLC Joker Poison Ivy RaidenDLC Red HoodDLC Robin / Nightwing Scarecrow StarfireDLC Sub-ZeroDLC Supergirl Supergirl Superman Swamp Thing Teenage Mutant Ninja TurtlesDLC Wonder Woman Natalie Portman In addition, several characters can be played premier skins that transform characters from an existing lineup to other characters mostly from the DC Comics Universe with unique sounds, dialogue, and, in certain cases, changed normal/special/super movements and propulsion forces. [28] [29] BatwomanMOB Bizarro[30] Black LightningDLC[31] Bruce Wayne Grid[32] Flash (Jay Garrick)[32] Green Lantern (John Stewart)[33] Mr. Freeze[32] Multiverse BatwomanMOB Multiverse Black LightningMOB Multiverse Captain ColdMOB Multiverse Green ArrowMOB Multiverse FlashMOB M Multiverse Supergirl (Normal and armored version)MOB Multiverse White CanaryMOB Power Girl[33] Reverse-Flash[33] ShazamMOB Silver Banshee MOB Vixen[32] DLC: Available as downloadable content.\*MOB: Mobile exclusive character Plot The game begins with Kara Zor-E and toddler Kal-E escaping Krypton during Brainiac's attack on the planet. Assisted by Kara's mother, they manage to escape. in a directional capsule, but the remains of Krypton's destruction knock Kara's ship off course. Years later, before the events of game one, Batman and his son Robin Robin Prevents superman's administration from rounding up prisoners at Arkham Asylum for execution. After failing to persuade Superman to continue his extreme measures, Batman fights him, but Robin attacks him, who finds Superman's methods more taught to him by the assassins' union. Batman beats Robin, but he leaves with Superman to join the administration, executing Victor Zsasz as a show of trust. At the moment, five years after the fall of the regime, Batman and his rebellions are trying to rebuild society. They learn about a new faction, a society made up of the tip of gorilla Grodd seeking global domination. Black Canary, a parallel universe version of the Green Arrow, and the revamped Harley Quinn, commissioned by Batman to stop society, track them down to Slaughter Swamp, where they defeat Poison Ivy and the Scarecrow and form a union with Swamp Thing. The thugs flee and the group follows them to Gorilla City, overcoming Cat woman and Bane, before Dr Fate arrives to warn them of the impending threat to Earth. After defeating Grodd, Brainiac captured the Black Canary and the Green Arrow, the club's true designer, who reveals his intention to capture Superman and add Earth to his collection of shrunken planets. Once Brainiac has taken over Batman's communications center, Brother Eye, the Dark Knight will seek other allies to help defeat him. While Catwoman, batman's double agent, rescues Harley in Gorilla City, the revamped Flash breaks his probation to help Batman and fights Captain Cold, Deadshot and Reverse-Flash in New Metropolis. Meanwhile, Green Lantern, who has also been reformed, is sent to Atlantis for Aquaman's help, defeating Cheetah, Bane and Atrocitus, who are trying to get him to join the Red Lantern Corps. Although Aquaman is reluctant at first, he agrees to help when Brainiac attacks Atlantis. Taking advantage of the chaos, Black Adam, Wonder Woman and Kara (which Adam rescued years earlier and adopted a Supergirl alias) break Superman, Nightwing and Cyborg from prison in an attempt to restore rule. They beat the Blue Beetle and Firestorm before Batman arrives and form a reluctant alliance with members of the administration because they share a common enemy in Brainiac. Cyborg, Catwoman and Harley go to the Bat Cave to free Veli Eye from Brainiac's control and coordinate civilian evacuation efforts, as well as to defeat Poison Ivy, Bane, Deadshot and Grid - a clean machine version of The Cyborg created by Brainiac. Wonder Woman and Supergirl fight the Society of New Metropolis, but the first almost kills Cheetah in anger before Harley stops her. When Wonder Woman wounds Harley, Supergirl sets out to face Superman in a bastion of Loneliness, where she finds out his cousin's tyranny. As Brainiac prepares to destroy Earth after collecting enough cities, the rebellion and regime attack his ship, but fail to get through its shields and appear to lose Superman. Group Group The plan weakens Brainiac's shields by using Aquaman's atrain as a channel for the magic of the Eternal Rock, which Aquaman and Black Adam leave to retrieve. They are followed by Grodd, who has brainwashed Black Canary, Green Arrow and Blue Beetle, but the pair beat them, and Aquaman executes Grodd. Aquaman and Black Adam manage to weaken Brainiac's shields so much that Batman and