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Injustice gods among us ps4 pro gameplay

For the comic book series, see **Injustice: Gods Among Us** (comics). 2013 fighting video game
Injustice: Gods Among UsCover artworkDeveloper(s)NetherRealm Studios[a]Publisher(s)Warner Bros. LoDesigner()Paulo GarciaJohn EdwardsArtist(s)Steve BeranWriter()Brian ChardDominic CianioloJohn VogelJon GreenbergComposer()Christopher DrakeDean GrinsfelderCris VelascoSascha DikiciyanSeriesInjustice EngineUnreal Engine 3Platform(s)PlayStation 3Wii UXbox 360Microsoft WindowsPlayStation 4PlayStation VitaiOSAndroidRelease April 16, OriginalPS3 2013, Wii U, Xbox 360NA: April 16, 2013AU: April 17 , 2013EU: 19 April 2013UltimateWindows, PS4, PS VitaNA: November 12, 2013AU: November 27, 2013UE: November 29, 2013MobileiOSWW: April 3, 2013AndroidWW: November 21, 2013 Genre(s)FightingMode(s)Single-playerMultiplayer
Injustice: Gods Among Us is a combat video game based on dc comics' fictional universe. The game was developed by NetherRealm Studios and published by Warner Bros. Records. It was released in April 2013 in North America, Europe and Australia and in June 2013 in Japan. An expanded version of the game, titled Injustice: Gods Among Us Ultimate Edition, was released in November 2013 for the PlayStation 3, PlayStation 4, PlayStation Vita, Xbox 360, and Microsoft Windows. A free-to-play mobile app based on Injustice has also been released for Android and iOS devices. A prequel comic book series of the same name, written by Tom Taylor, was published in January 2013. Players select one of the many characters in the DC Universe (made up of both villains and heroes), to engage in combat, with the aim of knocking out their opponent. The game is set in a 2.5D environment: while character models and backgrounds are rendered in three-dimensional graphics, the characters are limited to fighting within a two-dimensional space. The injustice is based on several aspects of NetherRealm Studios' previous title, Mortal Kombat, including its controls, game mechanics, narrative campaign, and online functionality. The plot is set in a parallel universe within the DC Comics Multiverse. In this reality, Superman becomes a man and establishes a new world order after the Joker tricks him into killing Lois Lane and destroying Metropolis with a nuclear bomb. In an attempt to stop this, Batman summons the league's counterparts from another universe to join his insurrection and end the totalitarian regime. The game received positive reviews from critics, who praised its history, game mechanics, and use of the DC Comics license. Injustice became the best-selling game in the United States and the United Kingdom during the month of its release. The game also won several best fighting game awards in 2013. A sequel, Injustice 2, was released in May 2017.

Gameplay
Wonder Woman fights Ares themyscira phase.
Injustice Injustice 3D characters and backgrounds, but you play in a 2D arena.
Injustice: Gods Among Us is a combat game in which players control characters with different fighting styles and special attacks, engaging in one-on-one combat to exhaust the life caliber of their opponent. The game is moving 2.5D-[1] it is limited to a two-dimensional plane, while the characters and backgrounds are rendered in three dimensions. Unlike the traditional combat game design involving multiple rounds with regenerative life bars, Injustice uses a scheme similar to the Killer Instinct series. [2] Each game consists of a single round with each player carrying two life bars. [2] The game uses a four-button control layout of light, medium, and heavy attacks, along with a character-characteristic button, which activates a unique ability or attack designed to show each character. [3] For example, superman's character feature provides a temporary increase in strength, while Batman's character trait evokes a swarm of robotic bats. [4] The phases, based on various locations in the DC Universe, such as the Batcaverna, Metropolis, and the Fortress of Solitude, feature interactive environments and multiple areas. If an opponent is hit by a heavy attack near a corner of the arena, they launch them, triggering a transition animation and taking the fight to a new section of the stage. [6] Each section also contains objects with which characters can interact differently depending on the class. The characters fall into two classes: power characters, who rely on brute force and innate abilities, and gadget characters, who use weapons, objects, and other external mechanisms to win. [5] For example, a character in a gadget like Batman can attach a bomb to a car to cause an explosion, while a power character like Superman will pick up the same car and destroy his opponents with it. [8] Players have the option to turn off interactive elements and phase transitions. As characters perform special moves, block incoming attacks, or are hit by the opponent, their super meters will gradually fill up. Parts of the supermeter can be used to perform upgraded special moves or counter enemy