



This site uses cookies. By continuing, your consent is assumed. [Learn more](#)

- [Log out](#)
- [Profile](#)
- [Sign up](#)
- [Log in](#)
- [Fantasy Football](#)
- [Competitions](#)
- [Courses](#)
- [Jobs](#)
- [Metro Blogs](#)
- [Search](#)



Views. Comment. Opinion.

- [News](#)
 - [UK](#)
 - [World](#)
 - [Weird](#)
 - [Money](#)
- [Sport](#)
 - [Oddballs](#)
 - [Football](#)
 - [Cricket](#)
 - [Tennis](#)
 - [F1](#)
 - [Golf](#)
 - [Boxing](#)
- [Guilty Pleasures](#)
 - [Celeb](#)
 - [TV Gossip](#)
- [Ents & Tech](#)
 - [TV](#)
 - [Film](#)
 - [Music](#)
 - [Gaming](#)
 - [Tech](#)
- [Life & Style](#)
 - [Fashion](#)
 - [Travel](#)
 - [Food](#)
 - [Books](#)
 - [Sex](#)

- [Arts](#)
- [Search](#)
- [Fantasy Football](#)
- [Competitions](#)
- [Jobs](#)
- [Courses](#)
- [Metro Blogs](#)
- [Log out](#)
- [Profile](#)
- [Sign up](#)
- [Log in](#)

Gaming



[Ninja Gaiden 3: Razor's Edge Xbox 360 review - by popular demand](#)

The director's cut of one of 2012's most controversial sequels finally appears on Xbox 360 and PlayStation 3, but is it really an improvement...

[Next gen Xbox 'is going to be expensive', reveal pushed back to May says insider](#)

Another rumour claims that the Xbox 720 requires a permanent Internet connection, and that it will not be backwards compatible with the Xbox 360...



[Games Inbox: Adam Orth's next gen Xbox, Defiance review, and LucasArts](#)

Today's morning Inbox wants more information on the RetroN 5 console, as a reader seeks suggestions for summer gaming...

[BioShock Infinite is still UK number one, Defiance review, and LucasArts](#)
A surprisingly strong debut for the shooter continues in our San Francisco file as the Golden Retriever, and BioShock stays top...
[BioShock Infinite is still UK number one, Defiance review, and LucasArts](#)
...we can do better'...

Gaming news



- [Sega cancels Aliens: Colonial Marines for Wii U](#)



- [First Far Cry 3: Blood Dragon screens leaked](#)



- [Microsoft response to always-online Xbox rumours is #DealWithIt](#)



- [Call Of Duty: Black Ops II - Uprising info leaked for new DLC](#)



- [Rage 2 cancelled as id Software restarts Doom 4](#)



- [Disney kills LucasArts, Star Wars games to be licensed to other publishers](#)



- [The Walking Dead compilation scheduled for May 10 in UK](#)



- [Publishers back price increase for next gen games says GameStop](#)



- [Apple to launch iOS gamepad claims report](#)

[Use left key←](#)
[Use right key→](#)



Add a comment...

Comment using...

Avant Aklu (signed in using Hotmail)

I hope Vigil Games get a new publisher for Darksiders, its to good to be forgotten and there's potentially two more installments at least.

[Reply](#) · [Like](#) · February 3 at 2:18am

**Dave Woods** · Top Commenter · Portsmouth

No Mercy? No chance in hell...

Smackdown and Smackdown II were much more enjoyable.

[Reply](#) · [Like](#) · February 2 at 12:06pm

**Jamie Walton** · Newcastle upon Tyne

Nice article. I think their demise is a real shame. The Darksiders games are two of my favourite games if this generation by a long chalk. I also loved Space Marine and both Saints Row 2 and Saints Row the Third.

Their UFC games, although a niche market, were absolutely incredible. The last one, UFC 3, is easily the best 'serious' fighting game out there. It beats Fight Night by a country mile. I hope that franchise doesn't lose its momentum.

For all their terrible marketing and woeful business savvy, I for one will miss THQ. A loss to gaming.

[Reply](#) · [Like](#) · February 2 at 10:49am

Avant Aklu (signed in using Hotmail)

I really liked Space Marine and i'm absolutely loving Darksiders 2 and its a lot more enjoyable than the first one, although that was a very good game, just a bit painful in places. And i didn't finish it in the end.

[Reply](#) · [Like](#) · February 3 at 2:15am

offcutter (signed in using yahoo)

I always wondered how they stayed afloat in the early days as I seem to remember all their games getting absolutely slaughtered, Pitfighter I'm looking at you!

[Reply](#) · [Like](#) · February 2 at 4:46am

**Jodi Johnson** · Oxford University

That said, if you look at their back catalogue, it makes for some sober reading...so my sympathy is job-based, not THQ-based. Anyway, the shovelware from the PS2 era wasn't going to cut it as this generation tried to put on a more "mature" face, and the notion of using legacy engines to power new games, as was alluded to, rarely works ("Deadly Premonition" is the only example I can think of off-hand). Beyond that, the way in which certain IPs change and become unfashionable, especially in the children's market ("Bratz" for example), didn't help either, and found a kind of analogue in the UFC stuff, where, as was said, the planned update cycle was not a match for the source material. It was a bad business, outmoded. Perhaps a decent profitability test on iOS / Android would have been a good idea.

Interesting article. Thanks.

[Reply](#) · [Like](#) · February 2 at 4:41am

**Jodi Johnson** · Oxford University

Also, if you look at how many times their games were the last or second-last iteration of a franchise...well, it tells its own story.

[Reply](#) · [Like](#) · February 2 at 4:44am

Floyd 83 · Top Commenter (signed in using Hotmail)

Nice summary. I remember writing into the inbox when the story broke but all I said was that it was pretty silly for them to try and go up against the giants with second-rate versions of the biggest games. Why blow your budget on a GTA or Zelda clone when gamers can get GTA or Zelda? And wrestling and UFC games are hardly Fifa in scale so you can't depend on them.

If you look at the market and look at their resources, it seemed obvious to me that there was a big gap that they could've filled which existed between the tiny low budget projects and the expensive big-hitters. They should've put some R&D into what kind of games are most feasible for filling this massive and potentially lucrative void. Maybe they'd have been able to take more risks but this is what happens when you're too ambitious in terms of resources and not ambitious enough in terms of ideas.

[Reply](#) · [Like](#) · February 2 at 3:42am

viewtifuljim76 (signed in using yahoo)

Nice feature andy, it's clear you always do your homework with such matters. I bought the U Draw on 360 with Pictionary for about £15 (great game for kids btw) for the little'un as a stocking filler for xmas... it's still in the stocking sealed and untouched. :-)

[Reply](#) · [Like](#) · February 2 at 1:36am



- [Menu 1](#)
 - [T&Cs](#)
 - [Privacy Policy and Cookies](#)
- [Menu 2](#)
 - [More Metro](#)
 - [Contact Metro](#)
 - [About Metro](#)
- [Menu 3](#)
 - [Twitter](#)
 - [Facebook](#)
 - [Foursquare](#)
 - [Google+](#)
- [Menu 4](#)
 - [Daily Deals](#)
 - [This is Money](#)
 - [Sitemap](#)

[Your ad choices](#)

© 2012 Associated Newspapers Limited Powered by [WordPress.com VIP](#)

⌵