

Thanks to VG 24/7 who posted the following words from Dax Ginns, who was talking to Gamasutra: "It's something that games often have difficulty doing simply because a big character like Penguin or Joker or Riddler or whatever is usually treated as boss encounter, and you don't just walk up to a boss and floor them with one punch, but in actuality if Batman was going to throw a punch at the Riddler, he would knock him out." In its search for 'intimacy' and 'connection' between Batman and his enemies, Rocksteady sought ways to bring villains into Arkham City in way that left scope for interesting gameplay. In the Riddler's case, he appears frequently as a projected image to taunt and spur Batman on. "I think that's kind of a nice, very emotional connection where you really cannot wait to get your hands around his neck. That's the sort of things we're talking about,

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