moves. [10] With a full meter, players can unleash their strongest special attack. [10] Players can also spend their counter to break a combo and enter a betting battle, dubbed the fighting system, which combines individualized footage with the betting process. [12] A fight can only be unleashed by a player after losing its first bar of life. During the sequence, both players commit parts of their meter in secret, with the highest bidder winning the The story mode is divided into several chapters. As the narration unfolds, the player exchanges between different characters. [13] Mini-games are also embedded in the story. The result of mini-games can have an impact on an upcoming battle, such as giving the player a health advantage over the CPU opponent. [13] Additional additional game features Battle Mode, Versus Mode, Training Mode, and S.T.A.R. Labs, which includes 240 character-specific challenges of varying difficulty. [14] Online multiplayer modes include King of the Hill, a setup that allows up to eight players to play a game while waiting for their combat turn, and Survivor, which brings the health bar and character selection of the current winner to each game. [16] Playing through any of the game modes, including online matches with optional objective objectives, will ned the player's experience points that can be used to unlock alternative costumes, music, concept art, and other rewards. [15] Synopsis
The campaign of Injustice: Gods Among Us was written by NetherRealm Studios in collaboration with DC Comics writers. Described by NetherRealm as Story Mode 3.0, the Injustice campaign has been similarly approached to Mortal Kombat vs. No. According to chief designer John Edwards, the plot is intended to streamline the game's fighting mechanics between characters who don't normally fight each other and explain how Batman can stand with Superman. Writers Justin Gray and Jimmy Palmiotti served as history consultants to make sure the comic characters kept their correct voice in Injustice. [19] Characters
The roster was selected internally by NetherRealm Studios with input from DC Comics. The main goal during the selection process, which took three to four months, was to create a cast with a wide variety of characters. Characters have been chosen based on criteria such as size, skill, gender, popularity, and how well they fit into the Injustice storyline. [21] The addition of each hero and playable villain took about six weeks of development. The characters were designed with the intent to make each fighter unique, and the fighting styles and combat sets were adapted to each character's tradition and personality. [24] Ed Boon stated that DC Comics had given NetherRealm great freedom with their properties, allowing them to give their own touch to the characters. [25] Many other characters in the DC Universe, such as Darkseid, Scarecrow, Metallo, and Gorilla Grodd, also appear as non-player characters, making cameo appearances in footage of the story, stages, and other game modes. Outside the DC Universe, Scorpion from the Mortal Kombat series appears as a downloadable guest character. The playable characters are: Aquaman Ares Bane Batgirlra Batman Black Adam Catwoman Cyborg Deathstroke Doomsday Flash (Barry Allen) Green Arrow Green Lantern (Hal Jordan) Harley Quinn Hawkgirl (Shiera Hall) Joker Frost Killer (Louise Lincoln) Lex Luthor Loboa Martian Manhuntera Nightwing (Dick Grayson) Raven Shazam Scorpion Sinestro Solomon Solomon Supermam Wonder Woman Zatannaa Zoda Different characters are played as alternative alternatives for existing characters. Include: Batman (Terry McGinnis) Batman (Thomas Wayne)a Cyborg Supermana Flash (Jay Garrick)a Green Lantern (John Stewart)a Hawkgirl (Kendra Saunders)at Nightwing (Damian Wayne) the iOS and Android version of the game features several exclusive characters: Arkham Knight[27] Bat girl (Cassandra Cain)[28] Darkseid[29] Deadshot [30] Flash (Wally West)[31] Green Lantern (Jessica Cruz)[32] Killer Croc[33] Reverse-Flash[27] Static[34] ^ a : Available as downloadable content; included in the Ultimate Edition. Plotting in a parallel universe, the Joker tricks Superman into killing his pregnant wife Lois Lane, who detonates a nuclear weapon that destroys Metropolis, killing five million people. Enraged, Superman kills the Joker and continues to kill criminals, becoming more corrupt over the next five years. He eventually becomes a ruthless dictator and forms the One Earth Regime, ruling Earth along with other heroes and villains, which he recruits as lieutenants. To oppose him, Batman hustles the Insurrection, resulting in a war between the two factions that leaves the Justice League disbanded. Meanwhile, in another universe, Lex Luthor supplies the Joker with a nuclear weapon to destroy Metropolis. The Justice League defeats Luthor's team of supervillains, but before Batman can prevent the Joker from triggering the nuclear bomb, they are both teleported to the reconstructed Metropolis of the Insurrection universe, where they escape regimen forces. Meanwhile, Wonder Woman, Aquaman, Green