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By: Andrei Dumitrescu, Games Editor



A movie based on a
book based on a game

[Brothers in Arms: Hell's Highway Spawns Book and Potential Movie Project](#)

All by a military man

Right now, you must be waiting eagerly for [Brother in Arms: Hell's Highway](#), the new upcoming squad based shooter from Gearbox. Set to develop the story of the first two games in the series, it offers players the chance to live the life of an Allied soldier who takes part in Operation Market Garden, the late-1944 attempt of the Allies to get into Germany through Holland. Ubisoft showed off at Ubidays the best games it plans to release in the coming months. Also there, the company brought Colonel John Antal, the guy who served as military expert during the development of the game, to present his plans for a book tied to the game and his hopes that said book would get the movie treatment after it's published. Antal explained that the [Brothers in Arms](#) game does not depict the final two days of Operation Market Garden, when the paratroopers guarding the Arnhem bridge were overrun by the Nazis. So, after seeing the game near completion, he decided to take a stab at describing these two days in a historical fiction novel. Antal told Eurogamer that "There's talks; but until you get beyond the talks, it's all talk. Anyone who has a brain, who's involved in the financing of this stuff and the creation of this stuff goes okay, make a hit videogame hit, really good showing as a novel, yeah that might make a good movie. But, you know, it all depends". His novel will be released just ahead of the game, in late July, and there might be plans to create a special edition of the game that also includes the book. Brothers In Arms: Hell's Highway, based on the Unreal III engine and looking better than Gears of War according to the developers, will be out in August for the [PC](#), the [Xbox 360](#) and the [PlayStation 3](#).