Batman Arkham Asylum Demo

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What's the point of switching between normal mode and detective mode? Two half−crappy modes add up to one crappy mode? To be fair, I don't like anything related to the Batman franchise anyway. It either takes itself way to serious or I don't get the humor in it. But for a game that is based on that legacy and doesn't try to resemble the comic or the movies and is just a flat generic game with the protagonist dressed up as a bat, that shouldn't make much difference. All this Batman stuff shoved into the game just makes the controls complicated and not very logical or natural. Also the look and feel of the Batman universe is only there in the cutscenes and mostly absent in game. The game is just the average run through corridors and crawl through ventilation ducts, but this time dressed up like a bald furry. I didn't like Watchmen that much either, but if I would have to choose between Batman and Watchmen, Watchmen is the clear winner.

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http://www.xs4all.nl/~ipenburg/blog/posts/play/2009/08/09/batman−arkham−asylum−demo/