

Podcast: Feb. 12 2009
Running Order

Intro (Guy)

Hello and welcome to the GameSpot UK Podcast! I'm your host Guy Cocker and today is February 12th and I'm joined by Mark Walton and Luke Anderson.

Let's start with the news, with more job cuts, Dead Rising 2, and Coronation Street DS.

News

Square Enix bids for Eidos

- The identity of the company with which Eidos (formerly SCi) entered takeover talks with in January has been revealed as Square Enix.
- The Japanese publisher's offer of £84.3 million (\$121 million) is being unanimously recommended to Eidos shareholder's by the firm's board.
- That total represents an offer of 32 pence per share, which is more than triple the company's value when the approach was made
- Since the announcement this morning Eidos shares have climbed further, peaking at 31.25p--a 123 percent rise since the market opened today.
- Last year the company shed 20 percent of its workforce with its CEO admitting the company needed "immediate change" to deliver appropriate returns to its investors.
- The move follows Square's unsuccessful \$200m move for Tecmo, and comes as its own share price nears a six-year low, and follows the news that sales of Tomb Raider Underworld had failed to meet expectations.

Please find below the Square Enix official statement:

About Recommended Cash Offer for Eidos PLC by SQEX Ltd

Yoichi Wada, President and Representative Director of Square Enix comments:

“Eidos is a talented developer and publisher of interactive entertainment products with a broad portfolio of highly successful mass market franchises, led by Tomb Raider, one of the most successful videogame franchises of all time. Eidos maintains a strong reputation of high quality development and proven expertise in creating characters and storylines that appeal to consumers. Eidos’ products are highly complementary to our business and will accelerate our aggressive expansion into Western markets. We believe that wide range of both companies’ quality products encompassing major genres will enable us to meet diversified customers’ expectations upon a global basis.”

Sega Sammy cuts 560 jobs

- Sonic house solicits voluntary retirement from 18 percent of workforce (560 Jobs)
- Plans to close 110 arcades
- Full-year earnings revised downward. - downward 7.4 percent to ¥435 billion (\$4.77 billion), with losses expected to total ¥26.5 billion (\$290 million).
- Scale back its research-and-development expenditures by 20 percent compared to last year
- "During the first three quarters of the fiscal year ending March 31, 2009, the Japanese economy faced more severe hardships as pressure on corporate earnings from the ongoing and sharp rise in the yen, the country's worsening job picture, and other factors amid continued turmoil in the global financial markets, raised concerns that the real economy would slow further," Sega Sammy said in a statement.

Nintendo opening new \$141M R&D facility

- Kyoto-based Wii maker plans to consolidate product-development efforts in 40,000 square-foot campus near current headquarters.
- Nintendo still expects to pull in a record-setting gob of cash for the year, to the tune of ¥230 billion (\$2.54 billion) on revenues of ¥1.82 trillion (\$20.1 billion).
- the facility will be constructed in close proximity to the company's current headquarters on a 40,000 square-meter lot that Nintendo purchased for ¥12.8 billion (\$141.6 million) in December.
- Nintendo representatives informed Nikkei that the new facility will be devoted to creating new game consoles as well as software for the Wii and DS. Previously, Nintendo's R&D department operated out of two different facilities, and the new setup is intended to help the teams more effectively collaborate, a Nintendo representative said.

GTAIV named EMA's GOTY

- Rockstar's opus takes the top prize from retailer trade group; World at War and Wii Fit garner three awards each.
- Nintendo's Wii Fit earned three awards from the retailer group--Most Innovative Game of the Year, Wii Game of the Year, and Casual Game of the Year.
- Activision's Call of Duty: World at War took home its own trio of honors as the PlayStation 3 Game of the Year, Xbox 360 Game of the Year, and Military/Shooter Game of the Year.
- Nominees and categories were chosen by an EMA committee consisting of retailers and distributors. The winners were then chosen by the rest of the EMA's retailer and distributor member base.