Supergirl can board her ship, but the duo are quickly captured. Superman, still alive, saves them and wins the brainwashed Firestorm and Swamp case. Dr. Fate will try to halt their progress once the lords of order have ordered him to help Brainiac cleanse the earth, but he has been defeated and relieved of control of the Lords. After Batman and Superman defeated Brainiac, who killed Fate, the latter takes control of the ship in an attempt to restore stolen cities but inadvertently destroys both New Metropolis and Coast City. Heroes are divided over Brainiac's fate: Batman, Flash, Green Lantern and Supergirl want to keep him alive in the hope that they can learn how to restore cities and restore New Metropolis and Coast City, while Superman, Aquarist, Black Adam and Wonder Woman believe it's best to kill him and find an alternative solution to the problem. The tension between the two factions quickly escalates into a battle, the winner of which is decided by whose side the player is on; Batman or Superman. If Superman wins, the rebellion will fall apart and the regime will be restored, using billions of aliens rescued from brainiac's collection to keep Earth in peace. Superman restores Earth towns, kills Brainiac and captures Batman and his allies, later visits a supergirl in his cell to offer him a chance at freedom if he joins him. When he refuses, Superman reveals that he turned Batman into a mindless slave using Brainiac's technology and threatens to do the same for him. If Batman wins, the regime will be dissolved and its members imprisoned. She later sends Superman (permanently powered by gold kryptonite) to the cosmic prison of the Phantom Zone and offers Supergirl membership in the new Justice League. NetherRealm Studios and Warner Bros. Interactive Entertainment announced Development Injustice 2 on June 8, 2016. [34] After the release of Injustice: Gods Among Us, NetherRealm Studios sought to do something unexpected and long-term for its sequel, as well as give players a level of control that makes playing [their] games a truly personal experience. [11] [10] Ed Boon also wanted to bring a variety of game mechanics to the fighting game genre that recent multiplayer shooter games use, such as personalization, character creation, preying and leveling. [10] According to producer Adam Urbano, the idea of creating a fighting game using a game-like progression system had floated around the studio even before the fall of Midway Games, the original publisher of the Mortal Kombat series. [35] Europe's An injustice that earned NetherRealm Studios the trust of Warner Bros. and DC Comics, the development team decided to enter its progress concept into a sequel that was approved, leading to the introduction of the Gear System. [35] Gear System was designed to encourage players to develop unique personal game saves and continuously reward them for investing time in the game. [12] According to Senior Marketing Game Manager Brian Goodman, the developers wanted gear system to serve both casual and hardcore audiences. [36] They hoped hardcore players would appreciate the different mechanics offered by the system and create new strategies and fighting styles for each character, while random players would enjoy different visual customization options. [36] NetherRealm also predicted a potential problem with new players dominated by veteran players who have received less common sets of equipment. [12] To address this, developers tried to implement a variety of solutions, such as allowing players to disable statistical converters during matches and the ability to purchase less common equipment through selected levels of mother boxes. [12] During the development, a balance team was also consulted to prevent players from grouping a small number of optimal building blocks around them. [37] NetherRealm Studios collaborated with DC Comics throughout the injustice 2 development process, including conceptualization of characters and setting the direction of the story. [38] Like Injustice: Gods Us Among, NetherRealm had wide freedom with dc comics features when designing characters. [12] Chief Designer John Edwards stated that all of their design ideas had to pass the DC Comics approval process. However, they had rarely been rejected by the company. [14] This allowed developers to create a wide range of costume variations and visually distinct objects inspired by decades of source material. [12] [14] It's mutual respect, explained Art Director Steve Beran. They respect our work and all their characters. We're fans of their characters, and I think in terms of art and design, we