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More maps
Starbreeze

[More Maps Planned for Chronicles of Riddick: Assault on Dark Athena](#)

No release date known for the moment

April 7 is an important date for those who were fans of the Chronicles of Riddick movies as the Vin Diesel-driven franchise receives its videogame port in the form of The Chronicles of Riddick: Assault on Dark Athena, the Starbreeze developed and published videogame that is a re-launch of the original Chronicles of Riddick game with a lot of new stuff added in order to attract gamers. Now, those who plan on getting the game should know that, a short while after release, the shooter is set to receive more maps that can be used in multiplayer.

At the moment, information from the developers shows that the game has 15 maps, which can be used in the six multiplayer modes that will be included, some of them at the express request of [Vin Diesel](#), who is set to be a passionate gamer (he'd better be considering that he stars in quite a few releases this spring).

The downloadable content pack will add five more, expanding the re-playability of the title. It's not clear whether those new maps can all be used for all the six modes or whether they are specifically crafted to provide interesting experiences in just one of them.

[The Chronicles of Riddick: Assault on Dark Athena](#) has all the content from the original Chronicles game, updated to take advantage of better graphics, while adding new single player content.

Starbreeze is also hyping up the multiplayer element of the game, saying that it offers a unique experience. In addition to the normal modes, like Deathmatch, Team Deathmatch and Capture the Flag, Assault on Dark Athena includes three interesting variations, called Butcher Bay Riot, Arena and Pitch Black. The last one is played without any source of light, with only the gamers playing as the Riddick characters able to see in the dark, because of these unique powers.