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It's Official: Manhunt 2 Suspended!

Apparently, Take-Two won't even lose much, except fans' trust that is...

By now, everyone must have already buried the [Manhunt 2-banned](#) story somewhere in the deepest corners of their brains. However, Take-Two (owners of [Rockstar](#) - the developers of [Manhunt 2 and GTA IV](#)) has recently made a statement that may be of interest to you. Apparently, the company has temporarily suspended the game, while it figures out what actions to pursue in order to get it onto store shelves. As posted by GameDaily.biz, "Take-Two Interactive Software has temporarily suspended plans to distribute Manhunt 2 for the Wii or PlayStation platforms while it reviews its options with regard to the recent decisions made by the British Board of Film Classification and Entertainment Software Rating Board," a representative explained to consumer site GameSpot. "We continue to stand behind this extraordinary game. We believe in freedom of creative expression, as well as responsible marketing, both of which are essential to our business of making great entertainment." Many of you will say that Take-Two is in some deep poop with the suspension of Manhunt 2 for Wii, PS2 and PSP. It is already well known that they're not doing very well because of various reasons. But the reality is (or so reckons Wedbush Morgan Securities analyst [Michael Pachter](#)) that the company stands to lose a mere million bucks. Originally Posted by Wedbush Morgan Securities analyst Michael Pachter: "They will probably spend \$1 million or so to rework the game," he said. "They will not have revenue from the game this quarter (ending July), so they will likely miss their guidance, but will make up most of it in a future quarter when the game is released." Whether these figures are accurate or not, there's no way Take-Two and Rockstar can erase the fans' disappointment anymore. Plus, if they're reworking it, they're going to roll out a friendlier version, hopefully still appealing to fans of the first installment.