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[The Chronicles Of Riddick: Assault on Dark Athena Will Feature Multiplayer!](#)

Butcher Bay - reinvented by next-gen technology

Just as the first in-game footage of [The Chronicles Of Riddick: Assault On Dark Athena](#) emerged yesterday, [Sierra Entertainment](#) didn't waste time and came up with the fact sheet... well, sort of. A bunch of details about it, OK? Is that good for you? Here's the deal: Taking advantage of new hardware technologies, the game will present a reinvention of Escape from Butcher Bay, delivering 2004's award winning experience in high definition with loads of enhancements. The Dark Athena chapter is actually an expansion of the original game with an exciting new story and new gameplay features. "The Chronicles of Riddick is a genre defining game that helped shape the modern first-person shooter," said Al Simone, senior vice president, global marketing for Sierra Entertainment. "We are proud to not only take this 'Best in Class' title to the next level for both the [Xbox 360](#) and [PLAYSTATION 3](#), but to create a new single-player experience and multi-player campaigns for a truly robust product offering. In The Chronicles of Riddick: Assault on Dark Athena, it's not just facing Butcher Bay on your own, but also take action in intense multi-player combat, for the first time in the series. The game introduces the ominous Merc-ship Dark Athena, which sits silent like a marauding spider, awaiting helpless prey in the dark reaches of the galaxy. Players must face a large, bloodthirsty operation led by the dreaded Captain Revas and her slaves-turned-controllable combat drones. Death-defying events and fierce enemies in a battle of malice and gore is only the beginning of your worries. The game is scheduled to ship later in 2007, being produced under a Universal Pictures Digital Platforms Group license, in association with Vin Diesel's Tigon Studios and is being developed by Starbreeze Studios (carried work on the original installment).