

By: April 2008, Games Editor

Burnout Paradise Will Get Bikes

Patch plan detailed by the developers

The people at Criterion, the creators of [of Burnout Paradise](#), the racing game set in the islands of Hawaii, are really trying to please the community formed around the game. They recently revealed their plans regarding the "Davis" update, which is set to hit gamers in late July. The update will surely make bikes available to players, with a wide selection of yet undisclosed machines to choose from. A day and night cycle will also be implemented and racers can stop and watch the sunrise and the sunset over the Ocean. The team also showed a bit of footage of a plane circling above the island. Which could mean that planes are in, although we don't see any way in which they could be integrated in the gameplay. But, hey, we never claimed to be too clever. Before "Davis", the "Cagney" update is set for June, with more than 35 fixes that the community has requested and a calendar that will track the live events that the player plans on putting on each weekend. These challenges will result in prizes, in the form of exclusive cars, for the winners of the competitions. As the update will be rolled out, other changes will be made, mainly to the graphical aspects of Burnout Paradise. Today, the "Bogart" update is set to make its way to the [PlayStation 3](#) and to the [Xbox 360](#). It seems that there were some issues with the framerate performance with the 360 version, so there might be a slight delay in its release. As the day progresses, we'll see how things happen. Criterion has also made a plea to Burnout Paradise players to get in touch with them and send all the ideas they have regarding a better game experience. Criterion promises that all ideas will be taken into consideration and some will surely make it into the next batch of patches for the game.