put in a lot of details that hardcore fans like. We really tried to respect every character. [14] Injustice 2 continues to injure. The gods among us - an established story. Unlike the previous game, which focused on multiverse conflict, the plot of Injustice 2 takes place entirely in the alternative dystopian universe. [18] Injustice: Gods Among Us Cinematic Director Dominic Cianciolo says the first-round story provided a solid foundation for adapting the canonical history of the game's latest cast, allowing the writers to fit their stories into the universe of injustice. [39] The biggest challenge presented to writers was expanding the narrative of the series without repeating the Batman v Superman nuclear conflict. [39] This led to as a key opponent of the game, because because Characters in the DC universe who could be the dictator at the top of Superman as Batman's enemy. [39] According to Goodman, the characters to be played were decided by NetherRealm Studios in partnership with DC Comics, similar to the previous name. [36] [40] Developers reflect on character lore, personalities, abilities, popularity, story participation and relationships with other characters during the roster selection process. [36] [40] Creative Director Ed Boon noted that injustice 2's list would include relatively obscure characters because Injustice: Gods Among Us had covered most of dc comics' most prominent characters. [41] He teased the possibility of third-party DLC characters well received in Mortal Kombat X, which eventually led to hellboy's inclusion of Dark Horse Comics by Mike Mignola and Teenage Mutant Ninja Turtles Nickelodeon, originally created by Kevin Eastman and Peter Laird. [41] [42] As Scorpion thrived in the previous installment, which was the most loaded DLC fighter, Boon also had the likelihood that NetherRealm included other Mortal Kombat characters as downloadable content, leading to the inclusion of Sub-Zero and Raiden. [43] [44] [42] As with Scorpion, Sub-Zero and Raiden received new costume designs from comic book artist Jim Lee. [45] [46] Characters face animations were created with a custom photogrammmeter face scanner that utilised 44 DSLR cameras with 50mm fixed lenses. [47] Director of Character Art Brendan George noted that 16 facial expressions were captured to create one character. Sixteen scans lasted 2-3 days through their workstations. [47] The data from their new scanner enabled artists to produce a more advanced facial rack. [47] All motion abduction was carried out at NetherRealm Studios in Chicago, Illinois. [47] According to Andy Senesac, senior technical artist of cinematic art, the animation team used four head-mounted camera systems for their motion capture shoots, each equipped with three different 4mm, 5mm or wide-angle lenses that were used depending on the shape of the actor's head. [47] Motion capture was modified with manual animations for a final result. [47] Injustice 2's network infrastructure uses the same cancellation-based network code that was introduced to Mortal Kombat X in its XL update. [48] The online multiplayer beta test for both PlayStation 4 and Xbox One was announced on January 19, 2017, which began shortly thereafter on January 24, 2017. [41] [49] [50] The original soundtrack of the game was composed primarily by Christopher Drake, with additional notes from Richard Carle, Dan Forden and Dnyamedion. [51] Injustice 2 runs on The Unreal Engine 3 (Mortal Kombat X), and the mobile version runs on Unreal Engine 4. [52] [53] The game has a Wi-Fi filter. Injustice Release 2 is released in North America on May 16, 2017; Australia, 17 December 2001 and most European countries, including the UK, may 19, 2017, playstation 4 and Xbox One. [11] [54] [55] [56] [57] In addition to the standard version of the game, digital deluxe edition and Ultimate Edition were available for purchase. [28] Digital Deluxe Edition included three downloadable content (DLC), Power Girl premier skin and one exclusive gearbox package; Ultimate Edition included nine DLC brands, the premier skins of Reverse-Flash, John Stewart and Power Girl, and two unique gear shade packs. [28] In pre-ordered games, Darkseid appeared as a playable DLC fighter. [28] 8. On 15 May 2017, Warner Bros. Interactive Entertainment announced the Injustice 2 Championship Series, a global eSports program. [59] The series offered amateur and professional players throughout North America, Europe and Latin America the opportunity to compete in various programs for a \$600,000 prize pool. [59] These included injustice 2 Pro Series, international tournament; GameStop