

Company pulls plug on 'Fallujah' video game

April 28 2009, By BARBARA ORTUTAY , AP Technology Writer

(AP) -- The publisher behind a video game based on one of the Iraq war's fiercest battles has pulled the plug on the title, called "Six Days in Fallujah."

A spokeswoman for Japanese [game](#) company Konami Digital Entertainment Inc. confirmed that the company is no longer publishing the game, which was set to go on sale next year.

The game sought to re-create the 2004 Fallujah battle from the perspective of a U.S. Marine fighting against insurgents. It was developed by Atomic Games with input from the Marines.

Konami had advertised "Six Days" as a shooting game "unlike any other," combining "authentic weaponry, missions and combat set against the gripping story of the U.S. Marines on the ground." The game was criticized by veterans groups and others who called it inappropriate.

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