

9 October 2009

By: Florian Totu, Games Editor



Shaba's only big hit,  
Spider-man: Web of  
Shadows  
Shaba Games

## [Spider-Man: Web of Shadows Developer Shaba Got Shut Down](#)

### *Activision closed the unprofitable studio*

Activision may be having some financial issues. It seems they've started to take a closer look at the efficiency rates of their studios and are cutting their losses. The first big one to go is Shaba Games, the one that developed [Spider-Man: Web of Shadows](#) last year, as the studio has been completely shut down. The title did pretty well with the fans and it seemed like it could really be a launching platform for the company, since it was considered to be a good game of the comic book genre and was praised by gamers.

But it seems like a one time hit won't be enough to save them. However, the economic crisis is supposed to be leaving the critical do-or-die period so technically things should be getting better, and companies should once again feel comfortable in showing a little bit of leniency. But the 12-year-old studio received no mercy and Activision sent 30 former Shaba employees to the unemployment line. The studio had mostly low-profile titles in its portfolio, like Shrek Super Slam and some Tony Hawk ports.

Unlike most unpleasant events that take place inside a company, this one was actually granted an official statement. Activision said that they recently put together a balance sheet in which their divisions were "properly matched to our product slate and overall strategic goals. ... We are grateful for the studio's contributions and wish this talented team success in their future endeavors." Sure, there's nothing like a pat on the back from the man who just sold you out to save his sown skin to cheer you up.

Even worse, Shaba isn't the only victim of this attack. 7 Studios may not have died but it seems they too have suffered casualties. Several employees from the studio departed the company yesterday and joined their forsaken Shaba Games colleagues as unproductive pariahs. Both studios have only been given licensed titles to work on and it seems [Activision](#) needs some fresh meat to secure a cash flow.