

CBR had managed to get their hands on a demo for the upcoming Rocksteady game, Batman: Arkham City. Here's a synopsis of what they reported: -You track the Clown Prince of Crime down from a fired sniper bullet to a church tower, only to find it full of goons and explosives. -Batman is able to locate the Joker, using his Cryptographic Sequencer to lock in on a radio signal. -Getting to his arch-enemy takes an interesting new approach, as "City" doesn't include a mini-map showing locations of current objectives. Instead, players have to rely on a good old-fashioned Bat Signal to point out their destination, giving you opportunity to explore the city as you get there. -Batman slowly work his way through the mill, eventually learning about Harley Quinn's latest escapade: she's nabbed one of Gotham's EMT's to help patch up Joker, who is in dire health following the conclusion of the

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