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Not on the Wii
Double Fine

[Brutal Legend for the Wii Was Real, Is Now Canceled](#)

Quality concerns

When [Brutal Legend](#) was unveiled and detailed, a lot of rumors indicated that a Nintendo Wii version of the game was in development, alongside those aimed at the Xbox 360 from Microsoft and the PlayStation 3 from Sony, but that the developers from Double Fine were not talking about it because they were concerned about the way the game looked and played.

Recently, an anonymous source told Destructoid that the version of Brutal Legend was real but that it was canceled because the Wii could not offer the same experience as the other home consoles. Either way, the game is not arriving on the best sold current gen gaming console.

Apparently, Electronic Arts, which is set to publish Brutal Legend after it was ditched by Activision Blizzard (which is now suing over the game), handled the situation in the same way as it did for The Orange Box from Valve and the PS3, bringing in a third-party team to move the game to a platform that the developers were not originally interested in. The hurdles related to the port were too high, so Nintendo Wii players will not be able to enjoy the latest offering from legendary developer [Tim Schafer](#).

[Brutal Legend](#) is another big bet on originality on the part of Electronic Arts. The game puts the player in the studded boots of one rock roadie who must liberate an entire world of enslaved metal lovers while battling some demons and riding very cool motorcycles.

The voice of the main character is provided by Jack Black and there are other rock icons making appearances in Brutal Legend. Because the game seems to be pretty physical, it would have probably worked rather nicely with the motion tracking controller of the Wii, but the console might not have replicated the sheer beauty of the game as generated by the Xbox 360 and the PS3.