

Ubisoft has made it clear on numerous occasions that they want to get in on the movie business, but that didn't exactly work out too well for them last month when Assassin's Creed was released to scathing reviews and a mediocre performance at the box office. However, they're clearly going to try again with Splinter Cell, a movie which was announced around the same time as Assassin's Creed. Nothing seems to have happened with it since we learned that Tom Hardy will play Sam Fisher, but producer Basil Iwanyk has now shed some light on what exactly we should expect from the movie. "The challenge of making 'Splinter Cell' interesting was we didn't have this IP with a very specific backstory. That allowed us to make up our own world and really augment and fill out the characters. I don't think one applies to the other because I don't think our movie will feel like a movie that came out of a video

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