

Video games from National Geographic

NEW YORK: National Geographic, known for its yellow-framed magazine and often breathtaking nature shows, is getting into video games.

National Geographic Ventures, a unit of the National Geographic Society, announced that it would work with game publishers to turn its material into games for personal computers, consoles and handheld devices.

“Our content is extremely well-suited for a global gaming audience,” said Paul Levine, a National Geographic executive who will lead the new games division. The games will be drawn from a broad range of content and themes across National Geographic’s properties.

The first title, now available for computers and the iPhone, is ‘Herod’s Lost Tomb,’ a simple hidden-objects game built on a story in the magazine’s December issue and a TV show about King Herod. It was produced in-house. — AP