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Game development
leads to Hell's
Highway

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[Hell's Highway Delayed, Collector's Edition Announced](#)

Supplies are limited

Hell's Highway is again getting delayed. The tactical World War II shooter, which was in development for the last three years, is now expected to reach gamers no later than the end of September, when the original date was set for August. Most retailers are now saying that September 23 will be the final date, but although [Gearbox Software](#), which is developing the title, has confirmed the delay to Shacknews, it did not confirm the new date to the day, mentioning only the month of September. We might just see the game on the anniversary of the launch of Operation Market Garden, which is on September 17. Randy Pitchford, the president of the developer studio, has said that "We'll be gold in August, but it looks like the actual shelf date will be in September," because of the issues involved with getting the actual boxed copies of the games to retail stores. The game is also getting a collector's edition, in the form of the Hell's Highway Limited Edition, which will be sold for 69.99 dollars and which will include some interesting content. There's a comic book, which will detail some aspects of the back story of Operation Market Garden, a map of the area in which combat took place and an action figure of the main character of Hell's Highway, Sergeant Matt Baker, complete with 13 combat oriented accessories. Gearbox sends word that supplies of the special edition will be limited and that interested fans should really think about pre-ordering it to make sure they get it. With the delay [Hell's Highway](#) is moving into the fall launch season, when developers put out their most interesting games, anticipating a holiday season rush in videogame buying. World War II shooters are not as popular as they once were, but Brothers in Arms: Hell's Highway has an extra layer of tactical choices that will create a new experience, focusing more on small unit movements and flanking than on shooting your way through the battlefield.