Arrow, and Green Lantern from the early universe are teleported to the Gotham City of this universe. Green Lantern goes to Ferris Aircraft to recharge his power ring and finds Cyborg and Raven torturing a captured Deathstroke, who jumps. He then meets Sinestro and his Yellow Lantern counterpart, also members of the Regime. Meanwhile, Aquaman traveled to Atlantis and defeated his counterpart, who was planning to bring Atlantis into the regime. He is then approached by Ares, who brings him back to others after explaining that he was weakened by the lack of violence in the world caused by the regime's government. The main heroes meet Batman and Lex Luthor of this universe (who is Superman's closest friend and an Insurrection loyler), who provide them with nanotechnology pills derived from Kryptonian DNA that enhance them, and explain that they bring them here to help access a kryptonite weapon, which requires dna samples from all key members of the Justice League; however, Batman and joker are transported by accident. Elsewhere, the Regime captures Batman while the Joker meets Harley Quinn, who founded the Joker Clan in his memory and allied himself with the Insurrection. After fighting a Regime attack led by Hawkgirl and Nightwing on the Joker Clan's hideout at Arkham Asylum, they recovered kryptonite's weapon from the Batcaverna. In the early universe, Superman, the Flash, and Cyborg attempt to retrieve their companions, but He sends the latter into the Universe of the Insurrection, where he joins the Insurgents and allied with Deathstroke to take control of the Regime's Watchtower. After The Superman Regime publicly announced its intentions to execute Batman, Batman insurrection and Green Arrow broke into Stryker Island to save him, while Green Lantern, Wonder Woman, and Aquaman conducted an attack on regime forces to distract them. After the Batmen and Green Arrow escape through the Watchtower teleportation, Superman realizes that the Watchtower has been compromised and attempts to destroy it, but Deathstroke causes a chain explosion that sends him back to Earth. Luthor attempts to kill weakened Superman with the kryptonite weapon, but is stopped by Shazam, allowing Superman to execute him. Aware of humanity's determination to depose him, Superman decides to destroy Gotham and Metropolis to demonstrate the chaos that would arise in his absence, and invade the early universe as punishment for the interference of his heroes. When Shazam protests, Superman kills him, deserting the Flash and informing the Insurrection of Superman's plan. During a Regime attack on the insurrection, Wonder Woman is teleported from Ares to Themyscira, where she convinces the Amazons to desert the Insurrection and defeats her counterpart. Meanwhile, the first Batman convinces his counterpart to transport the first Superman here to help. During the Insurrection's battle against the Regime, Superman defeats the regime's top lieutenants and persuades Yellow Lantern to surrender, before defeating his evil counterpart in the Fortress of Solitude. Later, the Regime is disbanded and its members imprisoned, except for the Flash, who is released on parole, and Yellow Lantern, who is brought to Oa to be rehabilitated. After the first heroes and the Joker return to their universe, Batman and the first Superman visit the latter's counterpart, who is imprisoned in a cell that emits red radiation that renders him powerless. As the two left, Superman expressed his fear that he might go down a similar path if he were also to suffer a major tragedy. The Eyes of the Superman Regime glow red, indicating that he still has some degree of his powers. The injustice of development: Gods Among Us was first announced on May 31, 2012. According to Ed Boon, Injustice's main goal was to create a game outside of the Mortal Kombat series that was dramatically different within the fighting game genre. Producer Hector Sanchez said NetherRealm Studios did not feel constrained by mortal kombat parameters, allowing developers to take more design risks with Injustice, such as removing the traditional block button by Mortal Kombat. [19] Similar to Boon's previous DC title, Mortal Kombat vs. However, Boon intended to push the Teen rating by replacing violence with crazy, over-the-top action. When asked if if the studio's past experience with Mortal Kombat and its characteristic violence would affect injustice, Boon replied that he wanted to keep the two titles as separate entities. [2] The online mode in Injustice was built on the foundation laid by Mortal Kombat. Due to complaints about the serious delay in the online multiplayer part of Mortal Kombat, Boon reported that the development team had looked back on their past mistakes and created a new, more elaborate system for a better online experience. Adam Urbano stated that NetherRealm Studios spent two years of development focusing on netplay. During development, NetherRealm shared their idea of an automated system to push downloadable injustice content to the consoles of all users. [38] The game would