

Batman: Arkham Asylum Review

by Adam Eisentrout

As a revival to one of the most beloved gaming series of all-time, *Tales of Monkey Island* is a return to the world of Guybrush Threepwood, mighty pirate and universal klutz. The series has been on hiatus for nearly a decade and has been revived by the folks over at Telltale Games. The company has been responsible for the revival of many point and click adventure games, releasing them in an episodic format. *Tales of Monkey Island* is compiled of has five chapters,

an explosion on the ship, sending him into the ocean. Guybrush awakens on Flotsam Island and is explained by the local denizens that the island is cursed with winds keep inhabitants from leaving, including himself.

As an introduction, *Launch of the Screaming Narwhal* feels less engaging and captivating as it should be. My longtime status as a fan of the series may lead to being a tad bit biased but it feels as though the newOne example

Monkey Island and for the most part the first episode is entertaining enough for a recommendation. The creators have mostly all the right ingredients but it seems they are missing the most endearing component of the past games: the writing. It may be the first episode and being hopeful, the second episode will bring some more quality writing to the table. (*Launch of the Screaming Narwhal* is available for the PC and Nintendo Wii.)



Batman in action! Disturbing your reading!

launch of the Screaming Narwhal being the first episode. *Launch of the Screaming Narwhal* takes place several years after the previous game. The evil demon pirate Lechuck has once again kidnapped Guybrush's wife, the former governor of the Tri-Island area, Elaine Marley. Guybrush, equipped with the "Cursed Cutlass of Kaffu" comes to Elaine's rescue but by

would be creators behind the series are trying too hard in the writing department. The writing sometimes feels forced and a lot of jokes fall flat. a sequence in which a pirate gives Guybrush a tube in the shape of a "U". The pirate then comments on the popularity of a "U" tube on the youth of today. Har har? Thankfully the episode's puzzles are pretty clever and much more thoughtfully designed. Graphically, the game sports a new and cartoony art style and is easy on the eyes (and most graphic

