

KLASSIKER DER SPIELEGESCHICHTE

BATMAN: ARKHAM ASYLUM
19. Januar 2012



No. 1

JUNE, 1938

ACTION COMICS

10¢



Superhelden-Mythos

Der gemeine Superheld hat:

Hohe moralische Integrität (DC)

Superkraft

Mindestens eine Schwäche

Gegner auf Augenhöhe

eine zweite Identität

eine Gründungsgeschichte

Ein Kostüm



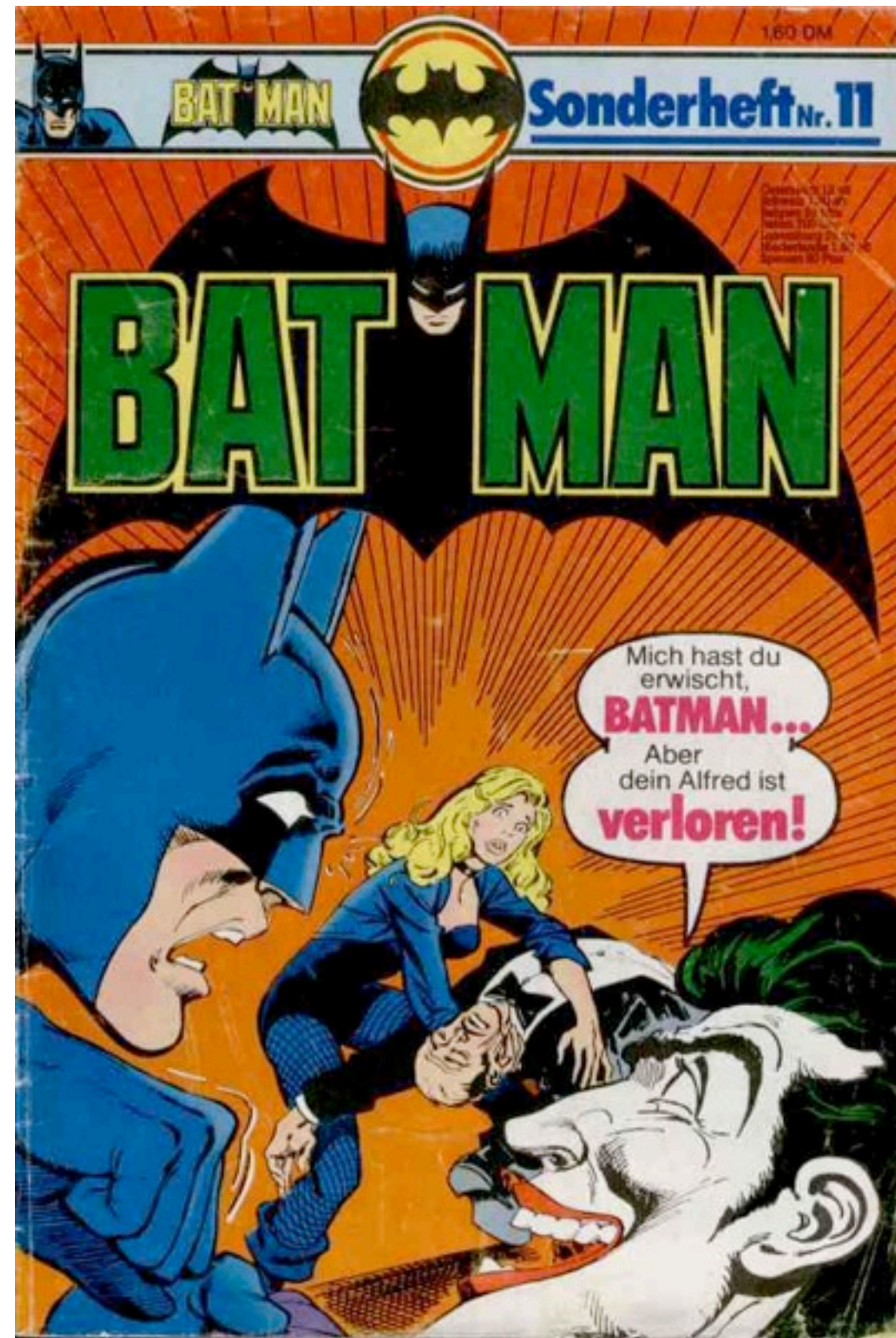
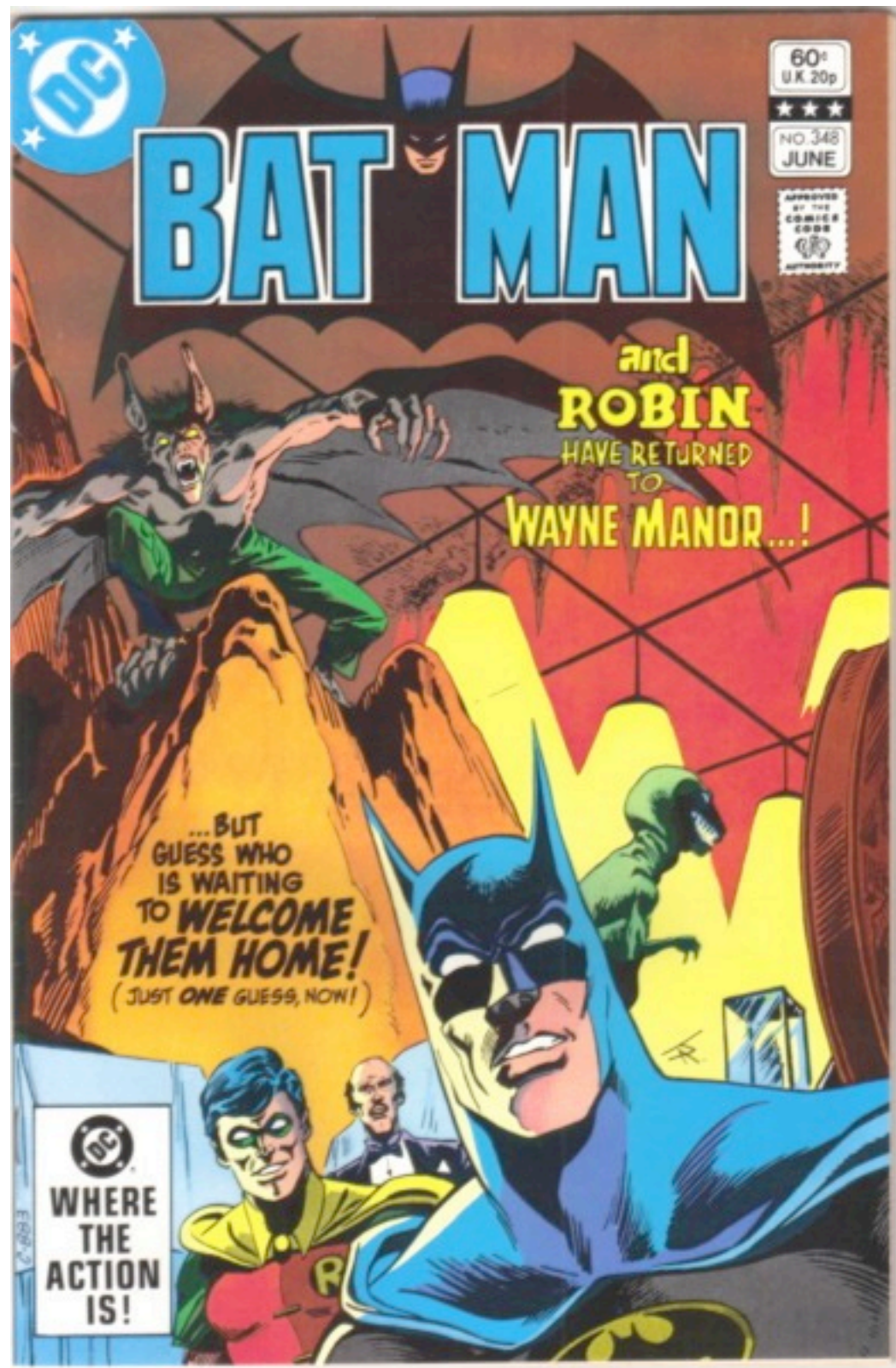