Hometown Heroes tournament held in the United States; Path to Pro tournament in Europe; and Liga Latina, set in Argentina, Chile, Mexico and Peru. [59] The top players in each program qualified for the ELEAGUE Injustice 2 World Championship with a \$250,000 prize pool. [59] [60] The event took place in Atlanta, Georgia, on 21 October 2005. the matches were also broadcast live on TBS in the United States. [60] 10. NetherRealm announced that the Pro Series will return for a second season. [62] Warner Bros. announced on October 24, 2017 that the Microsoft version of Windows developed by QLOC, which had previously taken over the development of Mortal Kombat X's PC port from high-voltage software, was due to be released in the fourth quarter of 2017, and the open beta phase began on October 25, 2017. [63] [64] However, the beta version was postponed for unspecified reasons and was ultimately from 6 November to 11 November. [63] [64] The Microsoft Windows version was released on November 14, 2017. [65] Creative Director Ed Boon has also discussed the possibility of a Nintendo Switch version. [66] Mobile version Like its predecessor, on May 11, 2017, a free mobile app based on Injustice 2 was released for iOS and Android devices. [67] [68] The app was softly launched in the Philippine App Store in February 2017. [69] [70] It maintains a number of features of the original game, including sweep-based combat mechanics, a collection of cards and three-on-three battles, but brings with it various changes to the overall pattern of the game. [71] [72] Players are now given the opportunity to move freely on stage during battle and use jumping and crouching attacks. [73] The sustainability management system is restored. However, instead of each character getting their own endurance share, the player is given one sustainability pool that is drained Match. [71] Fights also require higher endurance than the previous game. [71] The app includes sign-in bonuses; day-to-day objectives providing experience and coins; and achievements that are long-term goals that reward players with premium gems and shards of hero used to unlock and level characters. [71] It also has similar game mechanics to console versions, such as talent and gear updates. [71] The app includes story mode, which opens chapter by chapter in subsequent updates. [72] According to Google Play, the Android version of the app has been downloaded at least ten million times since its release. [74] According to The Bonon, NetherRealm Studios planned to take a more aggressive approach to downloadable content in Injustice 2 compared to its previous games. [25] One of the things we've done, trying to do more and more with every game... With DLC characters, we've had four with Mortal Kombat, six with Injustice, eight with Mortal Kombat X, and with Injustice 2 we're going to continue this formula. On May 5, 2017, NetherRealm Studios announced Fighter Pack 1, which includes three additional material figures: Red Hood, Starfire and Mortal Kombat's Sub-Zero. Red Hood was released on 13 November 2008. Sub-Zero was released on 11 July 2017, and Starfire was released on August 8, 2017. [76] [77] [78] Fighter Package 2, consisting of Black Manta, Mortal Kombat's Raiden and Dark Horse Comics' Hellboy, was unveiled on Gamescom on 23 June 2005. Black Manta is published on 12 November 2006. Raiden was released on October 3, 2017 alongside black lightning premiere skin; and Hellboy was released on November 14, 2017. [80] [81] [82] 3. In the final of The CW documentary TV series Chasing the Cup: Injustice 2, Atom was revealed as the next addition to the additional material. [83] [84] The third DLC package, Fighter Pack 3, was unveiled at the final of the ELEAGUE Injustice 2 World Championship on November 11, 2017, which includes Atom, The Enchanter and Teenage Mutant Ninja Turtles (TMNT) protagonists Leonardo, Donatello, Michelangelo and Raphael. [85] [86] Atom was published on 12 November 2005. Enchantress published on 9 January 2018; and finally, teenage mutant ninja turtles was released on 13 February 2018. [87] [88] [89] Players can choose which TMNT member to play using the gear system. Equip one of its four weapons – katana, bino, nunchaku or sai – between Leonardo, Donatello, Michelangelo and Raphael, each with its own unique transfer kits. [89] In tournament and online modes where Gear System downloads cannot be used, players can select each turtle individually through the character selector display. [89] At one point, NetherRealm had considered developing fighter package 0, which would consist of a return to injustice: Gods