



INTERVIEW WITH YANNIS MALLAT, EXECUTIVE PRODUCER OF PRINCE OF PERSIA 2 (WORKING TITLE)

1. The expectations for this game are particularly high, considering that Prince of Persia The Sands of Time was honored more than any other game in the industry last year. How did this affect your planning and strategy for *Prince of Persia 2*?

The development team was very pleased with the critical acclaim we received for *Prince of Persia The Sands of Time*. It is very rewarding to have all of our hard work recognized by people who love games as much as we do. However, I don't feel like the recognition that we received on the first game has impacted our planning and strategy for the sequel. Our objective remains the same: we want to make the best game possible. Hopefully, another game of the year. The main difference: last year, nobody expected us to do it. This year, they know we have it in us!

2. Sequels can be very difficult because you must please fans of the original game as well as attract new ones by doing something different. How are you facing this challenge?

We've been spending a lot of time understanding what people liked about the first game and we've identified the core experience they enjoyed. We intend to build and enhance those favorite pieces. And, as with any developer will tell you, even after a game has been finished and is out on store shelves, you still have it in your head and you are always coming up with cool features and things that you would like to add. The advantage to doing a sequel is that you have an opportunity to do just that! Our take on it is that we are going to take everybody's favorite game of 2003 and really blow it out. While remaining true to the original flavor, there will be a lot of surprises in store that will definitely 'wow' the faithful and attract a bunch of new fans in the process!

