

Release of 'The Evil Within' video game delayed

May 28 2014



An Xbox One controller is used at the Los Angeles Convention Center on June 11, 2013

Video game publisher Bethesda Softworks delayed release of eagerly awaited horror action title "The Evil Within" to October.

The team at Tango Gameworks wanted more time to "deliver the polished, terrifying pure survival horror experience they set out to create" when the title was originally given an August release date,

according to Bethesda.

"The Evil Within" will be available in North America on October 21; in Australia two days later and in Europe on October 24.

Versions of the [game](#) are being tailored for play on Xbox One and PlayStation 4 as well as the previous generation of both consoles.

"The Evil Within" will also be playable on personal computers powered by Windows software.

"With limited resources at your disposal, you'll fight for survival and experience profound fear in this perfect blend of horror and action," Bethesda promised.

Players assume the role of a detective who comes up against an evil force while investigating a gruesome mass murder.

The new title is being publish by Bethesda, the US company behind blockbuster [video game](#) hits "Fallout" and "Elder Scrolls."

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Citation: Release of 'The Evil Within' video game delayed (2014, May 28) retrieved 3 May 2024 from <https://phys.org/news/2014-05-evil-video-game.html>

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