

Thanks to Game Informer, we have a new batch of concept art for cancelled Darth Maul video game. This addition to Star Wars canon was in development for the PlayStation 3, Xbox 360, and Wii U, and it would have seen players start the iconic villain's story while he was around 10 years old with things ultimately leading directly into his memorable appearance in Episode I -The Phantom Menace. As you can see below, these pieces show off various designs for Maul, though many look like they were supposed to be from a story set after the events of the prequel mentioned above. That's evident from the inclusion of Stormtroopers and an Imperial leader, so where exactly this would have taken place is hard to say for sure, especially as the current information available about the project is so vague. "We wanted to show what he went through to become a Sith. Showcase the torture the Emperor put him through," Dan Borth, the

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