Among Us, including Ares, Batiqir, Doomsday and Shazam; the idea didn't come to us. [90] In April 2019, almost two years after the game was released, Ed Boon revealed on Game Informer that he wanted to include Neo from The Matrix as a guest character, but plans to include him were thwarted. [91] Related Media Main article: Injustice 2 (comics) during the Injustice 2 panel at NetherRealm Studios at San Diego Comic-Con International on April 22, 2015. The series was written by Tom Taylor, who had previously worked on binding comics for Injustice: Gods Among Us. [92] Bruno Redondo is its lead artist, accompanied by works by Juan Albarran, Daniel Sempere and Mike S. Miller. [93] The series was released in weekly chapters as of April 11, 2017 through various digital retailers, including ComiXology, Google Play Books, Kindle Store and DC Comics' own mobile app. [92] [93] [94] Print versions were purchased on May 3, 2017, each containing multiple digital figures. [94] 28. Warner Bros. Interactive Entertainment announced Injustice 2: Legendary Edition. [96] [97] Like Ultimate Edition for Injustice: Gods Among Us, Legendary Edition includes all previously released downloadable content for Injustice 2. [96] [97] It also introduces new features, such as an extended tutorial system called Learn Hub, new gears, and an increased character-level cap. [96] [97] In addition, those who pre-ordered the Legendary Edition Day One Edition received a collector's container, a steel book case, a comic book exclusive downloadable steel card and 11,000 Source Crystals for in-game use. [96] [97] The Legendary Edition was released on March 27, 2018 for PlayStation 4, Xbox One, and Microsoft Windows. [96] [97] Injustice vs. The Masters of the Universe comic 26. The comic received six figures from 18 July 2018 to 2 January 2019. [98] Reception Critical Response ReceptionAggregate scoreAgoraScoreMetacriticIOS: 77/100[99]PS4: 87/100[100]XONE: 89/100[101]PC: 86/100[102]PS4 (Legendary Edition): 88/100[100][100][103]Review scoresPvYScoreDestructoid9/10[104]EurogamerRecommended[105]Game Informer9/10[106]GameRevolution[107]GameSpot9/10[108]IGN9/10[23]Polygon9/10 [109]VideoGamer.com9/10[110]The Games Machine9/10 [111]The Games Machine9/10 [112]AwardsPublicationAwardGame Critics AwardsBest of E3 2016: Best Fighting Game[113]IGNBest of E3 2016 Awards: Best Fighting Game[114]Game InformerBest of E36 Awards: Best Fighting Game[115]Best GamesRadar+E3 2016[116]The Game Awards 2017Best Fighting Game[117]IGNBest of 2017 Awards: Best Fighting Game[118]Game InformerBest of 2017 Awards: Best Fighting Game[119]D.I.C.E. Award: Best Game of the Year[120]Injustice 2 received in general metacritical data. [100] [101] [102] Reviewers praised the story and performance of Injustice 2. [105] [106] [23] [121] Eurogamer's Wesley Yin-Poole praised the narrative and visuality of the game, describing them as an impressive and significant step upwards from injustice: Gods Among Us. [105] Yin-Poole praised the story space on a technical level, praising the capture of movement, action choreography, voice actor and facial anaemtics. [105] Destructoid's Nick Valdez had similar views that the visualizations were leagues above the first title. [121] Valdez also praised the improved writing and more interesting narrative of the game. [121] By contrast, while Game Revolution's James Kozanitis said visual features were definitely jaw-dropping and set a new high bar for [the fighting game] genre, he lambasts a story campaign he called poorly written and artificial. [107] Reviewers also praised injustice 2's enhanced game mechanics and plenty of in-game content. [105] [106] [111] [23] Game Informer's Andrew Reiner praised the faster walking speed of the game, increases in evasive manoeuissm and air intake movements, and the ability to prevent environmental attacks, lying that the game felt tighter as a whole and provides a higher level of strategy. [106] Danilo Dellafraña of the slot noted that subtle changes to the combat system to deepen play. [111] These points of praise were mirrored by IGN's Darry Huskey, who pointed out that Injustice 2 [struck] a fine balance between preserving the strengths of the gods and making smart changes to improve mechanics. [23] Huskey praised the incredible amount of content, announcing that hour by hour injustice 2 can have more content for players alone than in any battle game ever released. [23] Reiner also praised the amount of content and acknowledged his long story-based campaign... great fighting experience and... almost an endless amount of significant prey. [106] Yin-Poole wrote