connect to the Internet during use and automatically download the information necessary for players who purchased DLC characters to play against others who did not. [38] The system also allows NetherRealm to quickly send quick updates to patch obvious issues. Like Mortal Kombat vs. DC Universe and Mortal Kombat, Injustice runs on Unreal Engine 3, which has been modified to fit combat games. In the first diary for the development of injustice, NetherRealm Studios proclaimed that several technical advances had been made since the release of Mortal Kombat in 2011. Sanchez said their KoreTech team had pushed boundaries on their graphics engine. Urbano added that the game features a revamped lighting solution, which allows for more dynamic lighting in terms of characters and environments. A new character material system has been created to portray characters with more graphic details. Injustice also uses a multi-threaded rendering engine, allowing the game to display about three times the amount of objects on the screen at once compared to Mortal Kombat. [42] Promotion
Prior to the game's release, Warner Bros. The web series, hosted by Taryn Southern, featured weekly meetings between the playable cast in a tournament-style format. Every week, the arena has been updated with different scenarios. Fans could vote for their favorite characters, and a video, depicting the winner of each turn, would be released after each voting period. Videos detailing the fighters' skills and strengths, including vox pop interviews and celebrities, have been released along with each new pair of challengers. Voters could redeem free rewards, ranging from Xbox Live avatar accessories to a downloadable character skin based on the appearance of Green Arrow in the Arrow television series. Participating fans based in the United States were also eligible to win weekly awards. A demo version of the it was released as a download for the PlayStation 3 and Xbox 360 on April 2, 2013 in North America and April 3, 2013 in Europe. The demo shown shown Wonder Woman, and Lex Luthor, on stage in Gotham City, with Doomsday as the unplayable boss. Release
Injustice: Gods Among Us was released on April 16, 2013 in North America, April 17 in Australia, and April 19 in Europe for the PlayStation 3, Wii U and Xbox 360. [45] [46] Some Australian retailers, including JB Hi-Fi and EB Games, broke the street date, selling copies on April 15, 2013. The release of the Wii U version of Injustice was delayed in the UK until 26 April 2013. The game was later released in Japan on June 9, 2013 for the PlayStation 3 and Wii U.[50] It was also added to the Xbox One library of Xbox 360 games compatible with earlier versions in December 2016. An album with music by several artists including Rise Against, Depeche Mode, MSTRKRFT, Awolnation, Minus the Bear and Zeus, was released by WaterTower Music. Titled Injustice: Gods Among Us - The Album, the album was made available to digital retailers on April 16, 2013 to coincide with the game's release. The collection was later released on CD on April 23, 2013. [52] Warner Bros. Pre-Order Bonuses
Pre-orders for EB Games, GameStop, and Game Game gives players access to the Red Son Pack, a DLC pack inspired by the limited Superman: Red Son comic book series, containing Alternative Red Son skins for Superman, Wonder Woman, and Solomon Grundy, and 20 additional missions set in the Red Son storyline. Walmart's pre-orders carried the Arkham City Skin Pack, containing downloadable costumes for Batman, Catwoman, and jokers, and a bonus copy of Mortal Kombat vs. Superman. Pre-orders for Best Buy and Amazon Germany included the Blackest Night DLC Pack, which featured an alternative Batman skin, based on its black lantern design from the Blackest Night storyline, and an exclusive zombie mode, which turned all characters into the undead. [55] Retail editions
In addition to the standard edition, the Collector's Edition was made available for purchase for the PlayStation 3 and Xbox 360, which included a steel book case, a collectible figurine, a digital download code for the animated film Justice League: Doom, the first issue of the Injustice comic book series, and three exclusive costumes for Superman, Batman, and Wonder Woman based on their appearances in The New 52. [56] The North American and European versions of the package offered several stickers. The North American version offers a 33cm statue with Wonder Woman fighting Batman, while the European version offers a smaller 9-inch (23 cm) statue of the two. The Battle Edition, exclusive to GameStop and EB Games, included a lightweight combat stick controller and three DLC skins. In the UK and Australia, the special edition was available, exclusively through Game and EB Games respectively, containing the steel book case and the Red Son Pack. Downloadable A Season Pass available to Xbox 360 and PlayStation 3 users has granted access to the Flashpoint Skin Pack, with alternative skins for Aquaman, Deathstroke and Wonder Woman, along with the top four downloadable characters at an overall