Batman-Comics

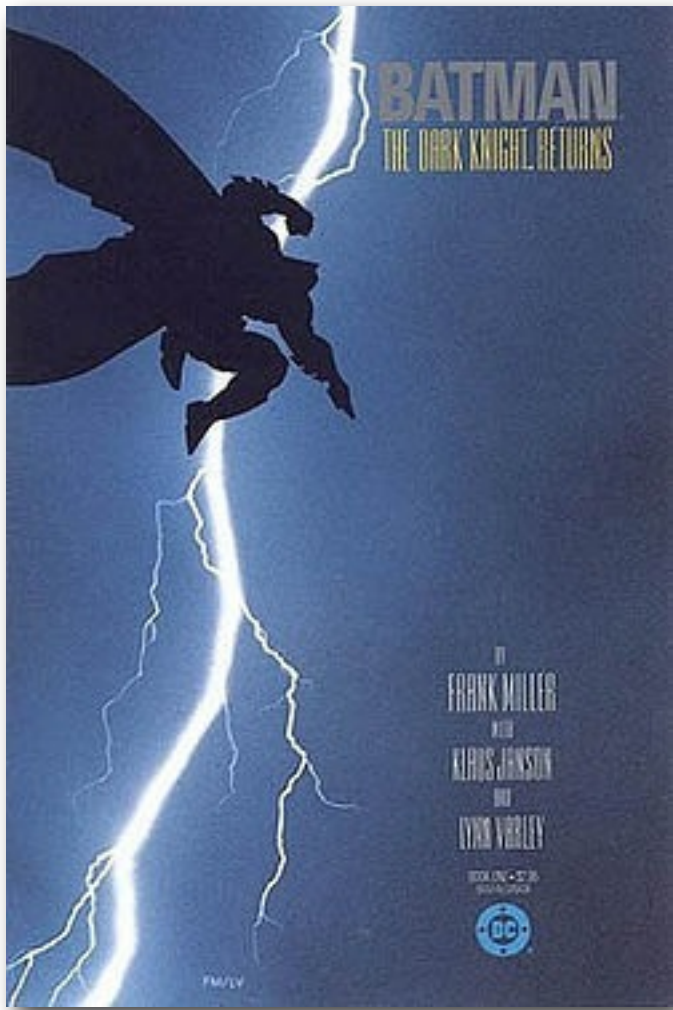


Detective Comics #27

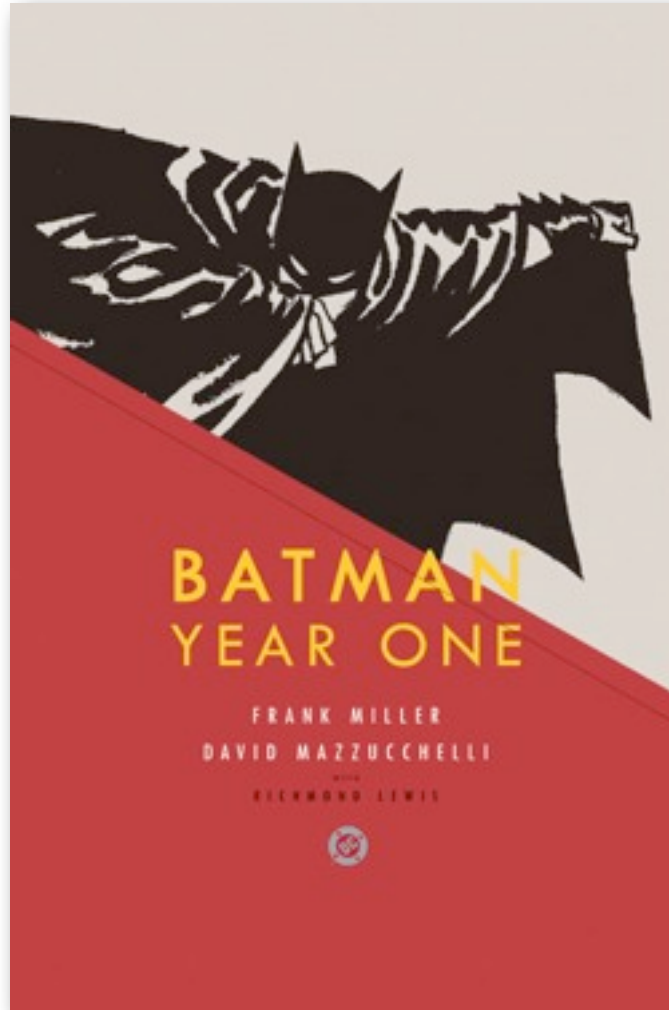
Prior to *Action Comics* #1 and *Amazing Fantasy* #15 topping out at \$1.5M and \$1.1M, respectively, *Detective Comics* #27 (featuring the first appearance of Batman) stood as the high water mark in terms of comic book actions, with a winning bid of \$1.075M for a near perfect copy.



