

13 May 2008

By: Andrei Dumitrescu, Games Editor



Coming to the good old PC

[Burnout Paradise Gets PC Version](#)

Electronic Arts promises better game

Burnout Paradise is an open-ended, open world racing simulator that places the emphasis on the possibilities granted by the simulation of an entire Hawaiian island in the game. It was released for the Xbox 360 and on the PlayStation 3 and, apparently, it did well enough to warrant a PC port. [Electronic Arts](#) has just announced that the game is being ported to the PC, with the intention to release it before the end of the year, although no official date has been set for the launch. The game is developed by Criterion games and the PC version is said to contain "expanded multiplayer, enhanced online features, and community-driven content". As always, press releases are a bit vague when it comes to concrete details on the game, but some additional content for the PC port is very likely, especially when taking into account the fact that Criterion is set to release patches for the console versions of Burnout Paradise that will add new content, in the form of bikes and maybe even helicopters. It would be a very bad move on EA's part not to implement these in the PC version of the game. This is the first time that a Burnout game is being taken out of the console world and onto PCs. It's something that a lot of people thought impossible, as Criterion has repeatedly signaled that their strategy is to go for console releases. Electronic Arts probably stepped in to bring about the PC version. Even with the burden of this development, [Criterion](#) is saying that the [release schedule for updates](#) to the console game will not be affected in any way. The "Cagney" update is set to be released in June, while "Davis" will have to wait till late July to make its debut. Criterion is encouraging all fans to get in touch with them and offer new ideas and concepts that the team can later implement in the game. We're assuming this policy is also true when it comes to the PC version.