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This is where it all started

[Rockstar's GTA IV May Be the Last of the Series](#)

No relevant statement from company spokespersons since the 2002 lawsuit over 'Hot Coffee'

Soon after [Rockstar](#) released what was probably the most anticipated video game trailer ever, [GTA IV Debut Trailer](#), people waited for the company to make a few comments, in regards to the game that practically sold the [PS2](#). But no. Rockstar didn't come forward even after the trailer was launched and the whole world had seen it. Thus, people started to get anxious and nervous at the same time. I mean, heck, they made GTA fans stare at that sadistically set countdown timer for more than half a month and then, when it finally launches, all it shows is a Russian bloke starting from scratch in a highly defined [New York City](#). Yeah there are signs everywhere that it's going to be another hit of the series and now that it's not a PlayStation exclusive anymore, it will do Rockstar even better, or won't it? This is where the problems emerge. Wired's David Kushner posts a "hit piece" against Rockstar, entitled "The Road to Ruin: How Grand Theft Auto Hit the Skids," mainly based on Rockstar's insane levels of secrecy practiced over the years. The article is pretty big in consistence, providing all the relevant information about Rockstar and their GTA series, but it mainly revolves around the time problems starting to arise for the developer. "There are repercussions for the choices you make," said Sam Houser, cofounder and president of Rockstar Games. Since the "Hot Coffe," sex scene/minigame present in Grand Theft Auto: San Andreas, for which Rockstar was sued, everything was down hill for them. Adding that recent news about Take Two (owns Rockstar) wanting to sell emerged as well, there's not much else to be deduced, aside from the fact that Rockstar, the company responsible for a 50-million copy seller, has ruined itself. Kids, get your GTA IV as soon as it launches. It may be the last of the series. Hey, maybe that's why [Sony](#) wasn't so worried about losing exclusivity after all. Naaa...