

5 June 2008

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Eight Days
screenshot, apparently

[Sony Shelves Eight Days and The Getaway](#)

Two titles canceled in London

As soon as a company has a new president, changes follow. This time, we're talking about Sony and two recently canned projects, *Eight Days* and *The Getaway* - and the decision might very well be the result of the appointment of [Shuheï Yoshida](#) as Sony Worldwide Studios head last month. As expected, details on the decision are very scarce. We know little about the two canceled titles - they were under development at the Sony London Studio, the same team responsible for the successful [SingStar](#). Apparently, *Eight Days* was a first or third person shooter (the game was first presented in 2006 at E3), in its late stages of development. Apparently, *The Getaway*, which was going to receive full attention only after the release of *Eight Days*, was still in its early stages of development. And now, both projects are permanently shelved. "This decision was made following an internal review of all games and it was deemed that with the incredibly strong list of exclusive first party titles coming up both this year and in the near future, resource should be reallocated to enhance those projects closer to completion," an official statement said. And this is the generic comment canned projects get, even though, usually, they are much more than that. It is unclear at the moment whether this decision will have other follow-ups or not. The Guardian reported a few weeks ago that the title was "just ramping up to full production," suggesting that the decision to take the title down was made only recently. "Worldwide Studios has a reputation for innovative and entertaining games, with titles such as *LittleBigPlanet*, *SingStar*, *Buzz*, *EyeToy* and *Eye of Judgement*, and will continue to push the boundaries on all PlayStation platforms," reads the statement, which means that the London Studios are safe. They are the ones who developed *SingStar* and *EyeToy*.