

When asked about the inclusion of the Scarecrow in Batman: Arkham City a while ago, game director Sefton Hill refused to comment either way. (check out the interview with him by clicking [HERE](#)) However, thanks to the guys over at [ArkhamCity.co.uk](#) for spotting the following "Game On" video, we now know from Paul Crocker of Rocksteady Studios that: "In Batman: Arkham Asylum we had the whole Scarecrow thing, and we didn't want to do that again we wanted something different." Fair enough. Be sure to watch the video below for behind the scenes footage and more revealing interviews. Batman: Arkham City is set to be released on all major video game platforms on October 18th, later this year.

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