Coronation Street to hit Nintendo DS

- Mindscape announces new game based on the UK's longest-running soap, Coronation Street; will be "adventure and task based".
- Publisher Mindscape is taking on the game adaptation of Corrie, following on from other TV classics such as [Deal or No Deal](#), [Golden Balls](#) and the upcoming [Ready Steady Cook](#)

Dead Rising 2 shuffling onto PC, PS3, 360

- Capcom confirms rumors, revealing Blue Castle-developed sequel to 1.5 million-selling horror game set in Las Vegas-like gambling mecca.
- Set several years after the original's [litigiously similar Dawn of the Dead](#)-like mall massacre, the sequel sees zombification spreading unchecked across the US.
- Today's report also comes [three months after rumors pegged Blue Castle](#), the shop behind 2K Sports' Major League Baseball game The BIGS, as developing Dead Rising 2
- Capcom has not yet announced a release window for Dead Rising 2

Sony prepping hybrid Blu-ray movie/game discs

- PS3 maker plans to offer two to three titles that include both feature-length film, interactive tie-in this year.
- Wii, which has outsold the PS3 [45 million units](#) to [21 million](#) through December 2008
- releasing discs that contain both a Blu-ray movie and a game
- "We are actively pushing, and the way that we see the future is that the movie and the game are

placed on the same disc," John Koller, director of hardware marketing for the PS3, told Video Business. "There are a lot of developers who say, we have this game based on a movie, wouldn't it be great to marry these concepts? We will definitely see this stuff this year."

- PSPs would also factor into the proceedings, as gamers could transfer and then watch the film on their handhelds.

Feedback

Hi Guy,

Hope you're well. Just to give you a heads up about an awesome design competition we're running with Capcom for the release of Street Fighter IV, which I thought might be of interest to readers of Gamespot. We're looking for people to create their version of one of the 25 characters from the new roster. The winning design will then be used on an official Street Fighter IV Fan Art poster.

The winner will have their poster printed on 100,000 Don't Panic posters, distributed free in the Don't Panic packs at the end of March - as well receiving an original piece of SF4 artwork signed by producer Yoshinori Ono, a PlayStation 3 and a copy of the game, as well as a bundle of classic Capcom titles. The top ten runners-up with highest voted entries will win a copy of the game on either Xbox 360 or Playstation 3.

Go to www.dontpaniconline.com/designbrief/client/streetfighter4 <<http://www.dontpaniconline.com/designbrief/client/streetfighter4>> for more information, and to submit entries. Please drop me a line if you've got any questions.

Best,

James

Hi,

I'm a regular listener to the podcast and i heard that you have invited the youngest pro gamer on your show.

Anyway i was wondering what qualifies someone as a pro gamer? Do they have to win an official tournament? Pass some sort of test? or do you simply wake up one day and say you're a pro gamer?

Thanks for a your time and for the great show.

Adam aka Stokesy87

oh, just wanted to ask you guys when do you think nintendo will get round to releasing a sequel to Mario Galaxy? After Iwata's recent comments to the press I'm hoping for a great E3 this year with a mario and zelda announcement (They have the engine for a galaxy sequel so half the work is done essentially). I think that Nintendo's fans need something big for winter 09 after last years lackluster christmas period.

<http://shoryu-reppa.blogspot.com/>

Thanks

Christopher Begley

RIVAL_SKOOLS (podcast page)

Hey I'd just like to say that you I've been Listening to the UK podcast for ages now and its always excellent. You guys always do a great job at keeping the content fresh and entertaining when I'm on the bus to university. Keep up the good work Guy, Luke etc

[xAbleAssassinx](#)

Posted Feb 5, 2009 6:07 pm GMT

About Killzone 2, I noticed in a gameplay video that you can see the guys hands move around at the bottom of the screen as he controls the mech in the game, i was wandering if the hand movements respond directly to your input on the control pad, like if u push the right stick forward, will the guy in the game move his hands forward? kinda like sackboy does in the pod in little big planet.

Site updates

Reviews

Flower PS3 8.0 Feb 11, 2009
Burnout Paradise: The Ultimate Box PC 9.0 Feb 11, 2009
F.E.A.R. 2: Project Origin PC Video Review 7.0
Deadly Creatures Wii Video Review 7.5 Feb 10, 2009
3 on 3 NHL Arcade PS3 4.0 Feb 9, 2009
Football Manager Live PC 8.0 Feb 9, 2009
Big Bang Mini DS 9.0 Feb 6, 2009
Retro Game Challenge DS 7.5 Feb 6, 2009
Savage Moon PS3 6.5 Feb 6, 2009
R-Type Dimensions X360 7.0 Feb 6, 2009
GTI Club Plus PS3 7.0 Feb 6, 2009
Bigfoot: Collision Course DS 2.0 Feb 5, 2009