discounted price. To prevent conflicts between online players who purchased DLCs and those who did not, free compatibility packs containing additional character skins have been released alongside them. On April 17, 2013, Lobo was officially revealed as the first character in the DLC during the finale of injustice battle arena. Lobo was released on May 7, 2013. On May 3, 2013, Batgirl was revealed as the second character in the DLC, becoming available for download on May 21, 2013. [62] Scorpion, a recurring character in the Mortal Kombat series, was revealed as the third character in the DLC on June 3, 2013 and became available for download on June 11, 2013. Scorpion's appearance in Injustice featured a new Jim Lee costume. The season pass's final character, General Zod, was revealed on June 12, 2013 in an episode of late-night talk show Conan. Zod was released on July 2, 2013. S.T.A.R. Lab missions for the first four DLC characters have also been released as part of the Season Pass. [67] The four DLC characters became available to Wii U owners on July 3, 2013. On June 6, 2013, Ed Boon announced that at least one additional DLC character would be created for the game due to fan demand. Boon had previously held a survey on his Twitter to determine which DC Comics characters injustice fans would prefer to see added to the game. Martian Manhunter, who was left out of the polls due to stronger fan demand, was revealed as the fifth DLC character during a special presentation of Injustice at the 2013 Evolution Championship Series despite what happened to him in prequel comics. [71] Martian Manhunter was released for xbox 360 and PlayStation 3 on July 30, 2013, bundled along with John Stewart as an alternative skin for Green Lantern. [71] Shortly before the release, Boon revealed on Twitter that there were additional plans to develop downloadable content, with the sixth DLC character being a big fan favorite. On August 5, 2013, the character turned out to be Zatanna, who placed first in the Twitter poll according to Boon. She was packed with a new Skin for Superman based on Cyborg Superman, released on August 13, 2013. [75] Mobile
before the game's release, NetherRealm Studios developed a free-to-play mobile app of Injustice: Gods Among Us, which was released for iOS devices on April 3, 2013. It was brought to Android systems on November 21, 2013. The app uses a system of Card-based collectible and can be used to unlock bonuses in the Xbox 360 and PlayStation 3 versions of the game. The app also puts players in a group of 3 fighters to challenge famous D.C. The Wii U version does not support this feature. The multiplayer feature was added to the iOS version in an update on April 24, 2014. [81] Ultimate Edition
On October 7, 2013, Warner Bros. The Ultimate Edition was released on November 12, 2013 in the United States, November 27, 2013 in Australia, and November 29, 2013 in Europe for the PlayStation 3, PlayStation 4, PlayStation Vita, Xbox 360, and Microsoft Windows. [83] The American release was also included on the game's official soundtrack. During the COVID-19 pandemic, this version was released for free for a limited time to Steam, Playstation Store, and Microsoft Store. Reception
Critical response
ReceptionAggregate scoresAggregatorScoreGameRankingsVITA: 7396[87]MetacriticiOS: 69/100[88]PS3: 78/100[89]WiiU: 82/100[90][82][100][90][X360: 81 /100[81/100][82][100][90][X360: 81 /100[81/100][91] PC: 79/100[92]PS4: 80/100[93]Review scoresPublicationScoreEGM9.5/10[94]Eurogamer8/10[95]Game Informer9/10[96]GameSpot7 /10[97]IGN8.2/10[98]OXM (US)9/10[99]Awards
PublicationsAwardGame Critics Awards: Best of E3 2012Best Fighting Game[100]IGN: Best of 2013Best Overall Fighting Game[101]GameTrailers: Game of the Year Awards 2013Best Fighting Game[102]Game Informer: Best of 2013 AwardsBest Fighting Game[103]VGX:Best Fighting Game[104]I.C.E. AwardsFighting Game of the Year[105]National Academy of Video Game Trade ReviewersGame, Franchise Fighting[106] Injustice: Gods Among Us received positive reviews from critics. The metacritic site provided the Wii U version 82/100,[90] xbox 360 version 81/100,[91] and PlayStation 3 version 78/100. [89] The Ultimate Edition was given 80/100 for the PlayStation 4,[93] and 79/100 for Microsoft Windows. The iOS mobile app received mixed reviews, with 69/100. IGN's Vince Ingenito labeled the game as both a great brawler and a great old sloppy love letter to fans. Ingenito praised the story mode, unique mechanics of combat games, and the general use of the DC license, but criticized the raw size graphics, stating that bland textures and poorly modeled buildings eroded their visual impact. Game Informer's Andrew Reiner regarded the game as a finely tuned fighter nailing the spectacle of a superhero brawl. Reiner praised NetherRealm Studios for offering a great combat game experience, arguing that NetherRealm Studios' appreciation of the DC universe mixed well with their Mortal Kombat formula. Eurogamer's Matt Edwards praised the rich amount of content per single player, highlighting the