

ATOMIC GAMES LAYS OFF STAFF



Atomic Games has laid off an undisclosed number of staffers, after difficulties finding a publisher for a controversial video game it is developing. The firm employed 75 before the layoffs. The game, *Six Days In Fallujah*, recreates the events of the Second Battle of Fallujah on March 31st, 2004, in which Iraqi insurgents ambushed a convoy containing four American private military contractors. The developers have worked with ex-Marines who were involved in the battle, and the firm has compared its financial troubles with the life and death events endured by the soldiers. Raleigh, North Carolina's Atomic Games is a video game developer. The company has developed titles such as the *Close Combat* series, the *World at War* series, as well as the *V for Victory* series. Atomic Games was acquired by Destineer Games in 2005 while collaborating on *Close Combat: Red Phoenix* and *Close Combat: First to Fight*.

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