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By: Robert Matei, Gaming News Editor



[Gears of War Lead Designer Quits](#)

Job opening for top-class designers

As the release of the third-person tactical action game, Gears of War, is getting closer to its release date, the games' development team is starting to crack-up. Looks like the one who gave life to Marcus Fenix has quit the Gears of War team. Cliff Bleszinski, the lead designer for Gears of War, has decided to quit posting in his blog that he is "more or less done" with working for the game. Bleszinski could not reveal information about the game, and was way too reluctant to confirm if the game has gone gold or not. Other than some debugging and shipping issues are pretty much complete and that is why Cliff Bleszinski decided to leave. In order to avoid any rumors regarding the departure reason, Cliff Bleszinski was very explicit in saying that he was not fired or let go. The decision to leave Gears of Wars was entirely his own. Gears of War is set to be released on November 12 in the US and November 17 in Europe. The game will be released exclusively for the [Xbox](#) 360, also featuring a special limited edition. Gears of Wars is being developed by Epic games and published by [Microsoft](#) Game Studios and uses the Unreal Engine 3.