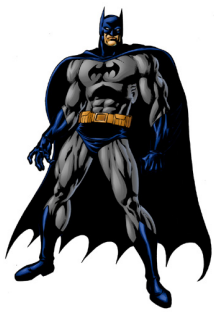


14 August 2008

By: Calin Ciabai, Games Editor

He's coming!
catalaxyfiles

[Eidos Announces Batman Game](#)

Finally, a dream comes true

With The Dark Knight doing great in theaters and gamers asking for a Batman video game, **Eidos** has decided to surprise everybody and announced that they were working on a project that would bring the beloved super hero to our consoles and PC systems. We also have high hopes in this game, since it will not be a movie tie-in, but a standalone game, so to say, written by Emmy Award-winning Batman writer Paul Dini. The game will be released on **PlayStation 3**, Xbox 360 and PC systems sometime in 2009. Fully named Batman: Arkham Asylum, the game puts players in the boots of Batman as he delivers The Joker to the Arkham Asylum. However, a big surprise is awaiting there: the imprisoned super-villains have set a trap and only one thing can unfold out of this: a fun, immersive combat experience. You'll have to battle your way to safety and put the villains back in the corner they belong to. "Batman: Arkham Asylum offers players the chance to battle Gotham's worst villains with Batman's physical and psychological strength in a graphically distinct and story-driven game," said Martin Tremblay, president, Warner Bros. Interactive Entertainment. "We look forward to working with Eidos on expanding DC Comics' world-renowned character Batman in the game space with a noticeably different feature set in an incredibly dark interactive environment." So, it seems that we have the premise for a great title here, something every Batman fan was waiting to happen for quite some time now. The even better part is that we'll have a brand new, original story, and an Eidos team who has a great experience with action adventure titles, which means that the game won't abide by the golden rule of thumb saying that every game made after a movie will be a failure. Now, all we can do is sit and wait for Batman: Arkham Asylum.