Batman Reloaded



Miller: Batman Dark Knight, 1986

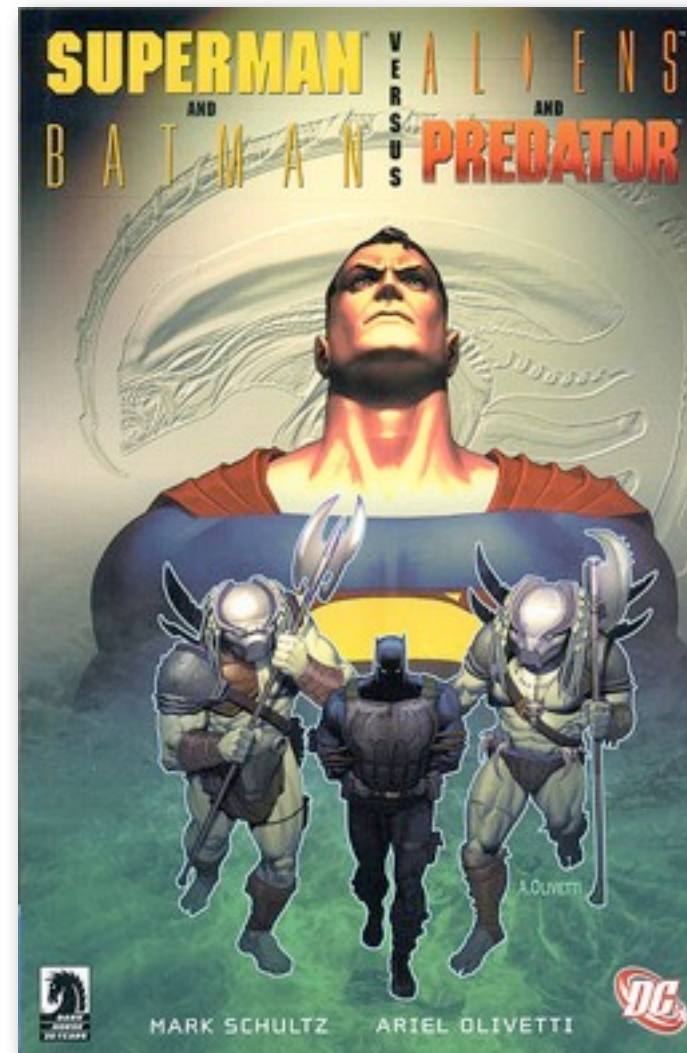