that NetherRealm Studios once again proved that it is the best in the business in that old chestnut: content. [105] While the customization options offered by gear system were praised, critics expressed frustration at receiving random, unwanted gear through catch drops and the game's microtransaction system. [108] [110] [122] GameSpot's Peter Brown found it enjoyable to collect equipment and equip characters, noting that looking at a character's traditional outfit becomes something fresh or unexpected, and the growth of their stats by leveling and equipping equipment gives a satisfying sense of ownership of your achievements and fortunes... [108] On the other hand, Brown criticized the use of gear system currency, especially Source Crystals, saying that spending real money seemed to be a necessary evil for players to have complete control over their stocks. [108] Kotakun Fahey described the ability to create custom character versions quite However, he found the gear system complicated and criticised the randomness of receiving desired costume pieces and equipment, saying sometimes a random coincidence actually sucks. [122] VideoGamer.com Alice Bell also called microtransaction and looting systems unnecessary complex, requiring players to track a variety of different types of currency. [110] By contrast, Polygon's Michael McWhertor called the interface elegant, enjoying the simplicity of managing and selling each brand's equipment. [109] PC Gamer listed it as one of its best games of the year. [123] Sales Injustice 2 topped the UK's multi-platform physical sales chart in the first two weeks after launch, with the PlayStation 4 and Xbox one simultaneously taking the first and second precipitates. [124] [125] This was the first time a fighting game had taken the top spot since Mortal Kombat X in April 2015. [124] Sales of the game in the UK were also about a third higher than injustice: Gods Among Us's debut. [124] Injustice 2 was also the best-selling game on all platforms in Australia and New Zealand in its first two weeks and best-selling game in the US in May 2017. [126] [127] [128] It became the most downloaded PlayStation 4 title in the PlayStation Store for May 2017, and Darkseid was the third best-selling additional material of the month. [129] Ultimate Pack and Fighter Pack 1 were both top 10 downloads in June 2017. [130] Three months later, Fighter Package 2 also made the top 10. [131] By the end of May, Injustice 2 was the ninth best-selling game of 2017. [132] Time Warner declared the game the most disgusting console game of the second quarter of 2017, selling about 1.5 million copies in the first three months of its release. [133] [134] Awards In June 2016 Injustice 2 received best of E3 2016 awards for Best Fighting Game awards from Game Critics Awards, IGN, Game Informer and GamesRadar. [113] [114] [115] [116] The game won the 2017 Best Fighting Game awards for The Game Awards 2017, IGN and Game Informer. [117] [118] [119] IGN also named the game Best Xbox One and Best Viewer Game. [135] [136] The game was nominated for Best International Game at the 2017 Ping Awards,[137] For Best Xbox One at the Fifth Destructoid Game of the Year Awards [137] and Best Multiplayer and Studio of the Year (NetherRealm) at the Golden Joystick Awards. [138] [139] At Game Informer's Reader's Choice Best of 2017 Awards, the game took first place for Best Fighting Game, third place for Best Competitive Multiplayer And Fifth Place for Game of the Year. [140] [141] EGMNow ranked 11th on its top 25 games list for 2017, while GamesRadar+ ranked 23rd in the top 25 games of 2017. [143] The game was Nominated for outstanding achievement in sound design award, it won the Award for Fighting Game of the Year D.I.C.E. Awards; [144] [120] it was also nominated for Game, Franchise Fighting at the 17th Annual National Academy of Video Game Trade Reviews Awards. [145] [146] Notes ^ Version of Windows developed by QLOC. ^ Richard Carre, additional music composition by Dan Forden and Dnyamedion. [1] [2] References ^ NetherRealm Studios. Injustice 2. Warner Bros. Interactive Entertainment. Scene: Final credits. ^ Injustice 2 (original video game soundtrack). iTunes. Retrieved February 25, 2018. ^ a b Espinelli, Matt (2017-05-15). Injustice 2: The metics and terms explained. Gamespot. Retrieved 2017-11-13. ^ Espinelli, Matt; Yes, Joey (2017-05-20). Injustice 2:9 tips you should know before you start. Gamespot. Retrieved 2017-11-13. ^ a b c ingenito, Vince (2016-06-16). E3 2016: Injustice 2 looks different, feels the same. IGN. 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