Firemint purchased infinite interactive

Posted by alsats - 09 Mar 2011 08:36

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www.infinite-interactive.com/news.php?id=1391

this might be old news... but anyhow.

good thing is steve is with them. other good thing is u would "think" that they wouldnt take the company over if they were not interested in putting money back into warlords?!

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Re: Firemint purchased infinite interactive

Posted by KGB - 09 Mar 2011 11:47

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I read this when it initially happened.

In fact in this thread:

forums.infinite-interactive.com/showthre...hp?t=5466&page=2

Steve says:

All of the following is conjecture and does not constitute any form of announcement or commitment (just had to say that... it sounds a bit corporate though doesn't it - lol)

Rob Murray, the CEO of Firemint, is a great guy I have known for many years. I'm very happy to be (finally!) working with him and his team. One of the things that Rob and I share is a love for Warlords (TBS & RTS). So I definitely see this acquisition as, if anything, strengthening the chance for future Warlords games. I think the last 4 years at Infinite proved that we just didn't have the capacity to do Warlords along with our other work... now that has a real chance of changing.

That to me makes it more likely that we will see another Warlords than was possible before Firemint purchased them. Especially when you look at the sales numbers on the Firemint site for their games and see they are selling 2 million copies of their cell games. Even at 4 bucks a pop that's FAR more revenue than Infinite-Interactive ever had.

That said, it's VERY clear that any future Warlords game *has* to work on other platforms than the PC. Now that Firemint is in the loop I expect it to have to work on cell phones too in addition to XBox, PS3 etc. So those limitations will define exactly what can and can't be done because like it or not, it's clear cell phone games today are what PC games were in 1992-1995 time frame and the PC platform is all but dead except to a few HUGE franchise games.

KGB

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