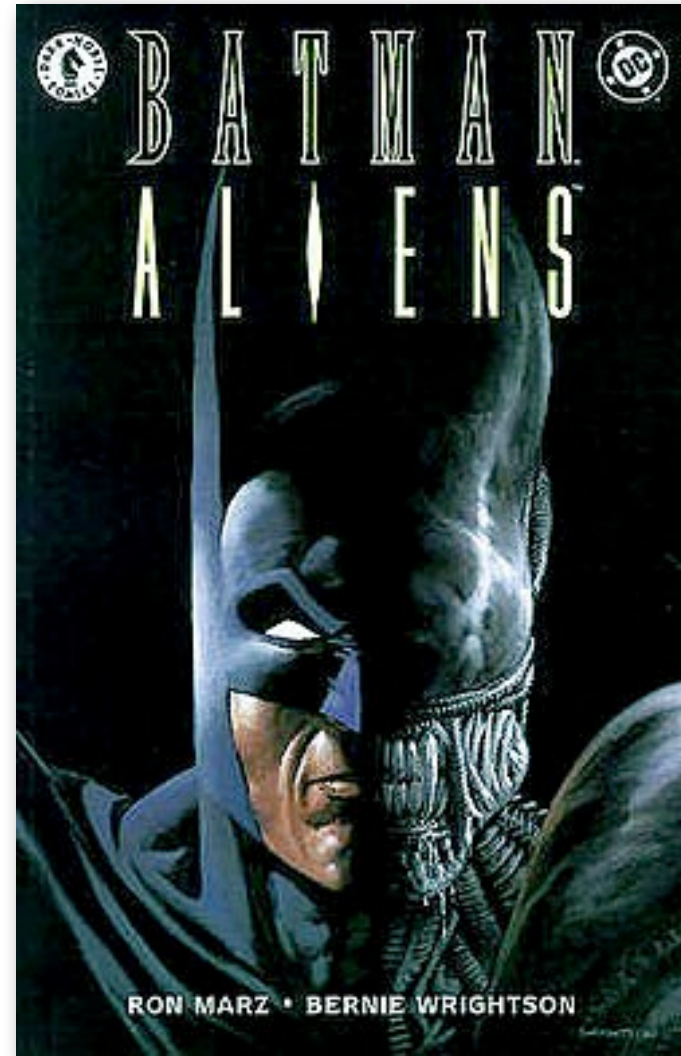
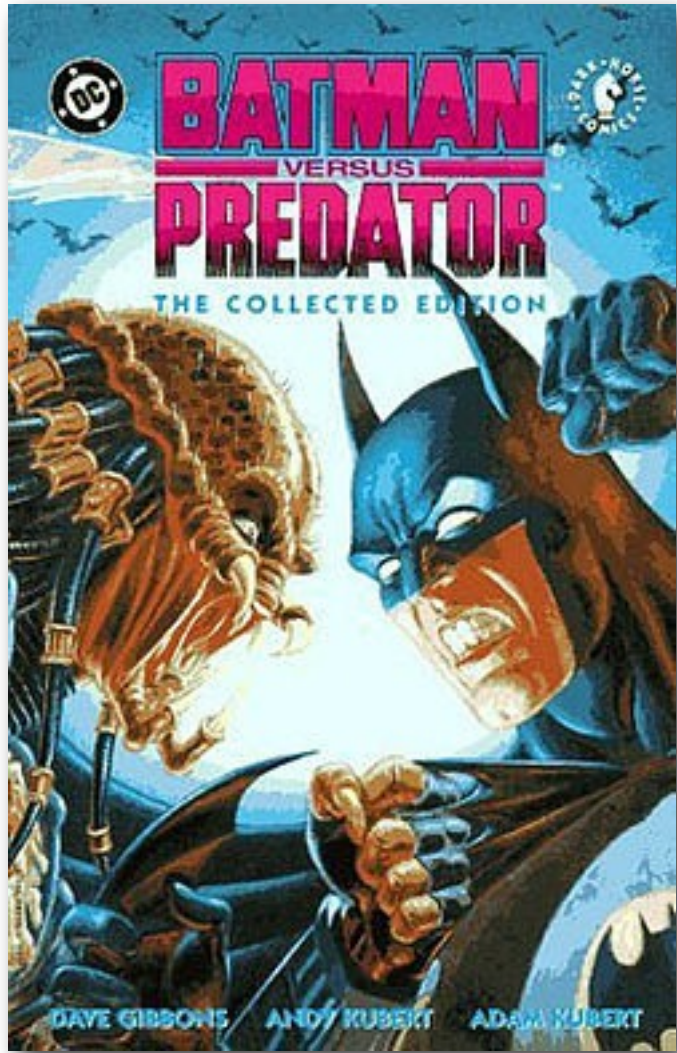


