

Riot's League of Legends fighter is now called 2XK0

Riot Games has given *Project L*, its in-development 2v2 fighting game, an official name: *2XK0*.

Since that first announcement, Riot has offered sporadic development updates culminating in the game's first hands-on demo at EVO 2023.

2XK0 is a 2v2 fighter, but unlike other tag-team fighting games like *Marvel vs. Capcom*, *2XK0* lets you play competitively or cooperatively. Players can team up, controlling one of the two characters on a team that can swap in and out of the fight at will.

Players build their team from a roster of characters across the *League of Legends* universe. Currently we've only seen a few characters from the roster – Ahri, Ekko, Darius, and Yasuo primary among them – each with abilities similar to the ones they have in *League*. Ekko can make temporal clones of himself while Ahri slings around her characteristic orbs.

The name reveal wasn't the only news Riot had for *2XK0*. The developer is targeting 2025 for its release window, will offer more hands-on demos starting in April at EVO Japan 2024, and promises to start at-home playtesting by the end of the year. *2XK0* will launch on Xbox, PlayStation, and PC.

<https://www.theverge.com/2024/2/22/24079608/project-l-2kxo-fighting-game-league-of-legends>