

By Sep 17, 2007 Games Editor

[Killzone 2 Can't Work on Xbox 360](#)

Why, because of space of course... Blu-ray rulz according to Guerrilla

Well this one's going to confuse you... a lot! Just a few hours ago we talked about an Official PlayStation Magazine interview Sony's [Kaz Hirai](#) who indirectly said that it's a good thing that developers are having a hard time coding games for the [PS3](#). Now, courtesy of Next-Gen.biz, we'll see what Guerrilla managing director, Herman Hulst and [Killzone 2](#) producer Steven Ter Heide think about developing games for Sony's platform. First off, Herman Hulst: "It's a huge benefit. If you're developing a game on multiple platforms there are restrictions you always have to take into consideration. We are taking huge advantage of the architecture of PS3. I firmly believe that what we've shown we can get out of that machine would be difficult, if not impossible, to deliver on a competing machine." As for the Killzone 2 producer, he believes that Microsoft's machine couldn't handle what they have in mind with the first-person shooter, also backing up Hulst's comments: "I would say impossible," said Steven Ter Heide when asked if Killzone 2 would work on Xbox 360. "We literally can't do this stuff on any machine other than the PS3. If you're developing a multiplatform game, and looking at your budgets, you have to find a common denominator between the systems and say: that's what I'm developing for. Whereas someone focused on a single platform can really take advantage of everything it has to offer." He continued commenting that "If you're not willing to make that investment then you're going to lose out on some options. To make it simple, the Xbox 360 doesn't have SixAxis or Blu-ray. PlayStation 3 does. And for us that's a really big thing. The level you've just seen is 2GB. We really need Blu-ray to make the game. I don't know how you could fit it on Xbox 360 without taking some shortcuts." Of course, there are games and there are games. Sure enough, signals are coming from everywhere that Killzone 2 is the game for PS3, but that doesn't mean that the Xbox 360 is doomed. I don't know if you've ever asked yourselves this question, but do you think it's easy filling up those 25 gigs of space a Blu-ray has to offer? Not likely, so while it's still a tough job developing games for the PS3 (although Guerrilla's guys don't admit it), it's clearly working out well for them if they like talking about it. At least we can all agree that Killzone 2 is coming along nicely, from what we've heard today, right?