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Nobody escapes
Jigsaw
Wikipedia

[Konami Brings Saw in Autumn for a Variety of Platforms](#)

Nobody escapes Jigsaw

Horror games have been very popular for quite some time, as a lot of players are lured in by the eerie atmosphere and the heightened sense of awareness, which one needs in order to "survive" these titles. [Konami](#) has been a specialized developer in this genre for quite some time, as its [Silent Hill](#) franchise has given people terrifying experiences for a few years now.

But now, the Japanese company has announced that it will be creating a brand new game, based on none other than the Saw franchise of Hollywood horror movies. Scheduled to appear on the PC, Xbox 360 and PlayStation 3, Saw aims at offering players a role in one of the maniacal killer Jigsaw's survival games.

The action will take place in an asylum, which has been, of course, abandoned a long time ago and is now filled with terrifying gauntlets set in place by the serial killer. The goal of the title created by Zombie Studios is to force the players into making the infamous choice of whether to live or die.

"Konami, partnering with Lionsgate and Twisted Pictures to create Saw was a very organic synergy," David Daniels, director of marketing for Konami Digital Entertainment, Inc., said. "As the leader in the survival horror genre, it only made sense to align with one of cinema's most iconic horror franchises to create an entirely new survival horror experience."

The title is set to hit North American shores in autumn, but nothing conclusive has been stated about when it will arrive for Europeans and other gamers across the world. With the popularity of Saw declining in the past few years, this game will hopefully awake the fans' appetite for the horror franchise once again, as it did back when the first few movies were released to critical acclaim.