Previews

Wanted: Weapons of Fate Updated Hands-On PS3 Feb 10, 2009
Mount & Blade Expansion Impressions PC Feb 10, 2009
Dragon Age: Origins Hands-On Impressions - Hands-On With Combat PC Feb 9, 2009
Puzzle Quest: Galactrix -- Factions DS Feb 9, 2009
Prototype Hands-On Impressions X360 Feb 6, 2009
Avalon Code Hands-On DS Feb 6, 2009
DC Universe Online Q&A: Marv Wolfman PC Feb 6, 2009
Tom Clancy's EndWar Updated Hands-On - Exclusive PC Impressions PC Feb 5, 2009
X-Men Origins: Wolverine Hands-On PC Feb 5, 2009
Battlefield 1943 Hands-On PS3 Feb 5, 2009
Hearts of Iron III Updated Impressions PC Feb 5, 2009

Chart

1	1	WII FIT	NINTENDO	NINTENDO	NINTENDO
3	2	FIFA 09	EA CANADA	EA SPORTS	ELECTRONIC ARTS
2	3	CALL OF DUTY: WORLD AT WAR	TREYARCH	ACTIVISION	ACTIVISION
BLIZZARD					
-	4	MYSTERY CASE FILES: MILLIONHEIR	BIG FISH GAMES	NINTENDO	
NINTENDO					
4	5	PROFESSOR LAYTON AND THE CURIOUS VILLAGE	LEVEL 5	NINTENDO	
NINTENDO					
6	6	MARIO KART WII	NINTENDO	NINTENDO	NINTENDO
7	7	WII PLAY	NINTENDO	NINTENDO	NINTENDO
5	8	SKATE 2	EA BLACK BOX	EA SPORTS	ELECTRONIC ARTS
12	9	MARIO & SONIC AT THE OLYMPIC GAMES	SEGA	SEGA	SEGA
13	10	GUITAR HERO: WORLD TOUR	NEVERSOFT	REDOCTANE	ACTIVISION
BLIZZARD					

Coming Out

Shellshock 2: Blood Trails Xbox 360, PS3, PC
FEAR 2 PC Xbox 360 PS3 7.0
House of the Dead Overkill Wii
Flower
King's Bounty: The Legend PC 8.0
Star ocean Second Evolution PSP 7.5
Eternal Sonata PS3 8.5
Deadly Creatures Wii 7.5
Destroy all Humans Path of the Furon Xbox 360 PS3 4.0

Competitions

Last week:

Guinness Gaming World Records Books x 10

Cillian Crowdy.
Ireland

Luke Gray
Bedfordshire

Tim Harris
Bedfordshire

Steven Burns
Herts

Shane Fernandes
Liverpool

Tom Usher,
Aberystwyth

Joe Keeley

Cambs

This week:

Bolt

To celebrate the release of Disney's "Bolt" in cinemas now, Gamespot has teamed up with Disney to give one lucky person the chance to win the Bolt video game plus an Xbox 360 to play it on!

Disney's Bolt takes man's best friend to a whole new level and beyond in this fun, fast-paced, high action adventure around the world. Bolt invites players to take on the heroic personas of Bolt and Penny from the action-packed television series within the film "Walt Disney Pictures Presents Bolt". The game takes place within the television world and aims to capture the cinematic look and feel through a mix of intrigue, combat, action and platform-style game play. Players must explore, defend themselves and outsmart the evil villain Calico and save Penny's dad and the world

Disney's Bolt Game Key Features

- Play as Bolt and use superpowers, including laser vision, ground pound and sonic bark to devastate opponents
- Play as Penny and use hacking skills, stealth manoeuvres and wheel-bar to outwit enemies
- Fully interactive and destructible environments
- Explore five locations around the world

For more information visit the official site here:

<http://www.disney.co.uk/disneyinteractivestudios/#product/bolt>

Disney's Bolt is in cinemas now

Disney's Bolt video game is released on Feb 13th

For your chance of winning this fantastic prize, answer this simple question:

Which one of these super powers does Bolt have?

- a. Sonic Bark
- b. Flying
- c. Invisibility

Final Words

Games that we've been playing:

Luke: Burnout Paradise (PC and PS3), Flower, Left 4 Dead, Big Bang Mini

Mark: Chrono Trigger, Left 4 Dead

Guy: Flower, FEAR 2, Left4Dead

Outro

That's all for this week's show but we'll be back again in a week's time with another episode of the GameSpot UK Podcast. In the meantime send your comments and suggestions in to podcast@gamespot.co.uk and get your competition entries in to competitions@gamespot.co.uk. See you next time!