

Today sees the launch of The Cave, a new game from the mind of legendary designer/developer Ron Gilbert (Maniac Mansion/The Secret of Monkey Island/DeathSpank). As with many of Gilbert's games, it mixes puzzle-solving and adventure gaming with a little platforming thrown in, along with his trademark arch humor (see the trailer at Doublefine's website, showing [...])

Read more: <http://robot6.comicbookresources.com/2013/01/daniel-krall-enters-doublefines-the-cave/>