

Answered by Alastair Burns, Guerilla Games

**When you first started working in the games industry did you ever think it would be as big as it is now? And when you first started playing videogames did you ever imagine they could be this cool?**

Fifteen years ago, parents would joke about their kids getting high-paid jobs playing and making games. I reckon that the kids who got those jobs had a good idea of what they were up to and now nobody really jokes about the potential of the games industry any more. Games are streets ahead in immersive quality nowadays but I'm an old fart – Jetpac for the 48K is still one of the coolest games ever!

**What have been your favourite PlayStation projects to work on?**

It's got to be Killzone – what a ride (he said tactfully).

**With the advent of PS3, are there any concepts that you've been dreaming about for years that, with the new technology, can now be brought to fruition?**

We're thinking of putting the moon on a stick. Ha ha ha. In all seriousness we're simply not talking about current plans.

**Equally, are there any other classic titles that you would like to see remade, with the benefit of modern day developing?**

Not really – although remakes can be good, Personally, I'd rather that we kept pressing on. I mean, who wants to see the Bullitt car chase in bullet-time? The games we loved should be remembered as they were – the combination of limited technologies and sheer imagination defined earlier game personalities. Sure, we draw inspiration from other games, but the more original the title, the more boundaries we push.

But maybe G-Police...

**Where do you see the future of gaming, what areas do you think will change in the future?**

We're demanding more from our games – not only in richness of environment or an enthralling storyline but more as a subscription – like we'd treat a favourite comic or magazine. People are starting to enjoy being part of an interactive world

and fast and easy connections to 'game-nets' are becoming more and more prevalent. I think this change in attitude – in what people expect from their games – is the most interesting.

**Do you feel we've had the 'golden age' of gaming, or are we seeing it now?**

It has probably yet to come! Watch China, India, Brazil.. We're a well established industry, but we're still just the tip of the iceberg.

**What's the best PlayStation launch party you have ever been to?**

Again, Killzone – in our hometown, Amsterdam. One of the swankiest nights yet – including the Helghast Dominatrix! We partied long and hard – it felt like a huge, defining moment in your life!

**If you could transport yourself into a game which one would it be?**

In a strange way, The Sims. I treat my Sim characters better than I do myself – at least they have curtains in their houses!

**What's your funniest PlayStation moment at E3?**

Not really E3, but last year at Leipzig I turned up around midnight on a Friday night to find a full-on impromptu SingStar party raging across the Sony stand. The night was thick with A-ha tunes and naturally, good German beer helped even the most timid onto the stage!

**Describe, in ten words or less, what sums up PlayStation for you?**

My first PlayStation made my jaw drop. Wipeout.. Streets ahead.