

During a press event for the upcoming DVD and Blu-ray release of Don't Breathe, producer Sam Raimi was asked for an update on the current status of the big screen adaptation of PlayStation 3 hit The Last of Us. Unfortunately, the project doesn't seem to have got much further than when we last heard, and as a result, it seems to be stuck firmly in development hell (like many other video game adaptations). Asked why The Last of Us has now stalled, the Spider-Man director offered the following update. "Well, unfortunately that one -- when we went to Neil with Ghost House Pictures we were hoping to get the rights like we do any project and then we'd take it out and sell it but we'd control the rights. With this one he went to Sony -- who I have a very good relationship with -- but they have their own plans for it and I think Neil's plan for it -- I'm not trying to be political --

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