S.T.A.R. Labs mode, but was concerned about the game's online stability, writing that improvements made on Mortal Kombat to reduce latency issues [seemed] to be marginal rather than changing the game. Maxwell McGee of GameSpot felt that while Injustice provided a complex fighter with some unique twists, the game was not McGee was critical of the story, describing the premise as so ridiculous that it borders on parody, and complained about the lack of educational features for new players and support for replay. Mikel Reparaz of Official Xbox Magazine praised Injustice for its fast, destructive and extremely accessible gameplay, calling the game one of the funniest 2D fighters of years. Ray Carrillo of Electronic Gaming Monthly gave the game an almost perfect score, lagging history, game mechanics, and collectibles, while criticizing its long and frequent loading times. USA Today's Brett Molina gave the game 3.5 out of 4 stars, stating that NetherRealm [had] created an impressive video game pack with Injustice, combining superheroes and villains that can appreciate with a fighting style that should appeal to players at any level. [107] Injustice: Gods Among Us Awards
won best fighting game of E3 2012 from the Game Critics Awards. The game also received Fighting Game of the Year awards in 2013 from IGN,[101] GameTrailers,[102] Game Informer,[103] the VGX,[104] and the Academy of Interactive Arts & Sciences D.I.C.E. Awards. [105] At the 2013 National Academy of Video Game Trade Reviewers (NAVGTR), the National Academy of Video Game Trade Reviewers (NAVGTR) awarded Injustice: Gods Among Us won Game, Franchise Fighting. [106] At the 2014 SXSW Gaming Awards, Injustice: Gods Among Us won the Excellence in Convergence Award. Sales
Injustice: Gods Among Us was the best-selling game in the United States during its 2013 release. It sold 424,000 copies as reported by industry analysts Cowen and Company, the only game released during that month to sell more than 250,000 copies. According to the NPD group, the game would later remain as the best-selling game in the US charts until May and remained in the top 10 in June. [111] Injustice would also top the game charts of all formats in the UK after its release week. [113] Regional ban
The game was temporarily banned in the United Arab Emirates and Kuwait. [114] Originally, the game's title was renamed Injustice: The Mighty Among Us for promotional use in those areas. It is hypothesized that injustice was forbidden due to the inclusion of the word Gods in the title (since referring to God in the plural is against the shahada), the splitting displayed in the clothes of some female characters, and general gosity. There is also the possibility that the game's global slogan itself may have been thought of as a violation or an inconsideration for Islamic morality in the UAE. In the end, the ban in the United Arab Emirates and Kuwait was lifted. [114] Related media
Main article: Gods Among Us (comics)
The Injustice: Gods Among Us comic book series was announced by Ed Boon on October 5, 2012, during the EB Games Expo. The series serves as a prequel detailing the events that led to the game, as well as those that occur in the interval between murder of the Joker and the discovery of the primary universe. The series was first written by Tom Taylor and illustrated by a number of artists, including Jeremy Raapack, Mike S. Miller, Bruno Redondo, Tom Derenick and others. The comic was digitally released on January 15, 2013. The series was later published in regular comic form, and finally in a collected edition. In December 2014, Tom Taylor announced that he would be leaving the series and leaving after writing Injustice: Year Three #14, with Brian Buccellato replacing him by continuing the story in year four and five. The last chapter of the series was published in September 2016, leaving the story incomplete; Another comic book series, titled Injustice: Ground Zero, followed, which picked up the story and concluded the re-en-view of the game's events from Harley Quinn's point of view. Arcade adaptation
An arcade port part of the mobile version of the game was released in arcades on October 16, 2017. On June 8, 2016, Injustice 2 was announced by Warner Bros. Interactive Entertainment and NetherRealm Studios, released on May 16, 2017 for the PlayStation 4 and Xbox One. [125] The sequel continues the storyline established in Injustice: Gods Among Us, with the alternate universe Batman and his Insurgents working to prevent a new threat as they stop the remains of the Superman Regime trying to restore its rule. [127] Various gameplay mechanics from the first chapter return, including super moves, character traits, scene transitions, and fights. Injustice 2 introduces a loot throwing system, known as the Gear System, that provides pieces and equipment for character-specific costumes; players are able to customize the appearance of their characters and improve their skills, such as increasing their speed, strength or health. [129] References
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