Miller: Batman Year One, 1987



Morrison; McKean: Arkham Asylum, 1989

Batman Crossmedia



Verfilmungen



Batman (Serie 1966)



Batman 1989



Batman Begins 2005

Batman Computerspiele



Game: *The Revenge of Shinobi*
Release: 1989
Format: Sega Genesis

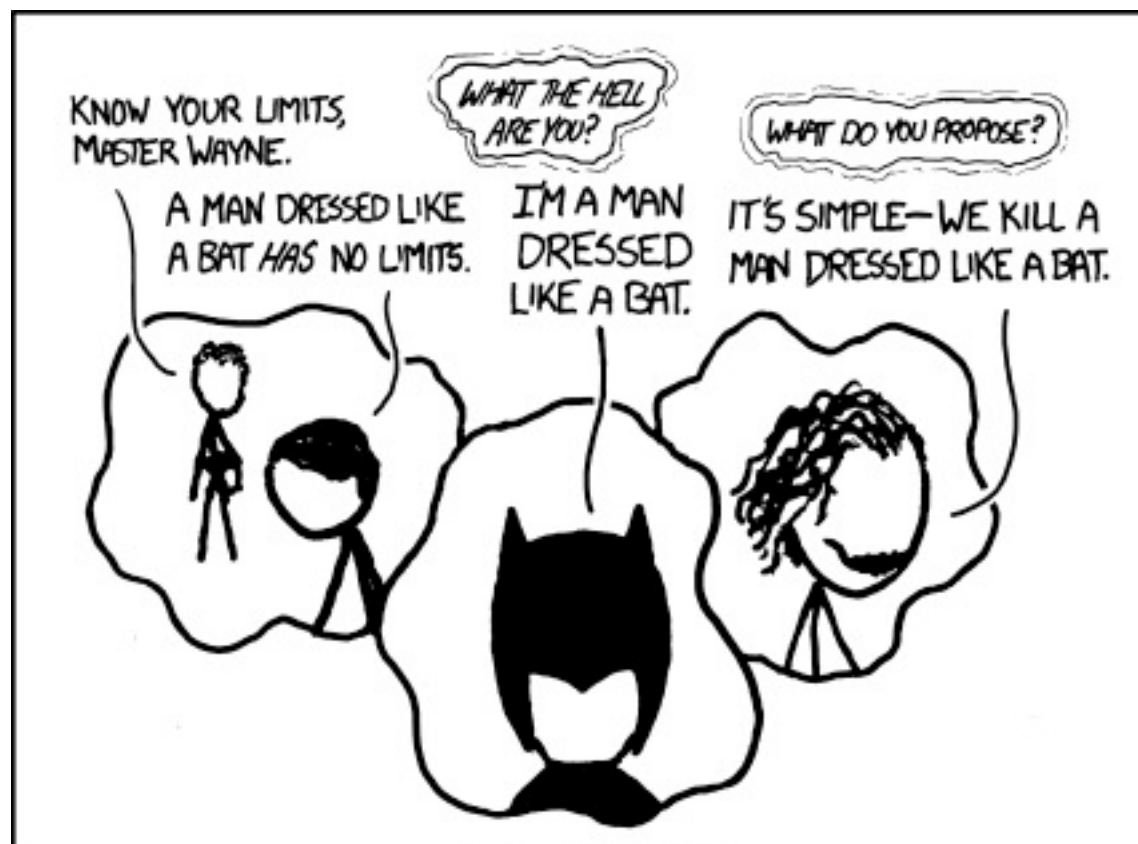


Game: *Batman Forever*
Release: 1995
Format: SNES, Genesis, Game Gear, Game Boy, PC



Game: *Batman Begins*
Release: 2005
Format: Playstation 2, Xbox, GameCube, Game Boy Advance

Batman Universum



Helden: Batman | Robin | Batgirl

Schurken: Joker | Riddler | Two-Face | Penguin | Catwoman | Poison Ivy

Personen: Bruce Wayne | Alfred | Kommissar Gordon

Orte: Gotham City | Wayne Manor | Bathöhle | Arkham Asylum

Gegenstände: Batmobil | Batgurt | Baterang | Batsignal | Bat-krams

Geschichten: Entstehungsmythen als Schwellenerlebnisse



Batman

Environmental Storytelling

Urban

Dunkelheit

Besessenheit des Charakters

Wahnsinn der Gegner

Fehlende Superkräfte, just brains, muscles and high-tech

Moralische Integrität, Tötungsverbot

Dualität von Gut und Böse

Thema: Rache, Angst

Arkham Reborn



Batman: Arkham Asylum



Paul Dini



Rocksteady Studios
Eidos



Genreelemente

Batman came roaring into the current generation of games in awesome form with *Batman: Arkham Asylum*. Developed by Rocksteady Studios, this was the first game that really got the total package of Batman right - using **stealth** to get the jump on thugs and then beating the holy crap out of them, using Batman's **detective equipment** to find clues, and battling some of his most **iconic foes**. Sure, the boss fights were kind of crappy, but the game was just too sweet. The sequel, [Arkham City](#), is dropping this week, complete with almost a dozen different [pre-order skins](#).

<http://www.ugo.com/the-goods/all-the-batmen?page=4>



Gameplay in this dark, creepy world breaks down into three main portions -- fist fighting, attacking from the shadows, and exploration.

<http://ps3.ign.com/articles/101/1016585p1.html>

Combos, Biographien, Interviews, Sidequests, Challenge Room

Voice Act

Action Adventure



Tomb Raider



Castlevania

Stealth Game



Metal Gear Solid



Splinter Cell

Horror Game



Resident Evil



Silent Hill

Arkham City: Pre-Order Skins

