

By: [Marius2008nitrescu](#), Games Editor

## [Sin City Is Going Back to the Roots](#)

*The roots in this case being the graphic novels*

[Red Mile](#) doesn't have an impressive history as a game publisher. And yet, in spring 2007, they secured the rights to create a video game based on the Sin City universe, originally created by [Frank Miller](#) in his graphic novels and also made into a film, in 2005, with Quentin Tarantino and Fred Rodriguez helping out. Both the movie and the novels tell the story of a dark and sinister city, where life is cheap, violence is a must and most characters are morally corrupt. Somehow a glimmer of hope and heroism makes it into both the books and the movie, just to let you know that there can be a hero even in the most broken down of men. "All I can say is that it will be heavily story- and character-driven, with multiple crossing story lines, and it will contain the same kind of violence, the same kind of sexiness, the same kind of edginess that are the hallmark of the graphic novels," said Flint Dille. He is working on the game and is best known for the writer behind *The Chronicles of Riddick: Escape from Butcher Bay*. Both he and Frank Miller are deeply involved in both the storylines that need to be created and the tone of the world, in which the action will take place. Flint continued: "There will be a wide variety of things for the gamer to do, from fighting to shooting to driving. We're trying to deliver it all in a very stylized, very bold, very surprising way. What makes this so dangerous a project is that, quite frankly, the source material is so damn good. It sets a very high bar for us to hit". Transmission Games, a little known Australia-based developer, is working on the title. It will use the Unreal Engine 3 and it should be delivered to the Xbox 360, the PS3 and Wii. An estimate on the release date is somewhere in the fall of 2009. It seems like we'll have to wait a bit for this one, but let's hope it's well worth the wait.