

"In The Amazing Spider-Man videogame, Iguana has been re-imagined to be more animalistic than its comic book counterpart," revealed Moïse Breton, (Beenox's Art Director on the upcoming video game) in an interview with IGN. "The visual approach is less cartoony, which makes for really interesting details. He is also permanently mutated and does not return to his original form during the day. Therefore, he must hide in the dark corners of Manhattan in his effort to survive." This is the second villain to be revealed following the release of The Rhino trailer last month. There are more details to be found on Iguana by clicking the link at the bottom of the page, but here's what Breton had to say about their take on the little known villain. "In the spirit of the film reboot, we're taking a more realistic and grounded approach to the game, including the characters and villains.

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