

Excerpt from the IndustryGamers interview: "I think we're in the space now of building properties that are appealing to people, and there's a version of BioShock that makes a great game and there's probably a version of BioShock that makes a great movie. I think for us as a company, we don't have any need to get a movie made. We'd like to have a movie made, but it would have to be the right one, and we've had the opportunity to get it made and unless all the right pieces are in place – it's hard enough to get a movie made when all the right pieces are in place. If you don't start with the right pieces, you don't have a prayer. We've had a lot of great talks with great people about it. We got close to great people, but you always have to have all of those pieces

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[BioShock! Movie Still A Possibility](#)