

Source: ScreenRant Let me preface this news with the fact that despite having an extremely poor track record, video game movie adaptionns are poised to become the next source for Hollywood tentpole franchises. Similar to what he saw with CBM's [we suffered through movies like Steel, Howard the Duck, Batman & Robin, and many others before Hollywood produced gems like Blade, Spider-Man, Iron Man and The Dark Knight] the video game movies are paying their dues, figuring out the formula, so-to-speak, about how to transform successful video games to the big screen. Set to benefit from this early tinkering are adaptionns of Assassins Creed, Uncharted, BioShock, and of course Mass Effect. In a bit of an odd twist, the official Legendary Pictures website posted a Q&A seemingly contradicting everything previously stated at this years San Diego Comic-Con. Well, the site has now been updated with information that not only

Read more: http://www.comicbookmovie.com/fansites/GraphicCity/news/?a=50279&t=Legendary_Pictures_Clears_Up_Misconceptions_About_The_Big-Screen_Adaption_Of_Mass_Effect